

d20 System™ Conversion of:

“Dungeon Module WG6: Isle of the Ape”

An ESD copy of the above product can be obtained from: www.rpgnow.com

This material was converted by: Daniel R. Collins (www.superdan.net) and is hosted at EN World in compliance with Wizards of the Coast, Inc. ESD Conversion Agreement v1.0.

Notes on the Conversion

The primary theme of this adventure is one of *slow attrition*. The PCs will encounter hordes of beasts on hot, steamy, monsoon-swept magical island. As written, most of the threat comes from wandering monsters (expect one per day), potentially using up item charges and slowing the characters down. The longer they stay on the island the more likely they are to fail, as all of their equipment slowly rots over weeks of time. It's a very different perspective from modern gaming, and you should be sure that your players will receive it correctly (or else radically change the adventure, perhaps abstracting the travel details and dealing directly only with written encounters).

The average Encounter Level here is 11th (note that this includes the many wandering monsters). Main island encounters are usually EL 10-13. However, there are a very few encounters of much higher level, about half a dozen in the EL 16-20+ category. Note that the pregenerated PCs average 16th level (not 18+ as written on the module's back cover).

Conversions of the various monster apes have been done according to a few principles that may not be initially obvious. First, there is evidence that the “giant carnivorous apes” controlled by the natives in the text (p. 9-17) should have been a new monster type, larger than dire apes, but smaller than Oonga-class apes (see chief's hut at 14., for example). I have created a 9 HD dire ape for this purpose; entries in the random encounter chart on the cover should be updated accordingly.

Secondly, a close look at the core dire ape conversion is in order. In AD&D “carnivorous apes” had a height of 7'+; in 3rd Ed. D&D “dire apes” were made 8' tall, so as to qualify as Large-size and gain Reach. The same incremental height adjustment has been made to the other types of apes, so that they just qualify on the low side of the Huge (16 ft.) and Gargantuan (32 ft.) size categories, respectively. This seems closest to the intent of Oonga being a truly awe-inspiring “gargantuan ape”, as listed in the original text.

Tribal spellcasters have been converted to the Cleric class. (The Adept class was considered, but it would lack many of the powers used in the original text.) Kawibusa witch doctors are multiclass cleric/wizards. Cavemen of the plateau areas are clerics with the Animal and Fire domains (for druid-like powers).

When the author personally ran this conversion, I procured a number of useful props to support the tabletop action. First, I made a number of stand-up paper figures for various types of dinosaurs. Second, I got a 9" tall King Kong toy to represent the gargantuan dire apes in scale. Third, a dinosaur-world wall poster helped set the mood. And finally, there was a set of flash cards to display various types of dinosaurs to the players. If you can do some subset of this, it will greatly benefit your game.

The final issue is that some encounters have relatively large numbers of opponents, which are poorly handled under the current rules. (Many random encounters can have 12 or 20 dinosaurs; and of course, the very first encounter is an ambush by hundreds of advanced-level barbarian savages). For these situations, I recommend using the mass-combat rules of your choice. I was inspired to write my own for this adventure, and perhaps someday that will see publication.

Spells That Do Not Function

The following categories of spells and abilities do not work on this demi-plane.

- Divinations *
- Conjunction (Summoning)
- Transmutation (Teleportation) **
- Any spell with an XP component
- Planar travel spells such as *astral projection*, *gate*, or *plane shift*.

* Exception: Translation spells, such as *comprehend languages* and *tongues*, are allowed to work.

** Including *transport via plants* and *wind walk*.

Note that of the many creatures on the island, most are of the “Beast” type, and almost all have the “Scent” special ability. Therefore, animal-influencing spells will rarely work (against those of the Beast type; in revised rules, assume these are Magical Beasts). Also, invisibility and illusion magic will be immediately foiled by creatures with 30 feet with their Scent abilities. (Creatures will work cooperatively to pinpoint enemies and call out for others to attack.)

Assume that a standard spell component pouch holds 10 components for any given spell. Keep track of the number used throughout this adventure for spells that use exhaustible material components.

Island Conditions

A number of unpleasant conditions confront visitors to the island, as listed below. In practice, it's been found that PCs of the appropriate level can almost always protect themselves against heat, disease, and food concerns (assuming clerical assistance). You may wish to gloss over those issues, or reference them only for a few turns, until players take appropriate countermeasures. That would leave only the first three considerations for active resolution.

Weather: There is a daily *downpour* for several hours around dusk (one-quarter sight, ranged attacks impossible, –8 to Listen, Spot, and Search, creatures up to Huge have trouble flying). Each day, you should also roll on the Random Weather table for longer or more severe events (see DMG).

Attrition: Items exposed to the air of the main island are susceptible to *rotting* (or rust or mold). Stored, protected items, and spellbooks are immune; so are special metals like gold, silver, mithral, and adamantine. Instead of rolling daily for each individual item, use the average attrition times shown below ("Start" shows time in days when rotting will be noticed for that type of item; "End" shows when those items will fall useless.)

Material	Normal Items		Magic Items	
	Start	End	Start	End
Food	1	2	1	11
Paper	5	6	7	17
Cloth	2	7	3	53
Leather	3	10	5	75
Rope	5	15	7	107
Wood	8	18	12	112
Metal	2	17	3	153

Encounters: Wandering monsters appear on a 25% chance (say, avoid DC 5 on d20). On the native peninsula plains area, roll once per day and night. On trails, roll every second hex traveled, plus once at night. Elsewhere, roll every hex. If PCs take flight, increase the chance to 50% for a flock of flying monsters (as DC 10). See below for more information.

Heat: Climate in the interior is normally *hot* (every 2 hours, require a Fort save DC 16 + 2 per turn [+4 in armor], or take 1d8 damage per turn). Also, results from the Random Weather roll other than "normal" may result in extreme heat (DC 20 + 5 per turn, for 3d8), or a cool day (no saves required).

Disease: Every day, PCs are exposed to *slimy doom disease* (Fort DC 14, 1 day incubation, 1d4 Con damage, 2nd save against 1 permanent Con damage). Even those with immunity to disease are susceptible, but gain +10 to their save. After 4 days of non-infection, PCs are no longer affected.

Food: Eating any natural, unpurified food from the island requires another immediate save against disease. After 1 day of exposure to the air, any carried food is diseased, as well.

Movement Rates

It's recommended that wilderness travel be adjudicated in "turns" of 2 hours each. There are 4 such turns of travel each day (unless a forced march is made). Use the following rates:

Terrain	Hexes/2 hours	
	30	20
<i>On track:</i>		
Plains	6	4
Hills, jungle, swamp	4	3
<i>Trackless:</i>		
Plains	6	4
Hills, swamp	3	2
Mountains, jungle	1	1
<i>On water:</i>		
Lake (boat)	2	2
Lake (raft)	1	1
River crossing	1	1

Monster Encounters

When encounters occur, distance is as per the normal rules. Treat swamp and jungle as "light forest" (100 ft. average), river and mountains as "scrub" (200 ft.), and plains as "grassland" (400 ft.). Assume that dangerous predators (theropods, plesiosaurs, dire apes, cavemen, etc.) are hiding in ambush (Spot DC 25 + Hide + modifiers; 10 + Hide at half-distance, +5 for stillness and/or contrast at your discretion). Other creatures will be traveling normally (Spot DC 20 + modifiers; automatic at half-distance). These DCs have been calculated for your convenience on the encounter tables.

Reactions are as per the adventure. Carnivores will attack immediately; herbivores will move in a random direction (1 in 6 towards PCs, for possible trample attack).

The Adventure Begins

1-3. Landing Place and Grassy Plains

No conversions necessary. If PCs circumnavigate the island by boat, use normal water movement rules. Assume natives spotted the PCs landing and ran to warn the tribe.

4. The Kawibusas' Ambush (EL 18)

This ambush should automatically take place before reaching the village. By the rules, the PCs should get one Spot check 360 feet away (DC 32), and another at 180 feet away (DC 23), to avoid being surprised by still natives in the grass or foliage. Only one PC can roll this Spot check (with any cooperation bonuses).

Kawibusas warriors are Barbarians with high physical stats, large hide shields, and no armor. Melee weapons are spiked club (as morningstar) or stone axe (as battleaxe). Their huge dire apes stand about 16 feet tall (remember their propensity to grapple armored opponents with bonus +22/+17). Make sure to have one or more hexes of bowmen ready arrows against any spellcasters.

After the ambush, questioning a normal warrior requires a Bluff or Intimidate check at DC 15 (with bonuses for a particularly believable trick or threat); leader-types are DC 20. Questioning the Big Witch Doctor takes a Bluff or Diplomacy check at DC 25; forcing him to reveal the incompleteness of his ritual takes an Intimidate check at DC 30.

5-8. The Village and Fields

No conversions are necessary here. Note that the village is guarded by additional units E (bows), H-, and W-, but they will flee if the ambush above is defeated. There are also units F (spears) and G (bows) out on a raid, who will return in 1d4 days, with 10 giant dire apes (see also area 16).

9. Meadow-Like Area (EL 8)

Lizards, Giant (8): Medium Animal; CR 2; AC 15; HD 3d8+9; hp 22; Init +2; Spd 30 ft., swim 30 ft.; Atk bite +4 (1d8+4); AL N; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

10. Village's Gate

A Climb check (DC 20) will get over either the wall or gate.

Stockade Wall: 16x1 ft.; Hardness 5; hp 120; Break DC 30.

Wooden Gate: 8x½ ft.; Hardness 5; hp 60; Break DC 25.

11-13. Inner Compound (EL 16)

Most structures here are simple grass huts. Rectangular lodges are made of bamboo, on poles 15 ft. above ground, about 30 x 60 feet. Area 14. is larger, 20 feet high, 50 feet in diameter. Area 15. is taller, 60 feet up, 40 feet in diameter.

There are 8 units of dire boars (8 boars each) loose inside the village. One group will attack each 10 minutes, or each 5 rounds once the middle area 13. is reached. Also note the slave pens around the perimeter walkway.

Dire Boars (64): Large Animal; CR 4; AC 15; HD 7d8+21; hp 52; Init +0; Spd 40 ft.; Atk bite +12 (1d8+12); Face/Reach 5x10 ft./5 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +8, Ref +5, Will +6; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +9, Spot +8.

14. Great Raised Round House (EL 9)

The chief's extra-large watchdog ape will hide silently just inside the entrance, seeking to surprise intruders (Listen check DC 19 to avoid).

Dire Ape, Huge: Huge Beast; CR 9; AC 16; HD 12d10+36; hp 106; Init +2; Spd 40 ft., climb 15 ft.; Atk 2 claws +15 (1d8+8), bite +10 (2d6+4); Face/Reach 10x10 ft./15 ft.; SA Rend 2d8+16; SQ Scent; AL N; SV Fort +11, Ref +10, Will +6; Str 26, Dex 14, Con 17, Int 5, Wis 14, Cha 10.

Skills and Feats: Climb +16, Move Silently +9, Spot +10.

15. Second Great Dwelling (EL 7)

Assume the Big Witch Doctor has used alchemical means to suspend his guardian snakes until they are disturbed. Finding the magical writings requires a Search check (DC 25) of the leaf-walls, which will uncover the text of the divine *serpent missile* and *log to lizard* spells (among others).

Snakes, Large Spitting (4): Large Animal; CR 3; AC 15; HD 3d8; hp 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Atk bite +4 (1d4 and poison); Face/Reach 5x5 ft. (coiled)/10 ft.; SA Poison (Fort DC 11, 1d6 Con), poisonous spittle (30 ft.); SQ Scent; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +8, Listen +9, Spot +9; Weapon Finesse (bite).

16. Secondary Entrance

See area 10. for gate statistics.

17-19. Clearing and Titanic Gates

Titanic Wall: 80x40 ft.; Hardness 8; hp 7,200; Break DC 80.

Titanic Gates: 36x2 ft.; Hardness 10; hp 480; Break DC 50.*

* Magically treated, gets save versus spells at +12 bonus.

20. Ancient Stone Pillar

Reading the ancient glyphs requires magic or a Decipher Script check (DC 30). Finding the gem decorations on the pillars requires a Search check (DC 15); finding the hidden compartment requires a harder Search check (DC 25). The pillars radiate strong Conjuraction magic.

Beyond the Wall

21. The Great Jungle

Note that on the narrow western trail that no gargantuan apes will appear.

If a log raft is built, use the Craft (shipmaking) rules for “progress by the day”. The value of a small log raft is 2 gp (DC 5), but it is easily broken apart in an attack. Travel upstream is ½ hex per 2-hour turn, downstream is 4 hexes per turn.

22. The Stegosaur (EL 19)

Dinosaurs, Stegosaur (8): Huge Beast; CR 13; AC 18; HD 18d10+126; hp 225; Init -1; Spd 30 ft.; Atk tail spikes +18 (3d8+10); Face/Reach 10x20 ft./10 ft.; SQ Scent; AL N; SV Fort +18, Ref +10, Will +6; Str 24, Dex 9, Con 25, Int 2, Wis 10, Cha 7.

Skills and Feats: Listen +7, Spot +7.

23. The Mosasaurs (EL 13)

Dinosaurs, Mosasaur (2): Huge Beast; CR 11; AC 13; HD 12d10+60; hp 126; Init +1; Spd swim 50 ft.; Atk bite +16 (4d8+13); Face/Reach 10x20 ft./10 ft.; SQ Scent; AL N; SV Fort +13, Ref +9, Will +5; Str 28, Dex 12, Con 20, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +7, Listen +7, Spot +7.

24. The Tyrannosaur (EL 13)

Dinosaur, Tyrannosaur: Huge Beast; CR 13; AC 15; HD 18d10+72; hp 171; Init +1; Spd 50 ft.; Atk bite +20 (5d8+13); Face/Reach 10x10 ft./15 ft.; SA Improved grab, swallow whole; SQ Scent; AL N; SV Fort +15, Ref +12, Will +8; Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10.

Skills and Feats: Listen +7, Spot +7.

25. The Great Crevasse (EL 10)

Moving across the log requires a Balance check (DC 10) each round. Being attacked uses the normal “walking a tightrope” penalties. For falling, use the normal “falling into water” rule (the river is more than 10 feet deep). Spotting the lizards on the far side is a difficult Spot check (DC 30).

Lizards, Minotaur (3): Large Animal; CR 6; AC 15; HD 8d8+32; hp 68, 64, 61; Init +1; Spd 20 ft.; Atk bite +10 (2d8+5), 2 claws +5 (2d6+2); Face/Reach 5x10 ft./5 ft.; SA Improved grab; AL N; SV Fort +10, Ref +7, Will +3; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 2.

Skills and Feats: Hide +10, Listen +6, Move Silently +6.

26. Oonga’s Cavern

The entrance area is protected by the equivalent of a *permanent screen* spell; it radiates strong illusion magic. Direct interaction with it allows a Will save (DC 30) to disbelieve.

27. Plateau Area (EL 15)

For convenience, all cavemen forces are given in units of Hunting Parties of 12 men each (Barbarians, levels 2 to 7). There are **2 parties** on the plateau itself; another **1 party** remains at the caves, along with the 4 leaders level 8-10, shamen, and females and children.

Cavemen are initially Unfriendly (appearance with Kawibusas makes them Hostile). Standard Diplomacy checks apply (DC 15 for Indifferent, 25 for Friendly, 40 for Helpful). Add +4 bonus for each of the following: demonstration of Kawibusas killing, bribery, or assistance in hunting. “Friendly” indicates they will bring them back to the caves; “Helpful” indicates services of tribesmen as in the text.

The Great Shaman will assist with the ritual if the tribe is “Friendly”, assuming he makes his Will save (DC 25) to avoid a bout of senility at any time.

28. Rocky Islet

Ascending the 50-foot cliff face takes a series of Climb checks (DC 15). Recognizing the runes takes a Decipher Script check (DC 25) or use of magic. If used properly, components for the most-often used (or desired) spells will be provided.

29. Plateau Area (EL 15)

See area #27 for details on these “other” cave dwellers.

30. Very High Plateau Area (EL 20)

This area has **4 parties** hunting the plateau, plus the equivalent of **5 parties** at the cave-area, plus 18 leaders of levels 8-15, shamen, and females and children. Each roaming party has 3 large Phororhacoses.

Initial reactions are the same as for area #27 above. In addition to the modifiers above, proposing war on the Kawibusas give a +8 bonus, and defeating a gargantuan dire ape also provides +8 bonus. The “Shaman of Shamen” must be made Helpful to share his ritual.

Tactics are as given in the text. Rock damage will be 2d6 per hit. In area 30m, finding the secret stone slab requires a Search check (DC 20).

Boulders: 10 ft. round; Hardness 8; hp 1,800; Break DC 70.

31. Waterfall

No conversions necessary.

32-36. Huge Cavern Openings (EL 17)

Each cavern is the home to one gargantuan dire ape, in order from the following list:

Dire Apes, Gargantuan (5): hp 218, 209, 200, 191, 182.

37-39. The Magic Pool (EL 18)

The pool is guarded by the following monsters, as described in the text. Deciphering the runes on the pool takes a Decipher Script check (DC 30) or magic.

Dinosaur, Tyrannosaur, Enhanced: Huge Magical Beast; CR 15; AC 15; HD 18d10+72; hp 250; Init +1; Spd 50 ft.; Atk bite +20 (5d8+13); Face/Reach 10x10 ft./15 ft.; SA Life drain, improved grab, swallow whole; SQ Scent; AL N; SV Fort +15, Ref +12, Will +8; Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10.

Skills and Feats: Listen +7, Spot +7.

Life Drain (Su): When an opponent is killed, gain hit points equal to their full hit point total (to maximum of 250).

Dinosaurs, Pterosaur (3-12): appear if intruders are flying; see Appendix for stats.

Black Bubbles: Large Construct; CR 10; AC 10; hp 50; Init +0; Spd 100 ft.; SA Engulf; SQ Popping.

Engulf (Ex): Like a gelatinous cube, a bubble can trap up to Large creatures as a standard action. Targets may either take an attack of opportunity, or else make a Reflex save (DC 20). Failure results in the target being dragged into another dimension.

Popping (Su): A destroyed bubble causes a blast in a 30 ft. radius, for 2d20 points of energy damage (Reflex save DC 20 for half).

In the extradimensional space, adjudicate the various spheres as in the text. Avoiding a given sphere requires a saving throw (as above). Touching a sphere is a melee touch attack against AC 20. Large spheres are AC 20 with hp 10. Any saving throws against insanity are Will saves (DC 20).

Large spheres have a 35% chance to be inhabited by a (1) brain mole, (2) intellect devourer, (3) thought eater, or (4) infested by cerebral parasites disease; see the Psionic SRD for these monster types. Understanding a thought generally requires a Concentration or Spellcraft check (DC 20). In the case of a new arcane spell, a Spellcraft check is required (DC 24); for a new divine spell, a Will save (DC 20).

Those who go permanently insane may affect others as a *rod of wonder*, or in the last case, suffer as the *insanity* spell. (Optionally, you may wish to use the UA "Sanity" rules.) Those imprisoned outside the pool are shrunken into a brass birdcage with an antimagic effect that can only be opened with the correct command word.

Oonga's Lair

Ledges shown on the map are each 15 feet high. Climbing over rubble in these areas takes a Climb check (DC 10); ascending over a sheer ledge is a harder Climb check (DC 25). Remember to dice for the exact location of Oonga herein.

1. Entrance Tunnel

No conversions necessary.

2. Dark Passages (EL 10)

Lizards, Subterranean, Advanced (6): Large Animal; CR 5; AC 15; HD 8d8+32; hp 68; Init +1; Spd 30 ft., climb 30 ft.; Atk bite +10 (2d6+7); Face/Reach 5x10 ft./5 ft.; AL N; SV Fort +10, Ref +7, Will +3; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 4.

Skills and Feats: Climb +20, Hide +2, Listen +4, Move Silently +5, Spot +4.

3. Large Sinkhole (EL 8)

If the fumes are inhaled, a saving throw must be rolled (Fortitude DC 20) to avoid falling.

4. Great Cavern (EL 6)

Snakes, Huge Viper, Advanced (2): Huge Animal; CR 4; AC 15; HD 6d8+6; hp 33; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; Atk bite +6 (1d4 and poison); Face/Reach 15x15 ft. (coiled)/10 ft.; SA Poison (Fort DC 14, 1d6 Con); SQ Scent; AL N; SV Fort +6, Ref +9, Will +3; Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance, +12, Climb +12, Hide +3, Listen +9, Spot +9; Weapon Finesse (bite).

5. Large Ledge (EL 9)

Lizards, Subterranean, Advanced (4): See #2 for stats.

6. Huge Cavern (EL 4)

Tanystropeus: Large Beast; CR 4; AC 15; HD 6d10+24; hp 54; Init +1; Spd 30 ft.; Atk bite +7 (2d6+6); Face/Reach 5x10 ft./10 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +8, Ref +6, Will +3; Str 18, Dex 12, Con 16, Int 2, Wis 13, Cha 9.

Skills and Feats: Hide +8, Listen +9, Spot +9.

7. Water Passage (EL 4)

Tanystropeus: hp 57.

8-9. Dark Chamber

Finding the "small space" takes a Search check (DC 20) in the appropriate space on the map.

10-12. The Lair of the Ape (EL 18)

See statistics for Oonga in the Appendix.

The Transformation (EL 21)

This is the encounter that occurs at the end of the module, once the PCs have recovered Oonga's treasure. A *seeming* spell has been used to disguise this group (Will DC 20).

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; darkvision 60 feet.

Mezzodaemons, Advanced (8): Medium Outsider (Evil); CR 14; AC 23; HD 12d8+60; hp 114; Init +6; Spd 40 ft.; Atk greatsword +18/+13/+8 (2d6+7/crit 17-20), or 2 claws +17 (1d6+5); SA Spell-like abilities (12th level), summon daemon; SQ Damage reduction 10/+1, daemon qualities; SR 22; AL NE; SV Fort +13, Ref +10, Will +10; Str 20, Dex 15, Con 20, Int 14, Wis 14, Cha 16.

Skills and Feats: Climb +20, Hide +17, Jump +20, Intimidate +18, Listen +17, Move Silently +17, Sense Motive +17, Spot +17; Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword).

Spell-Like Abilities: At will: *cause fear, darkness, desecrate, produce flame, see invisibility*; 2/day: *cloudkill, dispel magic, teleport without error* (self plus 50 pounds only). These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Tul-oc-luc, Arcanadaemon Sor18: Medium Outsider (Evil); CR 22; AC 22; HD 12d8+6d4+36; hp 120; Init +8; Spd 40 ft.; Atk 2 claws +17 (1d4+2 & baneful blow), bite +12 (2d6+1); SA Spell-like abilities (18th level), baneful blow, summon daemon; SQ Damage reduction 25/+3, daemon qualities, telepathy; SR 22; AL NE; SV Fort +13, Ref +14, Will +15; Str 14, Dex 18, Con 17, Int 18, Wis 18, Cha 20.

Skills and Feats: Bluff +22, Concentration +18, Diplomacy +20, Knowledge (the planes) +20, Listen +20, Move Silently +19, Scry +22, Search +20, Sense Motive +22, Spellcraft +22, Spot +20; Combat Casting, Dodge, Improved Initiative, Maximize Spell, Mobility, Silent Spell.

Spell-Like Abilities: At will—*deeper darkness, desecrate, fear, fly, heat metal, invisibility, magic missile, see invisibility, shapechange, telekinesis, teleport without error* (self plus 50 pounds only). These abilities are as the spells cast by an 18th-level sorcerer (save DC 15 + spell level).

Baneful Blow (Su): Claw—creature hit suffers a –1 penalty to attack rolls permanently; Will save DC 19 negates (stacks). It can be negated by *bless, neutralize poison, or remove curse*.

Spells Known (cast 6/8/7/7/7/6/6/5/3; save DC 15 + spell level): 0 – *arcane mark, dancing lights, daze, detect magic, flare, light, mage hand, ray of frost, read magic*; 1st – *charm person, mage armor, protection from good, ray of enfeeblement, shield*; 2nd – *blindness/deafness, detect thoughts, fog cloud, mirror image, web*; 3rd – *dispel magic, hold person, lightning bolt, slow*; 4th – *confusion, ice storm, polymorph other, wall of fire*; 5th – *cone of cold, seeming, wall of force, wall of stone*; 6th – *disintegrate, flesh to stone, repulsion*; 7th – *delayed blast fireball, power word stun, reverse gravity*; 8th – *polymorph any object, symbol*; 9th – *time stop*.

Celestial Qualities: Protective aura; fire resistance 20, tongues; electricity, cold, acid, and petrification immunity, +4 save against poison.

Celestials, Astral Deva (6): Medium Outsider (Good); CR 14; AC 29; HD 12d8+48; hp 102; Init +8; Spd 50 ft., fly 100 ft. (good); Atk +3 *heavy mace of disruption* +21/+16/+11 (1d8+12 and stun); SA Stun (DC 15), spell-like abilities; SQ Damage reduction 10/+1, SR 30, celestial qualities, uncanny dodge; AL G; SV Fort +12, Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Escape Artist +19, Hide +19, Knowledge (any three) or Craft (any three) +17, Listen +25, Move Silently +19, Sense Motive +19, Spot +25; Alertness, Cleave, Improved Initiative, Power Attack.

Spell-Like Abilities: At will: *aid, continual flame, detect evil, discern lies, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility sphere (self only), polymorph self, remove curse, remove disease, and remove fear*; 7/day-*see invisibility and cure light wounds*; 1/day-*heal and blade barrier*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

Celestial, Solar: Large Outsider (Good); CR 19; AC 35; HD 22d8+110; hp 209; Init +9; Spd 50 ft., fly 150 ft. (good); Atk +5 *dancing, vorpal greatsword* +35/+30/+25/+20/15 (2d6+18), or +2 *mighty composite longbow* +28/+23/+18/+13/+8 (1d8+7 and *slaying*); Face/Reach 5x5 ft./10 ft.; SA Spell-like abilities, spells; SQ Damage reduction 35/+4, SR 32 celestial qualities, fast healing 15; AL G; SV Fort +18, Ref +18, Will +20; Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25.

Skills and Feats: Concentration +16, Escape Artist +30, Hide +26, Knowledge (any five) or Craft (any five) +28, Listen +32, Move Silently +30, Search +30, Sense Motive +32, Spellcraft +19, Spot +32; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack.

Spell-Like Abilities: At will: *aid, animate objects, commune, continual flame, dimensional anchor, greater dispelling, holy smite, imprisonment, improved invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist elements, summon monster VII, and speak with dead*; 3/day-*blade barrier, earthquake, heal, permanency, resurrection, and shapechange*; 1/day-*greater restoration, mass charm, power word blind, power word kill, power word stun, prismatic spray, symbol (any), and wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

The following abilities are always active on the solar's person, as the spells cast by a 20th-level sorcerer: *detect evil, detect snares and pits, discern lies, see invisibility, and true seeing*. They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells from the cleric list and from the Air, Destruction, Good, Law, and War domains as 20th-level clerics (save DC 17 + spell level).

Appendix: Monster Statistics

For dinosaurs and associated exotic beasts, see the "Dinosaur Quick Statistics" roster chart.

Animal Herd: Small Animal; CR 1/6; AC 13; HD 1d8; hp 4; Init +2; Spd 40 ft.; Atk hoof +0 (1d2); SQ Scent; AL N; SV Fort +2, Ref +4, Will +0; Str 11, Dex 14, Con 11, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +5, Spot +5.

Dire Ape: Large Animal; CR 3; AC 15; HD 5d8+10; hp 32; Init +2; Spd 30 ft., climb 15 ft.; Atk 2 claws +8 (1d6+6), bite +3 (1d8+3); Face/Reach 5x5 ft./10 ft.; SA Rend 2d6+12; SQ Scent; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +9, Spot +9.

Dire Ape, Huge: Huge Beast; CR 7; AC 16; HD 9d10+27; hp 76; Init +2; Spd 40 ft., climb 15 ft.; Atk 2 claws +12 (1d8+8), bite +7 (2d6+4); Face/Reach 10x10 ft./15 ft.; SA Rend 2d8+16; SQ Scent; AL N; SV Fort +9, Ref +8, Will +5; Str 26, Dex 14, Con 17, Int 5, Wis 14, Cha 10.

Skills and Feats: Climb +16, Move Silently +9, Spot +10.

Dire Ape, Gargantuan: Gargantuan Magical Beast; CR 16; AC 17; HD 18d10+90; hp 189; Init +2; Spd 50 ft.; Atk 2 slams +24 (2d6+10), bite +19 (2d8+5), or rock +16 (2d8+10); Face/Reach 20x20 ft./20 ft.; SA Trample (DC 29, 3d8+10), rend 4d6+20, improved grab, rock throwing (180 ft. inc.); SQ Scent, fire-electricity-cold resistance 10, immunity to enchantments, fast healing 2; SR 30; AL N; SV Fort +16, Ref +13, Will +9; Str 30, Dex 14, Con 20, Int 8, Wis 16, Cha 13.

Skills and Feats: Jump +18, Move Silently +11, Spot +12.

Oonga, Dire Ape, Gargantuan: Gargantuan Magical Beast; CR 20; AC 18; HD 24d10+144; hp 288; Init +2; Spd 50 ft.; Atk 2 slams +32 (2d6+12), bite +27 (2d8+6), or rock +22 (2d8+12); Face/Reach 20x20 ft./20 ft.; SA Trample (DC 34, 3d8+12), rend 4d6+24, improved grab, rock throwing (220 ft. inc.); SQ Scent, fire-electricity-cold resistance 10, immunity to enchantments, fast healing 2; SR 30; AL N; SV Fort +20, Ref +16, Will +11; Str 34, Dex 15, Con 22, Int 8, Wis 16, Cha 15.

Skills and Feats: Jump +20, Move Silently +14, Spot +15.

Dire Boar: Large Animal; CR 4; AC 15; HD 7d8+21; hp 52; Init +0; Spd 40 ft.; Atk bite +12 (1d8+12); Face/Reach 5x10 ft./5 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +8, Ref +5, Will +6; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +9, Spot +8.

Crocodile, Giant: Huge Animal (Aquatic); CR 4; AC 16; HD 7d8+28; hp 59; Init +1; Spd 20 ft., swim 30 ft.; Atk bite +11 (2d8+12), tail slap +11 (1d12+12); Face/Reach 10x20 ft./10 ft.; SA Improved grab; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +0*, Listen +5, Spot +5.

Lizard, Giant: Medium Animal; CR 2; AC 15; HD 3d8+9; hp 22; Init +2; Spd 30 ft., swim 30 ft.; Atk bite +4 (1d8+4); AL N; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

Lizard, Minotaur: Large Animal; CR 6; AC 15; HD 8d8+32; hp 68; Init +1; Spd 20 ft.; Atk bite +10 (2d8+5), 2 claws +5 (2d6+2); Face/Reach 5x10 ft./5 ft.; SA Improved grab; AL N; SV Fort +10, Ref +7, Will +3; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 2.

Skills and Feats: Hide +10, Listen +6, Move Silently +6.

Lizard, Subterranean: Large Animal; CR 4; AC 15; HD 6d8+24; hp 51; Init +1; Spd 30 ft., climb 30 ft.; Atk bite +8 (2d6+7); Face/Reach 5x10 ft./5 ft.; AL N; SV Fort +9, Ref +6, Will +3; Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 4.

Skills and Feats: Climb +20, Hide +2, Listen +4, Move Silently +5, Spot +4.

Phororhacos: Large Beast; CR 5; AC 16; HD 7d10+28; hp 66; Init +3; Spd 40 ft.; Atk 2 claws +9 (1d4+5), bite +4 (2d6+2); Face/Reach 5x10 ft./15 ft.; SA Improved grab, shake (Fort DC 10+damage or stun); AL N; SV Fort +9, Ref +8, Will +3; Str 20, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Jump +11, Listen +6, Spot +6.

Snake, Giant Constrictor: Huge Animal; CR 5; AC 15; HD 11d8+11; hp 60; Init +3; Spd 20 ft., climb 20 ft.; Atk bite +13 (1d8+10); Face/Reach 15x15 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

Snake, Huge Viper: Huge Animal; CR 3; AC 15; HD 4d8+4; hp 22; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; Atk bite +5 (1d4 and poison); Face/Reach 15x15 ft. (coiled)/10 ft.; SA Poison (Fort DC 13, 1d6 Con); SQ Scent; AL N; SV Fort +5, Ref +8, Will +2; Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance, +12, Climb +12, Hide +3, Listen +9, Spot +9; Weapon Finesse (bite).

Snake, Huge Spitting: Huge Animal; CR 4; AC 15; HD 4d8+4; hp 22; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; Atk bite +5 (1d4 and poison); Face/Reach 15x15 ft. (coiled)/10 ft.; SA Poison (Fort DC 13, 1d6 Con), poisonous spittle (40 ft.); SQ Scent; AL N; SV Fort +5, Ref +8, Will +2; Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance, +12, Climb +12, Hide +3, Listen +9, Spot +9; Weapon Finesse (bite).

Dire Weasel: Medium Animal; CR 2; AC 16; HD 3d8; hp 13; Init +4; Spd 40 ft.; Atk bite +6 (1d6+3); SA Attach, blood drain (2d4 Con/round); SQ Scent; AL N; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Move Silently +10, Spot +5; Weapon Finesse (bite).

Appendix: Kawibusa Statistics

Note: All barbarians below have the **Rage** and **Uncanny Dodge** special abilities.

Warrior Units

Human Bbn3: Medium Humanoid; CR 3; AC 15 (large shield); HD 3d12+9; hp 28; Init +3; Spd 40 ft.; Atk spiked club-battleaxe +6 (1d8+3), or shortbow-halfspear +6 (1d6[+3]); AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +6, Handle Animal +6, Hide +4, Listen +2, Spot +2, Wilderness Lore +6; Alertness, Run, Track.

Human Bbn5: Medium Humanoid; CR 5; AC 15 (large shield); HD 5d12+15; hp 47; Init +3; Spd 40 ft.; Atk spiked club-battleaxe +9 (1d8+4), or shortbow-halfspear +8 (1d6[+4]); AL CE; SV Fort +7, Ref +4, Will +1; Str 18, Dex 17, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +8, Handle Animal +8, Hide +5, Listen +2, Spot +2, Wilderness Lore +8; Alertness, Run, Track.

Human Bbn6: Medium Humanoid; CR 6; AC 15 (large shield); HD 6d12+18; hp 57; Init +3; Spd 40 ft.; Atk spiked club-battleaxe +10/+5 (1d8+4), or shortbow-halfspear +9/+4 (1d6[+4]); AL CE; SV Fort +10, Ref +5, Will +2; Str 19, Dex 17, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +9, Handle Animal +9, Hide +5, Listen +2, Spot +2, Wilderness Lore +9; Alertness, Run, Track, Great Fortitude.

Human Bbn8: Medium Humanoid; CR 8; AC 16 (large shield); HD 8d12+24; hp 76; Init +4; Spd 40 ft.; Atk spiked club-battleaxe +13/+8 (1d8+5), or shortbow-halfspear +12/+7 (1d6[+5]); AL CE; SV Fort +11, Ref +5, Will +2; Str 21, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +11, Handle Animal +11, Hide +7, Listen +2, Spot +2, Wilderness Lore +11; Alertness, Run, Track, Great Fortitude.

Human Bbn9: Medium Humanoid; CR 9; AC 16 (large shield); HD 9d12+27; hp 85; Init +4; Spd 40 ft.; Atk spiked club-battleaxe +15/+10 (1d8+6), or shortbow-halfspear +13/+8 (1d6[+6]); AL CE; SV Fort +11, Ref +6, Will +3; Str 22, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +12, Handle Animal +12, Hide +8, Listen +2, Spot +2, Wilderness Lore +12; Alertness, Run, Track, Great Fortitude, Leadership.

Tribal Chief Unit

Human Bbn10: Medium Humanoid; CR 10; AC 16 (large shield); HD 10d12+30; hp 95; Init +4; Spd 40 ft.; Atk spiked club-battleaxe +16/+11 (1d8+6), or shortbow-halfspear +14/+9 (1d6[+6]); AL CE; SV Fort +12, Ref +8, Will +3; Str 22, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +13, Handle Animal +13, Hide +8, Listen +2, Spot +2, Wilderness Lore +13; Alertness, Run, Track, Great Fortitude, Lightning Reflexes.

Human Bbn11: Medium Humanoid; CR 11; AC 16 (large shield); HD 11d12+33; hp 104; Init +4; Spd 40 ft.; Atk spiked club-battleaxe +17/+12/+7 (1d8+6), or shortbow-halfspear +15/+10/+5 (1d6[+6]); SQ DR 1/-; AL CE; SV Fort +12, Ref +8, Will +3; Str 23, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +14, Handle Animal +14, Hide +9, Listen +2, Spot +2, Wilderness Lore +14; Alertness, Run, Track, Great Fortitude, Lightning Reflexes.

Human Bbn12: Medium Humanoid; CR 12; AC 16 (large shield); HD 12d12+36; hp 114; Init +4; Spd 40 ft.; Atk spiked club-battleaxe +18/+13/+8 (1d8+6), or shortbow-halfspear +16/+11/+6 (1d6[+6]); SQ DR 1/-; AL CE; SV Fort +13, Ref +9, Will +4; Str 23, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +15, Handle Animal +15, Hide +9, Listen +2, Spot +2, Wilderness Lore +15; Alertness, Run, Track, Great Fortitude, Lightning Reflexes, Leadership.

Chief, Human Bbn14: Medium Humanoid; CR 14; AC 17 (hide); HD 14d12+42; hp 133; Init +4; Spd 30 ft.; Atk +1 *good outsider bane bastard sword* +21/+16/+11 (1d10+9/19-20); SQ DR 2/-; AL CE; SV Fort +14, Ref +9, Will +4; Str 23, Dex 18, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +17, Handle Animal +17, Hide +9, Listen +2, Spot +2, Wilderness Lore +17; Alertness, Run, Track, Great Fortitude, Lightning Reflexes, Leadership.

Possessions: +1 *good outsider bane bastard sword*, *dust of appearance* (12 applications).

Witch Doctor Unit

Cleric Domains: Death (death touch 1/day), Trickery (Bluff, Disguise, Hide are class skills). * Indicates domain spell.

All lesser witch doctors wear a *mask of enemy detection*. Dice randomly for the charges left in any one (d% and divide by 2). Details on this item and the new *serpent missile* spell follow the witch doctor statistics, below.

Human Clr1/Wiz1: Medium Humanoid; CR 2; AC 13; HD 1d8+1d4+6; hp 13; Init +3; Spd 30 ft.; Atk spiked club +0 (1d8); AL CE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 16, Con 16, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +8, Hide +8, Knowledge (arcana) +7, Listen +5, Spellcraft +7, Spot +5; Alertness, Combat Casting, Scribe Scroll.

Cleric Spells Prepared (3/3; save DC 13 + spell level): 0 – *detect magic, detect poison, light*; 1st – *cause fear* *, *cure light wounds* (x2).

Wizard Spells Prepared (3/2; save DC 12 + spell level): 0 – *detect magic* (x2), *light*; 1st – *burning hands, serpent missile*.

Human Clr4/Wiz1: Medium Humanoid; CR 5; AC 13; HD 4d8+1d4+15; hp 35; Init +3; Spd 30 ft.; Atk spiked club +3 (1d8); AL CE; SV Fort +7, Ref +6, Will +9; Str 10, Dex 17, Con 16, Int 15, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Heal +11, Hide +11, Knowledge (arcana) +10, Listen +5, Spellcraft +10, Spot +5; Alertness, Combat Casting, Lightning Reflexes, Scribe Scroll.

Cleric Spells Prepared (5/5/4; save DC 13 + spell level): 0 – *detect magic* (x2), *detect poison, light* (x2); 1st – *bless, cause fear* *, *cure light wounds* (x3); 2nd – *darkness, death knell* *, *resist elements, speak with animals*.

Wizard Spells Prepared (3/2; save DC 12 + spell level): 0 – *detect magic* (x2), *light*; 1st – *burning hands, serpent missile*.

Human Clr6/Wiz2: Medium Humanoid; CR 8; AC 14; HD 6d8+2d4+24; hp 56; Init +4; Spd 30 ft.; Atk spiked club +5 (1d8); AL CE; SV Fort +8, Ref +6, Will +11; Str 10, Dex 18, Con 16, Int 16, Wis 16, Cha 10.

Skills and Feats: Bluff +11, Concentration +14, Heal +14, Hide +15, Knowledge (arcana) +14, Listen +5, Spellcraft +14, Spot +5; Alertness, Combat Casting, Craft Wondrous Item, Lightning Reflexes, Scribe Scroll.

Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level): 0 – *detect magic* (x2), *detect poison, light* (x2); 1st – *cause fear* *, *comprehend languages, cure light wounds* (x3); 2nd – *darkness, death knell* *, *resist elements* (x2), *speak with animals*; 3rd – *nondetection* *, *prayer* (x2), *remove disease*.

Wizard Spells Prepared (4/3; save DC 13 + spell level): 0 – *ghost sound* (x2), *detect magic, light*; 1st – *burning hands, serpent missile* (x2).

Big Witch Doctor, Human Clr6/Wiz3: Medium Humanoid; CR 9; AC 14; HD 6d8+3d4+27; hp 61; Init +4; Spd 30 ft.; Atk spiked club +5 (1d8); AL CE; SV Fort +11, Ref +9, Will +11; Str 10, Dex 18, Con 16, Int 16, Wis 16, Cha 16.

Skills and Feats: Bluff +15, Concentration +15, Heal +15, Hide +16, Knowledge (arcana) +15, Listen +5, Spellcraft +15, Spot +5; Alertness, Combat Casting, Craft Wondrous Item, Great Fortitude, Lightning Reflexes, Scribe Scroll.

Cleric Domains: Death (death touch 1/day), Trickery (Bluff, Disguise, Hide are class skills). * Indicates domain spell.

Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level): 0 – *detect magic* (x2), *detect poison, light* (x2); 1st – *cause fear* *, *comprehend languages, cure light wounds* (x3); 2nd – *darkness, death knell* *, *hold person* (x2), *resist elements*; 3rd – *bestow curse, contagion, nondetection* *, *prayer*.

Wizard Spells Prepared (4/3/2; save DC 13 + spell level): 0 – *detect magic* (x2), *light* (x2); 1st – *serpent missile* (x2), *shield*; 2nd – *invisibility, levitate*.

Possessions: Staff of swarming insects (20 charges).

Dire Ape, Huge: Huge Beast; CR 7; AC 16; HD 9d10+27; hp 76; Init +2; Spd 40 ft., climb 15 ft.; Atk 2 claws +12 (1d8+8), bite +7 (2d6+4); Face/Reach 10x10 ft./15 ft.; SA Rend 2d8+16; SQ Scent; AL N; SV Fort +9, Ref +8, Will +5; Str 26, Dex 14, Con 17, Int 5, Wis 14, Cha 10.

Skills and Feats: Climb +16, Move Silently +9, Spot +10.

Mask of Enemy Detection: This is a large, exotic mask with 500 gp gems for eyes. A knowledgeable spellcaster can use it as a wand (spell trigger activation) to cast a *see invisibility* spell from it. The mask has 50 charges when created, and the effect is a cone 130 feet long.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *see invisibility*; *Market Price:* 4,500 gp (fully charged); *Weight:* 8 lb.

Serpent Missile

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell is a variation on *magic missile*. It creates a glowing green serpent form, plus one per two caster levels over 1st, which automatically strike the target(s). Damage is 2d8 hit points per missile, or only 1 if a Fortitude saving throw is made.

Material Component: One or more scales from a poisonous snake.

Appendix: Cavemen Statistics

Cavemen are all Neutral Barbarians wearing furs equivalent to Padded Armor. They may bear clubs (as morningstars), stone axes, halfspears, and/or bolas (ranged touch attack trip check, then grapple check with the same roll).

Selected skills are Climb, Hide, Listen, and Wilderness Lore. Feats are as follows, by level: (1) Alertness, Track, (3) Run, (6) Great Fortitude, (9) Leadership, (12) Lightning Reflexes, (15) Power Attack.

Note: All barbarians here have the **Rage** and **Uncanny Dodge** special abilities. See the Quick Stats roster for details.

Shamen

Use these shamen for areas 27, 29, and 30. (Note that areas 27/29 should have 5th and 7th level shamen, as per the table.)

Cleric Domains: Animal (cast animal *friendship* 1/day, Knowledge (nature) is a class skill), Fire (turn water creatures, rebuke fire creatures, 3+Cha/day). * Indicates domain spell.

Little Shaman, Human Clr3: Medium Humanoid; CR 3; AC 14 (padded armor); HD 3d8+9; hp 22; Init +3; Spd 30 ft.; Atk spiked club +5 (1d8+3); AL N; SV Fort +6, Ref +4, Will +6; Str 17, Dex 16, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Heal +9, Knowledge (nature) +6, Listen+5, Spot +5; Alertness, Combat Casting, Lightning Reflexes.

Cleric Spells Prepared (4/4/3; save DC 13 + spell level): 0 – create water, detect poison, light (2); 1st – bless, burning hands *, cure light wounds; 2nd – hold animal *, resist elements, speak with animals.

Middle Shaman, Human Clr5: Medium Humanoid; CR 5; AC 14 (padded armor); HD 5d8+15; hp 37; Init +3; Spd 30 ft.; Atk spiked club +6 (1d8+3); AL N; SV Fort +7, Ref +6, Will +7; Str 17, Dex 16, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Heal +11, Knowledge (nature) +8, Listen+5, Spot +5; Alertness, Combat Casting, Lightning Reflexes.

Cleric Spells Prepared (5/5/4/3; save DC 13 + spell level): 0 – create water, detect magic, detect poison, light (x2); 1st – bless, burning hands *, cure light wounds (x2), protection from evil; 2nd – darkness, hold animal *, resist elements, speak with animals; 3rd – dispel magic, prayer, resist elements *.

Big Shaman, Human Clr7: Medium Humanoid; CR 7; AC 14 (padded armor); HD 7d8+21; hp 52; Init +3; Spd 30 ft.; Atk spiked club +8 (1d8+3); AL N; SV Fort +10, Ref +7, Will +8; Str 17, Dex 17, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Heal +13, Knowledge (nature) +8, Listen +5, Spot +5; Alertness, Combat Casting, Great Fortitude, Lightning Reflexes.

Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level): 0 – create water, detect magic, detect poison, light (x3); 1st – bless, burning hands *, cure light wounds (x3), protection from evil; 2nd – cure moderate wounds, darkness, hold animal *, resist elements, speak with animals; 3rd – dispel magic, glyph of warding, prayer, resist elements *; 4th – neutralize poison, wall of fire *.

Shaman of Shamen, Human Clr8: Medium Humanoid; CR 8; AC 14 (padded armor); HD 8d8+24; hp 60; Init +3; Spd 30 ft.; Atk spiked club +9/+4 (1d8+3); AL N; SV Fort +11, Ref +7, Will +9; Str 17, Dex 17, Con 17, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Heal +14, Knowledge (nature) +9, Listen +5, Spot +5; Alertness, Combat Casting, Great Fortitude, Lightning Reflexes.

Cleric Spells Prepared (6/6/5/5/3; save DC 13 + spell level): 0 – create water, detect magic, detect poison, light (x3); 1st – bless, burning hands *, cure light wounds (x3), protection from evil; 2nd – cure moderate wounds, darkness, hold animal *, resist elements, speak with animals; 3rd – dispel magic, glyph of warding, prayer, remove disease, resist elements *; 4th – cure critical wounds, neutralize poison, wall of fire *.

Plateau Area Encounters

Note that the encounter chart “Apes’ Caverns” in the original text should really be labeled “Plateau Areas”. Animal Herds are Small-sized, proto-pony or antelope creatures, as big as a dog.

Plateau Areas
(400 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-15	Animal Herd	20-200	0	24	--
16-30	Dire Boar	2-8	1	21	6
31-45	Cavemen	12	1	30	17
46-60	Phororhacos, Large	2-8	1	22	7
61-75	Dire Weasel	2-8	1	29	14
76-00	No Encounter	--			

Appendix: Random Encounter Charts

The GM may add +5 for contrast and/or stillness to any Spot DC's. This replaces any setting-specific racial bonuses (say 50% still).

Around ape areas #33-36, 20% chance for 3-8 Huge Dire Apes.

*** 5% for encounter with Oonga-class ape. (Note cover typo fix.)

Southwest Peninsula

(400 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-25	Dire Ape	3-12	1	21	8
26-35	Dire Ape, Huge	2-5	1	19	4
36-60	Boar	2-8	0	20	--
61-85	Lizard, Giant	5-20	1	30	17
86-00	Podokesaur	4-16	1	35	22

Swamp and Swampy River

(100 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-05	Anatasaur	4-16	0	11	--
06-10	Anklyosaur	2-5	0	15	--
11-15	Apatosaur	1-4	0	7	--
16-20	Camarasaur	2-8	0	7	--
21-25	Ceratosaur	1-4	1	22	7
26-35	Cetiosaur	1-4	0	7	--
36-50	Crocodyle, Giant	3-12	1	23	10
51-55	Diplodocus	1-4	0	7	--
56-60	Gorgosaur	1-2	1	18	3
61-65	Lambeosaur	5-20	0	11	--
66-70	Mamenchisaur	1-4	0	7	--
71-75	Paleoscincus	2-5	0	15	--
76-80	Tanystropheus	2-5	1	22	7
81-00	No Encounter	--	--	--	--

River and Lake Surface

(200 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-07	Anatasaur	4-16	0	11	--
08-14	Apatosaur	1-4	0	7	--
15-21	Brachiosaur	2-5	0	7	--
22-28	Crocodyle, Giant	3-12	1	23	10
29-34	Dinichtys	1-3	1	18	3
35-42	Diplodocus	1-4	0	7	--
43-49	Elasmosaur, Huge	1-2	1	19	4
50-55	Mamenchisaur	1-4	0	7	--
56-62	Mosasaur	1-2	1	18	3
63-69	Plesiosaur, Huge	1-3	1	19	4
70-80	Tanystropheus	2-5	1	22	7
81-00	No Encounter	--	--	--	--

Plains and Hills

(400 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-08	Antrodemus	1-2	1	18	3
09-16	Dire Ape, Huge ***	2-5	1	19	4
17-24	Camptosaur	5-20	0	20	--
25-34	Iguanodon	5-20	0	15	--
35-42	Massopondylus, Large	5-20	0	15	--
43-52	Monoclonius	5-20	0	9	--
53-62	Pentaceratops	3-12	0	9	--
63-70	Styracosaur	3-12	0	9	--
71-76	Teratosaur	1-3	1	22	7
77-85	Triceratops	2-8	0	11	--
86-95	Tyrannosaur	1-2	1	18	3
96-00	No Encounter	--	--	--	--

Mountains and Foothills

(200 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-12	Dire Ape, Huge ***	2-5	1	19	4
13-22	Dilophosaur	5-8	1	20	7
23-35	Iguanodon	5-20	0	15	--
36-55	Lizard, Giant	3-12	1	30	17
56-60	Lizard, Minotaur	2-8	1	35	20
61-66	Pteranodon	5-20	1	22	9
67-77	Pterosaur	3-12	1	17	4
78-85	Snake, Huge Viper	2-5	1	28	13
86-90	Struthiomimus	2-8	1	36	21
91-00	No Encounter	--	--	--	--

Jungle

(100 ft. average encounter distance.)

d%	Monster	No.	Hunt	1st Spot	2nd Spot
01-06	Anatasaur	4-16	0	11	--
07-15	Anchisaur	5-20	0	19	--
16-21	Dire Ape, Huge ***	2-5	1	19	4
22-29	Dacentrurus	2-8	0	15	--
30-35	Deinonychus	2-5	1	35	20
36-44	Gorgosaur	1-2	1	18	3
45-50	Kentrosaur	2-8	0	15	--
51-60	Lizard, Giant	3-12	1	30	17
61-66	Megalosaur	1-2	1	18	3
67-72	Plateosaur	5-20	0	15	--
73-78	Snake, Giant Const.	1-2	1	28	13
79-84	Snake, Huge Viper	2-5	1	28	13
85-90	Snake, Huge Spitting	1-4	1	28	13
91-95	Stegosaur	2-8	0	11	--
96-00	No Encounter	--	--	--	--

Appendix: Quick Statistics Sheets

Dinosaur Roster

All dinosaurs have the Scent special quality. Hit Dice are all d10.

Grp	Size	Dinosaur	CR	AC	HD	hp	©	Init	©	Spd	Saves			Skills			Attacks and Qualities
											F	R	W	Lis	Spt		
O	H	Anatosaur	7	15	12	138	+1	40	+14	+9	+5	+8	+8				tail slam +14 (1d6+10)
S	M	Anchisaur	0	13	2	19	+1	40	+7	+4	+1	+8	+8				bite +2 (1d4+1)
Ty	L	Anklyosaur	7	20	9	94	-1	30	+11	+5	+3	+7	+7				tail slam +10 (3d6+7); reach 10
T	H	Antromedus	11	15	15	142	+1	50	+13	+10	+7	+9	+9				bite +17 (4d6+12)
S	G	Apatosaur	18	15	30	435	-1	30	+26	+16	+11	+8	+8				tail slam +27 (3d6+13); trample (DC 34, 4d8+9); reach 15
S	G	Brachiosaur	20	15	36	522	-1	30	+29	+19	+13	+8	+8				tail slam +32 (3d8+13); trample (DC 37, 8d8+9); reach 15
S	G	Camarasaur	14	14	20	290	-1	30	+21	+11	+7	+8	+8				tail slam +20 (2d6+13); trample (DC 29, 3d8+9); reach 10
O	M	Camptosaur	0	13	3	22	+2	30	+5	+5	+2	+8	+8				bite +4 (1d4)
T	L	Ceratosaur	6	15	8	60	+1	50	+8	+7	+3	+8	+8				2 claws +9 (1d6+4), bite +4 (2d8+2)
S	G	Cetiosaur	12	14	18	261	-1	30	+20	+10	+7	+8	+8				tail slam +18 (2d6+13); trample (DC 28, 3d8+9); reach 10
Ty	L	Dacentrurus	8	17	10	105	-1	30	+12	+6	+3	+7	+7				tail spikes +11 (2d8+7); reach 10
T	M	Deinonychus	3	16	4	30	+2	60	+6	+6	+2	+8	+8				rake +6 (1d8+3), 2 claws +1 (1d3+1), bite +1 (2d4+1)
T	L	Dilophosaur	6	15	8	60	+1	60	+8	+7	+3	+8	+8				2 talons +9 (2d6+4), bite +4 (1d6+2)
X	H	Dinichtys	8	13	10	105	+1	30	+12	+8	+4	+8	+8				bite +13 (3d8+12); improved grab, swallow whole
S	G	Diplodocus	16	14	24	348	-1	30	+23	+13	+9	+8	+8				tail slam +23 (3d6+13); trample (DC 31, 3d8+9); reach 20
Pl	L	Elasmosaur	3	13	5	42	+3	50	+7	+7	+2	+8	+8				bite +6 (2d8+6); reach 10
Pl	H	Elasmosaur, Huge	9	13	15	157	+2	50	+14	+11	+6	+8	+8				bite +17 (3d8+12); reach 15
T	H	Gorgosaur	10	15	13	123	+1	50	+12	+9	+6	+9	+9				bite +15 (5d6+12)
O	L	Iguanodon	3	16	6	57	+1	50	+9	+6	+3	+8	+8				tail slam +7 (1d8+6)
Ty	L	Kentrosaur	9	18	11	115	-1	30	+12	+6	+3	+7	+7				tail spikes +12 (2d8+7); reach 10
O	H	Lambeosaur	8	14	12	138	+1	40	+14	+9	+5	+8	+8				tail slam +14 (2d6+10)
S	G	Mamenchisaur	12	13	18	261	-1	30	+20	+10	+7	+8	+8				tail slam +18 (2d6+13); trample (DC 28, 3d8+9); reach 15
S	M	Massopondylus	1	15	3	25	+2	50	+6	+5	+2	+8	+8				bite +4 (1d8+3)
S	L	Massopondylus, L	4	15	7	73	+1	50	+10	+6	+3	+8	+8				bite +8 (2d6+6)
T	H	Megalosaur	10	15	12	114	+1	40	+12	+9	+6	+9	+9				bite +15 (3d6+12)
C	H	Monoclonius	6	17	8	92	-1	30	+12	+5	+3	+8	+8				gore +9 (2d8+7); charge x2, trample (DC 19, 2d8+5)
X	H	Mosasaur	11	13	12	126	+1	50	+13	+9	+5	+8	+8				bite +16 (4d8+13)
Ty	L	Paleoscincus	7	23	9	94	-1	20	+11	+5	+3	+7	+7				tail spikes +10 (2d6+7); reach 10
C	H	Pentaceratops	8	18	12	138	-1	30	+14	+7	+5	+8	+8				gore +12 (2d8+7); charge x2, trample (DC 21, 2d10+5)
X	M	Phororhacos	1	14	3	22	+2	50	+5	+5	+2	+8	+8				2 claws +4 (1d3+2), bite -1 (1d8+1); pounce
X	L	Phororhacos, Lg	4	14	7	59	+1	50	+8	+6	+3	+8	+8				2 claws +8 (1d4+4), bite +3 (2d6+2); pounce
S	L	Plateosaur	5	15	8	84	+1	40	+11	+7	+3	+8	+8				bite +6 (1d6+6)
Pl	L	Plesiosaur	6	13	10	85	+2	50	+10	+9	+4	+8	+8				bite +10 (2d8+6); reach 10
Pl	H	Plesiosaur, Huge	13	13	20	210	+2	50	+17	+14	+7	+8	+8				bite +21 (3d8+12); reach 15
T	S	Podokesaur	1	16	2	13	+3	60	+4	+6	+1	+8	+8				rake +5 (1d6), 2 claws +0 (1d2), bite +0 (1d6)
Pt	L	Pteranodon	2	13	3	19	+3	50	+4	+6	+3	+9	+9				beak +5 (1d8+6); beak dive x2; reach 5
Pt	H	Pterosaur	4	15	6	45	+2	40	+7	+7	+4	+9	+9				beak +8 (2d6+9); beak dive x2; reach 10
Ty	H	Stegosaur	13	18	18	225	-1	30	+18	+10	+6	+7	+7				tail spikes +18 (3d8+10); reach 10
T	M	Struthiomimus	4	14	6	45	+3	60	+7	+8	+3	+8	+8				rake +7 (1d8+1), 2 claws +2 (1d3), bite +2 (2d4)
C	H	Styracosaur	7	18	10	115	-1	30	+13	+6	+4	+8	+8				gore +10 (2d8+7); charge x2, trample (DC 20, 2d8+5)
X	L	Tanystropheus	4	15	6	51	+1	30	+8	+6	+3	+8	+8				bite +7 (2d6+6); improved grab; reach 10
X	L	Teratosaur	6	15	10	95	+1	60	+11	+8	+4	+8	+8				2 claws +11 (1d3+5), bite +6 (3d6+2)
C	H	Triceratops	10	18	16	200	-1	30	+17	+9	+6	+8	+8				gore +15 (2d8+7); charge x2, trample (DC 23, 2d12+5)
T	H	Tyrannosaur	13	15	18	171	+1	50	+15	+12	+8	+9	+9				bite +20 (5d8+13); improved grab, swallow whole

Monster Roster

Monster	CR	AC	HD	hp	☉	Init	☉	Spd	Saves			Skills			Attacks and Qualities
									F	R	W	Lis	Spt		
Animal Herd	-5	13	1d8	4	+2	40	+2	+4	0	+5	+5	hoof +0 (1d2)			
Dire Ape	3	15	5d8+10	32	+2	30	+6	+6	+5	+1	+9	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent			
Dire Ape, Huge	7	16	9d10+27	76	+2	40	+9	+8	+5	+2	+10	2 claws +12 (1d8+8), bite +7 (2d6+4); rend 2d8+16; scent			
Dire Ape, Gar.	15	17	18d10+90	189	+2	50	+16	+13	+9	+3	+12	2 slams +24 (2d6+10), bite +19 (2d8+5), or rock +16 (2d8+10); trample (DC 29, 3d8+10), rend 4d6+20, improved grab; scent, fire-electricity-cold resist 10, immune to enchantments, fast heal 2; SR 30			
Oonga, Dire Ape, G.	18	18	24d10+144	288	+2	50	+20	+16	+11	+3	+15	2 slams +32 (2d6+12), bite +27 (2d8+6), or rock +22 (2d8+12); trample (DC 34, 3d8+12), rend 4d6+24, improved grab; scent, fire-electricity-cold resist 10, immune to enchantments, fast heal 2; SR 30			
Dire Boar	4	15	7d8+21	52	0	40	+8	+5	+6	+9	+8	bite +12 (1d8+12); ferocity; scent			
Crocodile, Giant	4	16	7d8+28	59	+1	30	+9	+6	+3	+5	+5	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab			
Lizard, Giant	2	15	3d8+9	22	+2	30	+6	+5	+2	+4	+4	bite +5 (1d8+4)			
Lizard, Minotaur	6	15	8d8+32	68	+1	20	+10	+7	+3	+6	+1	bite +10 (2d8+5), 2 claws +5 (2d6+2); improved grab			
Lizard, Subterranean	4	15	6d8+24	51	+1	30	+9	+6	+3	+4	+4	bite +8 (2d6+7); climb 30 ft.			
Sn., Giant Constr.	5	15	11d8+11	60	+3	20	+8	+10	+4	+9	+9	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent			
Sn., Viper, Huge	3	15	4d8+4	22	+4	20	+5	+8	+2	+9	+9	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent			
Sn., Spitting, Huge	4	15	4d8+4	22	+4	20	+5	+8	+2	+9	+9	bite +5 (1d4 &p); pois (DC13, 1d6 Con); spit (40 ft.); scent			
Dire Weasel	2	16	3d8	13	+4	40	+3	+7	+4	+1	+5	bite +6 (1d6+3); attach, blood drain (2d4 Con/rnd); scent			

Kawibusa Roster

Note: All barbarians have Rage and Uncanny Dodge (rage +4 Str, +4 Con, +2 Will, -2 AC, +2 hp/level -- lasts 8 rounds)
 All lesser witch doctors have a Mask of Enemy Detection (see invisibility 130 ft)

Warrior	CR	AC	HD	hp	☉	Init	☉	Spd	Saves			Skills			Attacks and Qualities
									F	R	W	Lis	Spt		
Bbn3	3	15	3d12+9	28	+3	40	+5	+4	+1	+2	+2	club-axe +6 (1d8+3), bow-spear +6 (1d6+3)			
Bbn5	5	15	5d12+15	47	+3	40	+7	+4	+1	+2	+2	club-axe +9 (1d8+4), bow-spear +8 (1d6+4)			
Bbn6	6	15	6d12+18	57	+3	40	+10	+5	+2	+2	+2	club-axe +10/5 (1d8+4), bow-spear +9/4 (1d6+4)			
Bbn8	8	16	8d12+24	76	+4	40	+11	+5	+2	+2	+2	club-axe +13/8 (1d8+5), bow-spear +12/7 (1d6+5)			
Leader, Bbn9	9	16	9d12+27	85	+4	40	+11	+6	+3	+2	+2	club-axe +15/10 (1d8+6), bow-spear +13/8 (1d6+6)			
Bbn10	10	16	10d12+30	95	+4	40	+12	+8	+3	+2	+2	club +16/11 (1d8+6), spear +14/9 (1d6+6)			
Bbn11	11	16	11d12+33	104	+4	40	+12	+8	+3	+2	+2	club +17/12/7 (1d8+6), spear +15/10/5 (1d6+6); DR 1/-			
Bbn12	12	16	12d12+36	114	+4	40	+13	+9	+4	+2	+2	club +18/13/8 (1d8+6), spear +16/11/6 (1d6+6); DR 1/-			
Chief, Bbn14	14	17	14d12+42	133	+4	30	+14	+9	+4	+2	+2	+1 beast-bane bastard sword +21/+16/+11 (1d10+9/19-20); DR 2/-; dust of appearance (12 applications)			
Clr1/Wiz1	2	13	1d8+1d4+6	13	+3	30	+5	+3	+7	+5	+5	club +0 (1d8); spells, mask of enemy detection			
Clr4/Wiz1	5	13	4d8+1d4+15	35	+3	30	+7	+6	+9	+5	+5	club +3 (1d8); spells, mask of enemy detection			
Clr6/Wiz2	8	14	6d8+2d4+24	56	+4	30	+8	+6	+11	+5	+5	club +5 (1d8); spells, mask of enemy detection			
BWD, Clr6/Wiz3	9	14	6d8+3d4+27	61	+4	30	+11	+9	+11	+5	+5	club +5 (1d8); spells, staff of swarming insects (20 ch.)			
Dire Ape, Huge	7	16	9d10+27	76	+2	40	+9	+8	+5	+2	+10	2 claws +12 (1d8+8), bite +7 (2d6+4); rend 2d8+16; scent			

Caveman Roster

Note: All barbarians have Rage and Uncanny Dodge (rage +4 Str, +4 Con, +2 Will, -2 AC, +2 hp/level -- lasts 8 rounds)

Caveman	CR	AC	HD	hp	©	Init	©	Spd	Saves			Skills		Attacks and Qualities
									F	R	W	Lis	Spt	
Bbn2	2	14	2d12+8	21		+3		40	+7	+3	0	+7	+2	club-axe +5 (1d8+3), spear-bola +5 (1d6+3)
Bbn3	3	14	3d12+12	31		+3		40	+7	+4	+1	+8	+2	club-axe +6 (1d8+3), spear-bola +6 (1d6+3)
Bbn4	4	14	4d12+16	42		+3		40	+8	+4	+1	+9	+2	club-axe +8 (1d8+4), spear-bola +7 (1d6+4)
Bbn5	5	14	5d12+20	52		+3		40	+8	+4	+1	+10	+2	club-axe +9 (1d8+4), spear-bola +8 (1d6+4)
Bbn6	6	14	6d12+24	63		+3		40	+11	+5	+2	+11	+2	club-axe +10/5 (1d8+4), spear-bola +9 (1d6+4)
Bbn7	7	14	7d12+28	73		+3		40	+11	+5	+2	+12	+2	club-axe +11/6 (1d8+4), spear-bola +10 (1d6+4)
Bbn8	8	14	8d12+32	84		+3		40	+12	+5	+2	+13	+2	club-axe +13/8 (1d8+5), spear-bola +11 (1d6+5)
Bbn9	9	15	9d12+36	94		+4		40	+12	+7	+3	+14	+2	club-axe +14/9 (1d8+5), spear-bola +13 (1d6+5)
Bbn10	10	15	10d12+40	105		+4		40	+13	+7	+3	+15	+2	club-axe +15/10 (1d8+5), spear-bola +14 (1d6+5)
Bbn11	11	15	11d12+44	115		+4		40	+13	+7	+3	+16	+2	club-axe +16/11/6 (1d8+5), spear-bola +15 (1d6+5); DR 1/-
Bbn12	12	15	12d12+48	126		+4		40	+14	+10	+4	+17	+2	club-axe +18/13/8 (1d8+6), spear-bola +16 (1d6+6); DR 1/-
Bbn13	13	15	13d12+52	136		+4		40	+14	+10	+4	+18	+2	club-axe +19/14/9 (1d8+6), spear-bola +17 (1d6+6); DR 1/-
Bbn14	14	15	14d12+56	147		+4		40	+15	+10	+4	+19	+2	club-axe +20/15/10 (1d8+6), spear-bola +19 (1d6+6); DR 2/-
Bbn15	15	15	15d12+60	157		+4		40	+15	+11	+5	+20	+2	club-axe +21/16/11 (1d8+6), spear-bola +19 (1d6+6); power attack, greater rage (+6 Str, +6 Con, +3 Will); DR 2/-
Clr3	3	14	3d8+9	22		+3		30	+6	+4	+6	+5	+5	club +5 (1d8+3); spells
Clr5	5	14	5d8+15	37		+3		30	+7	+6	+7	+5	+5	club +6 (1d8+3); spells
Clr7	7	14	7d8+21	52		+3		30	+10	+7	+8	+5	+5	club +8 (1d8+3); spells
SOS, Clr8	8	14	8d8+24	60		+3		30	+11	+7	+9	+5	+5	club +9/4 (1d8+3); spells
Phororhacos, Lg	4	14	7d10+21	59		+1		50	+8	+6	+3	+8	+8	2 claws +8 (1d4+4), bite +3 (2d6+2); pounce

Key to Dinosaur Quick Statistics

For convenience, dinosaurs have been categorized into several groups (taxonomic orders, suborders, and families). This should serve to provide a general description at a glance, even for unfamiliar dinosaur names.

- C – Ceratopsian: Quadruped, herbivorous dinosaurs with armored head defenses (e.g., Triceratops).
- O – Ornithopods: Biped, herbivorous dinosaurs with sophisticated jaws (e.g., Iguanodon).
- PI – Plesiosaurs: Swimming, carnivorous reptiles (not dinosaurs) with long snaky necks (e.g., Elasmosaurus).
- Pt – Pterosaurs: Flying, carnivorous reptiles with sharp beaks (e.g., Pteranodon).
- S – Sauropods: Quadruped, herbivorous, usually gargantuan dinosaurs with long necks (e.g., Apatosaurus).
- T – Theropods: Biped, carnivorous dinosaurs with powerful bite attacks (e.g., Tyrannosaurus).
- Ty – Thyreophora: Quadruped, herbivorous dinosaurs with heavy armor and weapon-like tails (e.g., Stegosaurus).
- X – Excluded: Miscellaneous reptiles and creatures not included above.

Index of alterations from other rulesets:

- Some real-life species were smaller than shown in AD&D: Camptosaur, Plesiosaur, Massopondylus, Phororhacos. I've made real-life sized versions for these, and advanced versions to correspond with the AD&D monsters.
- Cetiosaur is actually the smallest of the big sauropods: I've reduced its Hit Dice and damage. (It may in fact be Huge-sized.)
- Deinonychus in D&D is shown as Large sized, when it's really more like Medium (changes mostly to ability scores).
- Elasmosaur in AD&D had 15 HD, in 3rd Ed. only 5 HD. I've included versions of both (real-life more like the 15 HD Huge version).

Licensing Information

Dungeon Module WG6: Isle of the Ape, DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, AD&D, the D&D logo, the AD&D logo, the d20 System logo and d20 are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. All titles, and all proper nouns, including character names, locations, and named items are considered Product Identity per Section 1 of the Open Game License v1.0a and are exclusively owned by Wizards of the Coast, Inc.

©2002 Wizards of the Coast, Inc.

Compliance of Conversion Policy, Open Game License and the d20 System Trademark License:

Use of WIZARDS OF THE COAST® Product Identity including proper names and product titles is hereby permitted exclusively via this ESD Conversion Agreement. A current version of this policy can be obtained at: <http://www.wizards.com/d20/files/ESDpolicy.rtf>

The distributor of this document accepts full responsibility for ensuring the materials contained within comply with the most recently published version of that policy, and with the Open Game License, and with the d20 System Trademark License. If you wish to redistribute any portion of this document containing Wizards Product Identity, you must also agree to the terms of the current ESD Conversion Agreement.

To obtain a digital copy of the original source material this conversion is derived from, please link to: http://www.rpgnow.com/product_info.php?products_id=1434

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Dungeon Module WG6: Isle of the Ape, © Copyright 1985 Wizards of the Coast, Inc.
Dinosaurs, Lizards, Snakes, Daemons © 1978 Wizards of the Coast, Inc.
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Rules Document Copyright 2000, Wizards of the Coast, Inc.
d20 System™ Conversion of Snake (Spitting) and Yugoloth (Arcanaloth) © 2002 Scott Greene.
d20 System™ Conversion of **Dungeon Module WG6: Isle of the Ape**, Copyright 2007, Daniel R. Collins.