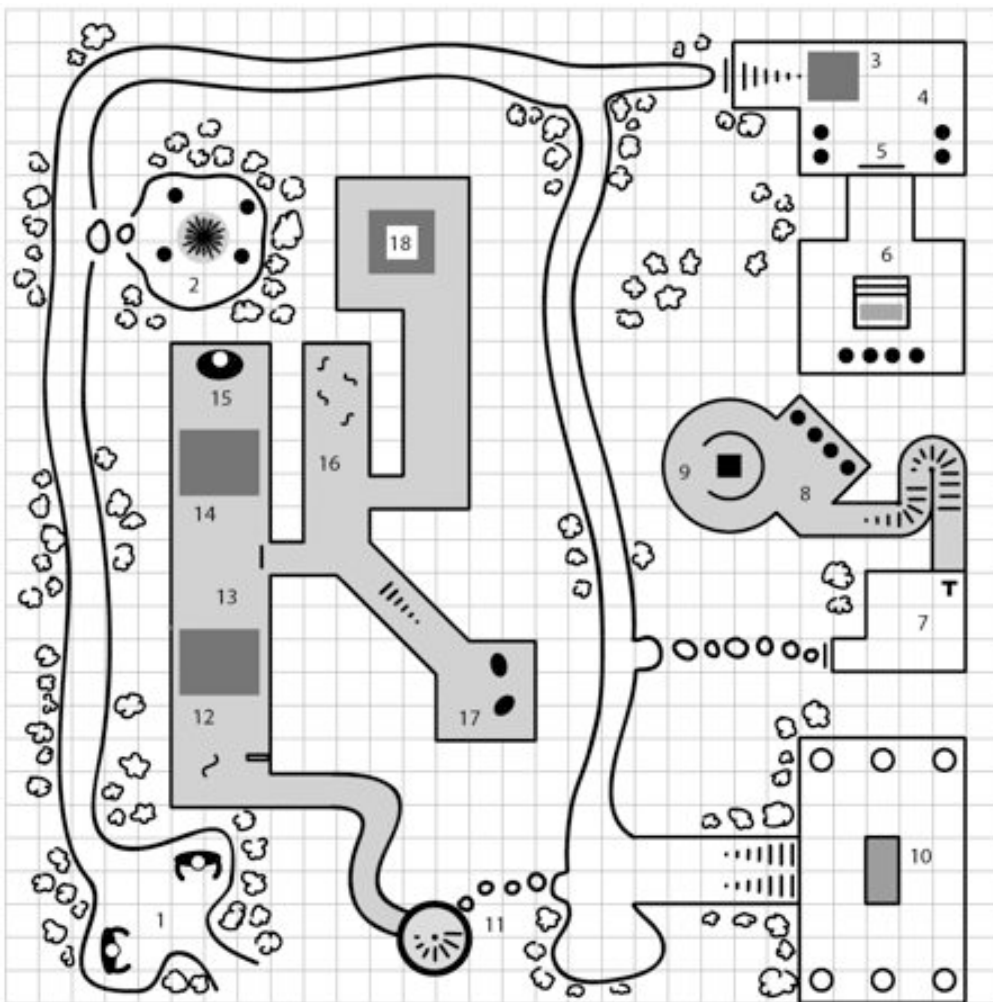


There Are No Tails in Zamboanga



Wandering Monsters (Each rest roll 1d8)

Above Ground (white areas)

- 1-3 Frog (Giant)
- 4-5 Boar (Warthog)
- 6-7 Ape (Gorilla)
- 8 Boar (Giant)

Underground (gray areas)

- 1-3 Giant Slug
- 4-5 Rot Grub
- 6-7 Piercer
- 8 Carrion Crawler

Legend

T – Secret Trap Door

Backstory

Deep in the jungle of the monkeys there is the City of Zamboanga and the legend of a Great Temple. Legend says the Hammer of Lore, Holy Cleric of Mitra, was taken by evil dwellers and hidden in the temple long ago. It must be found and returned to the rightful owners, those of the Temple of Mitra.

For the adventurers, the journey through the jungle was long and arduous. This is the land of the monkey. They can be seen swinging through the branches, hanging by arm or tail... but they never seem to leave the trees.

The march passes into the afternoon. Sounds in the trees grow dim. The ground grows harder. Light colored now, like a limestone, and raised, seeming almost man-made. At that moment, the dense undergrowth recedes before them...

Transfixed on two towering monkey statues, erected on either side of a great processional, the adventurers stand on the road entering the city. It is rumored the processional leads to the Great Temple where the Hammer of Lore is hidden. Many odd footprints are seen around the ground. The statues hold an arch above them that reads "There are no tails in Zamboanga... The City of the Ape."

Room Key

1. **Zamboanga City Gate.** Two large monkey statues hold a grand carved arch between them that reads "There Are No Tails in Zamboanga." The city paths are crushed limestone. The structures are aged and crumbling with time. Jungle undergrowth is starting to take over. Sounds of jungle animals come from all directions. From the looks of the statues, the monkeys here are ground dwellers. Hence, no tails. The DM should be rolling for wandering encounters frequently, when the party is above ground and out in the open. Roll for wandering monsters between spots 1 & 2.
2. **Open Area** surrounded by trees. Campfire. Four Lizardmen sit chatting. Will attack any passers by. One is a mage that tries to cast Hold Person. When three Lizardmen are destroyed, the fourth will attempt to surrender.
3. **Mausoleum** – Seems to be built for someone important. Walls are covered with fancy and magical looking inscriptions. There is a Pit Trap at bottom the bottom of the stairs. The room appears vandalized. Headless statues and pot shards litter the room.
4. Four lifeless skeletons lay around the ground. It's impossible to tell if they were guards or vandals. They've been here a long time.
5. Magically Locked Door. No traps. The 4 Skeletons in this room attack when the door is forced or opened without Magic Obsidian Key found at 9.
6. Raised Crypt – Opening the lid releases 4 Ear Seekers. They will attempt to enter the adventurers ears. There is a dead cleric skeleton inside the crypt. It wears a medallion of Onyx. If the body is removed, under it will be found another medallion. This one made of Obsidian.
7. **A Room of Worship.** Vandalized. A Secret Trap door has been forced open in the corner and appears to lead to a dark underground chamber. Roll encounter dice while descending stairs.
8. **The Underground Chamber** – Deep into this chamber you see a light and come upon 5 Orcs with their backs to you vandalizing the area. It appears the Orcs have just arrived. The Adventurers first attack will surprise 1 Orc.
9. **Chest.** Contains the Magic Key with an Obsidian gem insert, that opens door at 5, and other minor loot.
10. **The Temple of Zamboanga.** Many skeletons cover the floor. In the center is an Altar. Three containers line each wall. Each container holds a Giant Frog or Giant Wasp(50/50) along with 100 gold pieces used as an offering. Inscribed around each edge in several languages repeats, "Denizens of the Well Protect Us." The Altars compartment has been ransacked, possibly by Orcs, but seems the 6 containers were left alone.
11. **The Well.** Too dark to see down. Close inspection reveals foot holes cut in the side of the well heading down into the underground. It is very dark within. Roll encounter dice while descending stairs. Two Fire Beetles wait at the bottom.
12. **Open Pit.** A Slithering Tracker waits at the lever to follow and attack when party sleeps. The **Lever** when down closes Pit 12 and opens 14. It is spring loaded and will stay up if not held down. When Up, the reverse is true... Pit 12 is open and 14 is closed. To get to 15, someone will have to stay behind and hold the lever. The pits are much too wide to jump or vault across. The lever seems the only method of getting to 15.
13. **Door.** Slot in the wall is in the shape of a medallion. Words inscribed say "Onyx May Pass." Poison trapped if Onyx medallion used. If the Obsidian medallion is used, then door opens without setting off the trap.
14. **Closed pit.** Controlled by **Lever** at 12.
15. **Ape Idol.** Obsidian gem is in its head. Closer inspection yields inscription that reads "Followers of Onyx be fooled" Hail the Obsidian." If Idol is moved, Poison Gas Bottle stored in idols hollow open back is discovered and useable by the adventurers.
16. **Obsidian Passage.** Debris covers the ground in which 4 Rot Grubs dwell. The vibrations of walking attract the grubs to the feet of the adventurers.
17. **Lower Room.** One Leech & Shrieker. Leech attacks. Shriekers noise has 50% chance attracting wandering monsters in underground table above. The Shrieker continues to shriek once each round until destroyed.
18. **Final Room.** Ochre Jelly protects treasure. Treasure contains the goal item.. the Hammer of Lore.