



KONG

SKULL ISLAND™

A CINEMATIC ADVENTURE



COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

CA 1-03



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KONG: SKULL ISLAND

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FOREWORD

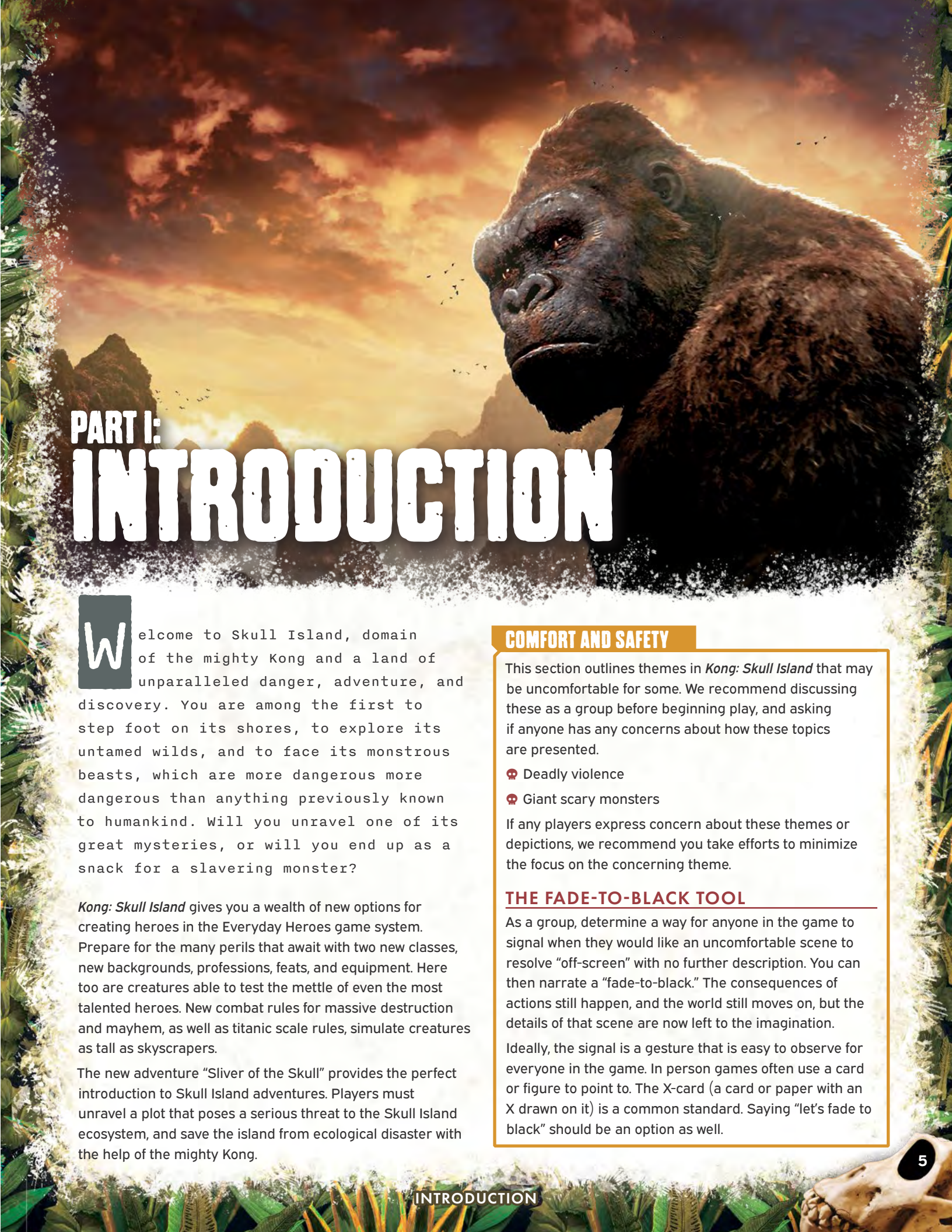
The longevity of King Kong is really something special. Debuting in 1933, the king of Skull Island is known the world over, beloved by generation after generation. Among the millions of giant monster fans is my father, a lover of all things goofy and strange. I consider myself fortunate that he cultivated in me this same love of the imaginative mayhem of Kong and the many of his kind that followed in his footsteps. As a kid, Godzilla and Gamera were my personal favorites. Perhaps growing up in Alaska, where not a single reptile species survives in the wild, endeared me to these particular monsters.

Of course, being a fan of the Big-G kind of put me at odds with the O.G. Kong. I'm happy that in the Monsterverse these two are roughly on the same team, so I can give Kong my love and attention without needing to cast any aspersions at the mighty Godzilla. It's always a great honor to be given permission to play in another team's sandbox, and I am especially tickled to play in one with such a rich legacy.

In designing for Skull Island, I wanted to give GMs tools to create incredible spectacle and to create creatures that are truly terrifying, both in their appearance and in their ability to threaten even the toughest heroes. For the players, I wanted to make classes tailor made for wilderness exploration and scientific inquiry. I hope you all have just as much fun playing exciting adventures in this world as I have had trying to inspire them.

Sincerely,

Sigfried Trent
Lead Designer
Evil Genius Games



PART I: INTRODUCTION

Welcome to Skull Island, domain of the mighty Kong and a land of unparalleled danger, adventure, and discovery. You are among the first to step foot on its shores, to explore its untamed wilds, and to face its monstrous beasts, which are more dangerous more dangerous than anything previously known to humankind. Will you unravel one of its great mysteries, or will you end up as a snack for a slaving monster?

Kong: Skull Island gives you a wealth of new options for creating heroes in the Everyday Heroes game system. Prepare for the many perils that await with two new classes, new backgrounds, professions, feats, and equipment. Here too are creatures able to test the mettle of even the most talented heroes. New combat rules for massive destruction and mayhem, as well as titanic scale rules, simulate creatures as tall as skyscrapers.

The new adventure “Sliver of the Skull” provides the perfect introduction to Skull Island adventures. Players must unravel a plot that poses a serious threat to the Skull Island ecosystem, and save the island from ecological disaster with the help of the mighty Kong.

COMFORT AND SAFETY

This section outlines themes in *Kong: Skull Island* that may be uncomfortable for some. We recommend discussing these as a group before beginning play, and asking if anyone has any concerns about how these topics are presented.

- 💀 Deadly violence
- 💀 Giant scary monsters

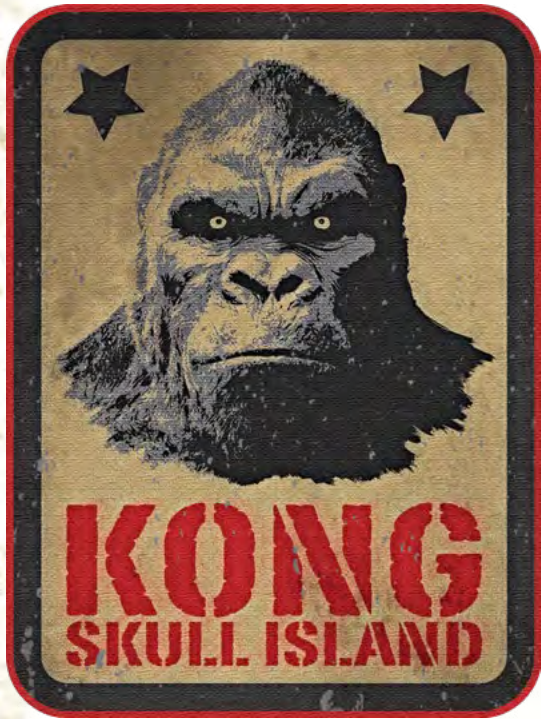
If any players express concern about these themes or depictions, we recommend you take efforts to minimize the focus on the concerning theme.

THE FADE-TO-BLACK TOOL

As a group, determine a way for anyone in the game to signal when they would like an uncomfortable scene to resolve “off-screen” with no further description. You can then narrate a “fade-to-black.” The consequences of actions still happen, and the world still moves on, but the details of that scene are now left to the imagination.

Ideally, the signal is a gesture that is easy to observe for everyone in the game. In person games often use a card or figure to point to. The X-card (a card or paper with an X drawn on it) is a common standard. Saying “let’s fade to black” should be an option as well.

THE WORLD OF KONG: SKULL ISLAND



THE MOVIE

Kong: Skull Island was released into theaters on March 10th of 2017, quickly proving itself a hit with both audiences and critics alike. Produced by Legendary Pictures, and directed by Jordan Vogt-Roberts, *Kong: Skull Island's* cast includes Tom Hiddleston, Samuel L. Jackson, John Goodman, Brie Larson, and many other notable performers. It was the second entry in the Monsterverse film canon, following *Godzilla* (2014).

Kong: Skull Island follows an expedition organized by John Goodman's character, William "Bill" Randa, to discover the secrets of an island shrouded by storms deep in the Pacific Ocean. Randa, working on behalf of the Monarch organization, persuades the US government to fund a surveying mission to the island under the protection of the military. Randa further recruits a cadre of scientists, a photojournalist, and an expert guide to round out the mission team.

As the expedition explores and maps the island, they soon encounter Kong, who swats the expedition's choppers out of the sky after a brief battle, stranding the survivors of the encounter on Skull Island. Army Lieutenant Colonel Preston Packard leads his soldiers on a campaign to bring down Kong, while the expedition's guide, James Conrad, and others focus on survival and on discovering the Island's many secrets.

THE COMICS

In addition to *Kong: Skull Island* there are two official stories related to Skull Island told in comic form:

SKULL ISLAND: BIRTH OF KONG (2017)

This series of four comic books follows an unauthorized expedition to Skull Island in 1995. The members of the expedition must adapt and survive, with the help of the Iwi, in order to come to terms with the island and its history.

KINGDOM KONG (2021)

The story of this graphic novel reveals the fate of Skull Island. As Monarch prepares to mount an expedition into Hollow Earth via the caves of Skull Island, they awaken the bat-like Titan Camazotz.

THE MONSTERVERSE



MONSTERVERSE™

Skull Island is an important part of the Monsterverse setting from Legendary Entertainment. Kong and his island are the focus of this Cinematic Adventure, but there are some important elements of the wider world that are important for understanding the story of Skull Island itself.

TITANS AND SUPERSPECIES

For every answer that humans have about Titans, there are at least a thousand unanswered questions. Even Monarch, who has known about the Titans since 1946, has few definitive answers as to what they are, and how they came to be. The mystery surrounding them and the process of discovery is one of the key elements in crafting stories in this world.

The term "superspecies" is used to describe the entire range of plants and animals that have recently been discovered by Monarch and that are associated with the Titans and Hollow Earth.

TITANS

Titans are the largest and most powerful of these creatures. While there is no formal measurement qualifying a creature as a Titan, Monarch does keep an official list based on the measures they think are necessary to contain them.

While many superspecies may be dealt with by largely conventional means, Titans are so extraordinary that most

proposed defenses are, at best, considered “potentially effective.” Godzilla, for example, routinely survives the most powerful weapons available to humankind. Thus far, the only consistently effective weapons against Titans are other Titans.

Despite Monarch’s attempts to use both modern science and ancient myth to study the Titans, there remain many competing theories, and the discovery of the Hollow Earth only expanded the range of possibilities. While the genetics of the superspecies share a great many similarities with the terrestrial organisms familiar to science, there are elements of their genetics that are wholly new and wildly perplexing.

FLORAFUNA

One of the more unusual properties of some superspecies found on Skull Island is the mixture of genetic signatures of both plant and animal traits in the same species. There are plants that display animal-like traits and animals that have tissues and metabolic functions previously seen only in plants. The Leafwings of Skull Island are a great example. They are undeniably an animal species, but they use photosynthesis to generate sugars and their skin produces a sap-like substance.

Along with many other aspects of the superspecies, this mixture of genetic signatures has left the scientific community unable to reach a consensus as to how these creatures came to be. Their existence has called into question many fundamental assumptions regarding the course of the evolution of life on earth.

MONARCH



Monarch is an international, quasi-non-governmental organization dedicated to the understanding of and defense against those creatures broadly defined as superspecies. Their exact mission and their methodologies have constantly evolved since the group’s founding as a small, covert research project of the US government.

Monarch now operates under a broad treaty agreement between most of the world’s nations, and it even cooperates with the military forces of these nations during superspecies crisis events. While the organization is generally seen in a favorable light, it has also been the subject of controversy and endless conspiracy theories since it announced itself to the public in 2014.

SCIENCE AND MYTH

The Monarch symbol represents the overlap of two sources of knowledge essential to its mission: science and myth. Early on, Monarch began to see strong analogues between the Titans and superspecies they were encountering and the legends and myths found in cultures around the world. These avenues of exploration proved just as important to their work as did conventional scientific inquiry.

While traditional thinking treats myth and science as mutually exclusive domains, Monarch sees them as two synergistic sources of knowledge that compliment one another, each with different strengths and pitfalls that are stronger when paired together.

MISSION

Monarch’s original mission was to research a monstrous creature witnessed in the aftermath of the Hiroshima atomic bombing, as well as other reported events such as the U.S.S. Layton incident. These creatures were originally designated as Massive Unidentified Terrestrial Organisms, or M.U.T.O.s for short.

The 1973 expedition to Skull Island and the team’s reports about Kong led to the idea that Titans and other superspecies could perhaps be as much an asset to humanity as a threat. This idea grew from a fanciful notion to a guiding principle in the aftermath of the Monster Zero incident and the classification of Titans into either Guardians or Destroyers.

By our time, Monarch’s mission is nothing short of the preservation of humanity as a species through the study and containment of the Titans and other superspecies. Each branch of the organization now has its own focused agenda under that greater umbrella.

HISTORY

Monarch started as a small team of researchers, assembled in secret by President Harry Truman in 1946. They were tasked with researching the origins of a giant creature reportedly attacking naval vessels after World War II. Monarch’s investigations into these events resulted in their first direct encounter with the Titan Godzilla, a creature almost beyond imagining.

It was at this point that Monarch expanded to include select scientists and cultural experts from around the world. They remained a clandestine organization for decades despite numerous discoveries, such as finding Skull Island in 1973. Monarch continued to grow in both numbers and resources as the need for security and financial significance of their discoveries became evident.

Once Godzilla publicly battled the MUTO in Honolulu, it wasn’t long before Monarch had no choice but to reveal itself to the public. It was also at this time that the funding available to

the organization truly skyrocketed. The whole world came to see Monarch as a global defense initiative against threats they could neither fully understand nor destroy. Though the organization itself is now public, many of its operations remain clandestine, even from the governments that ostensibly have broad supervision over its activities.

ORGANIZATION

Modern-age Monarch is a massive organization. Its field operations, where most of the exciting work happens, are divided into three large unit divisions, each with its own specific missions.

EXPLORATION UNIT



Motto: "Myth is our compass"

The Exploration Unit of Monarch is dedicated to exploration of the Earth, the study of superspecies, and investigating the myths and legends of antiquity no matter where they lead. It represents the tradition of Monarch's original mission and is the cultural heart of the organization. Exploration Unit personnel come from a vast array of backgrounds. While many are academics in the hard and soft sciences, it's not uncommon to find faith practitioners of various traditions, tribal elders, or even occult practitioners delving deep into the mythic side of Monarch's mission.

BATTLE UNIT

Motto: "The courage to protect"

Monarch's Battle Unit was formed immediately after the attack on Honolulu in 2014. Its mission is to respond to populated locations where Titans appear or engage in battle with one another in order to evacuate and protect the human populations. It only directly engages with Titans in an attempt to divert, distract, or otherwise draw the Titans away from populated areas.

In order to perform its mission, the Battle Unit maintains bases and personnel nearly everywhere in the world so that it can very quickly respond to Titan activity. It often also provides rescue and emergency services to the local governments and populations in the event of natural disasters and other large-scale events.

DEFENSE UNIT

Motto: "The courage to stand up and fight"

Monarch's Defense Unit is nearly as old as its Exploration Unit, although it was much smaller until Monarch officially transitioned from being an agency of the US government to a secret extra-national organization in 1954 and began

developing its own dedicated military forces. It saw very rapid expansion after 2014, when the entire world became aware of the global threat posed by Titans.

The unit's mission is to defend humanity from the potential and immediate threat of Titans by any means available. For most of its existence, this meant finding the means to kill or contain Titans when they appeared. Their earliest attempt at doing so was the use of nuclear weapons in the Bikini Atoll, which was staged to appear to the public as a nuclear weapons test.

Recently, there has been a shift in strategy to utilizing Titans friendly or neutral to humanity as a weapon against purely destructive Titans. Traditionalists within the Defense Unit have not adopted this strategy as readily as the Exploration Unit, but the consensus started building steadily in that direction after the Monster Zero outbreak of 2019.

APEX CYBERNETICS



Apex Cybernetics is a company founded by Walter Simmons with the stated goal of helping humanity rebuild after the initial Titan attacks. Walter Simmons was an American technology investor and futurist prior to founding Apex, but after the attacks he claims to have had a unique inspiration and funneled all of his efforts into this new project, believing the fate of humanity rested upon the endeavor.

From a public-facing perspective, Apex's mission was to rebuild what the Titans destroyed, and to do so better by using cutting-edge technology and forward-thinking designs. In this, they were very successful as well as incredibly profitable, thanks both to lucrative government contracts and the unique opportunity to invest in the economic fortunes of several major metropolitan areas.

Behind the scenes, Apex was involved in a mission to find technologies and strategies that would allow humankind to defeat and exploit the Titans. While they reserved the best technology for themselves, they sold some to world governments and traded some to Monarch in exchange for scientific discoveries related to the Titans. Officially, the two organizations were in a partnership prior to the Mechagodzilla incident, but Walter Simmons saw the relationship as more of a competition to see which organization would lead humanity into the future.

Unlike Monarch, Apex is officially an international for-profit corporation headquartered in the US. Its military and civilian contracts with major governments around the world gives it similar privileges to Monarch, with the exception

that it does not officially have any military forces, only security personnel.

WORLD GOVERNMENT

The discovery of the Titans had a dramatic impact on the course of international politics through the late 20th and early 21st centuries. When Monarch became an independent entity, the knowledge of Titans slowly spread to select government agencies among the major military powers. This mutual alliance of defense and secrecy created common bonds within the intelligence agencies of major nations that built up over time and led to greater cooperation and trust. When the whole world learned of Titans in 2014, worldwide public sentiment moved radially away from strict nationalist agendas and towards global cooperation.

Monarch and Apex Cybernetics formed the common vehicles through which national governments coordinated and cooperated, with Monarch in charge of defense, and Apex, technology and infrastructure. Military funding shifted away from national armed forces and towards joint operations. While old rivalries and patriotism didn't disappear entirely, they soon paled in the face of the overwhelming threat of Godzilla and other Titans.

Rather than taking the form of an autocratic world authority, increased cooperation between governments resulted in broad treaty organizations and joint-government programs of international scope. Faced with a global threat, the incidence of wars over sovereign territory fell to an all-time low, though internal political violence remained a significant concern in nations not directly impacted by Titan attacks.

HOLLOW EARTH

Ideas of an underground world have been part of folklore and legend going back to the earliest days of recorded human history, and are part of the cultural legacy of numerous civilizations. It wasn't until the early 1800s that a more scientific approach to the subject began, with various hypotheses about whether such a thing was possible and, if it was, how it might work. These models rarely garnered wide support in the scientific community, and most available data did not support the claim that such a world exists.

Monarch's ethos of being guided by myth, and the prevalence of such myths, at last led to solid evidence of Hollow Earth. Bill Randa and Houston Brooks's dogged persistence in following the trail of myth and using the means of science led them to embark on the fateful 1973 Skull Island expedition. The seismic data

they collected gave them the first measurable indicators of the gravity inversion phenomenon that accounted for the prior failure of experiments to discover Hollow Earth, and revolutionized gravitational physics in the process.

In the race to explore Hollow Earth, Apex was the first to successfully breach the gravity inversion layer and to physically enter the space within the Earth. Whatever its motives, this moment of discovery will dramatically alter both the fate of humanity and our fundamental understanding of nature.

VILE VORTICES

Originally, the phrase "Vile Vortices" was coined to identify geographical locations where statistically-high numbers of disappearances and travel disasters have been reported over long periods of time. Typically, these are locations known for unpredictable and dramatic weather patterns that partly explained the phenomena, but left open the question of why the weather in these locations was so strange and so localized to begin with.

Skull Island itself was discovered through the study of these phenomena and had by far the most notable peculiarities, including a more-or-less permanent storm cell that covered the island. It wasn't until Monarch's return to the island in 2012 that the hard connection between Vile Vortices and Hollow Earth was firmly established as a phenomena arising from the gravity inversion zone and passage between the two sides of Earth.

SKULL ISLAND

With epic mountains, teeming jungles, raging rivers, fetid swamps, savage superspecies, ancient ruins, scientific wonders, and the mighty Titan Kong, Skull Island is one of the most awesome and dangerous places on the face of the Earth!

Uncovering Skull Island and its incredible inhabitants arguably numbers amongst the most significant discoveries in modern history. The secrets it unlocked revolutionized geology, biology, and our basic understanding of the Earth itself. There is little doubt that yet more fantastic revelations await those bold and clever enough to discover them.

Skull Island's secrets are given up easily, however. Every trip to this fantastic realm is fraught with danger. Not only that, but taking too heavy a hand on Skull Island risks both upsetting its delicate natural balance and potentially destroying the very secrets that we seek in exploring it. Proceed with caution!

LORE

While there is no known lore specifically pertaining to Skull Island in Monarch's archives, it does have extensive accounts of lost lands in the Pacific Ocean, gathered from various groups throughout the region. For example, mythologists of the 1800s, after translating Mayan records, popularized the idea that a lost continent called Mu was once the home of a lost civilization that both predates classical antiquity and gave rise to the more advanced cultures of the ancient world, such as Greece, Egypt, and India.

CLIMATE

Generally speaking, Skull Island has a typical tropical island climate: hot and relatively humid year round. However, some of its peaks are high enough to accumulate snow from time to time. As the island is very close to the equator, the temperature doesn't vary much by season. Typically, there are wet and dry seasons, but even these variations aren't especially dramatic, due to the island's unique weather patterns.

The Iwi have described weather phenomena not observed anywhere else on earth. Sometimes, the surrounding storm creates an eye of clear weather over the island, while, at other times, it covers some or all of the island with intense wind, rain, hail, lightning, and other meteorological phenomena. Wild electromagnetic variations in the atmosphere create effects akin to the aurora borealis.

Perhaps the greatest mystery of all is the island's persistent tempest. The prevailing hypothesis is that it is connected to the Vile Vortex effect, which in turn is a manifestation of having the gravity inversion zone become exposed to the surface via the Island's extensive cave system. Theories suggest that this permanent storm kept the Island's

existence and location a secret until the first satellite photographs revealed it to the US government. Prior to this, air and sea traffic either navigated around the island or wrecked on its shores.

GEOGRAPHY

The foundation of Skull Island's geology is a large Pacific Ocean volcanic hot spot not unlike the Hawaiian archipelago, though significantly older. The island's structure suggests it began as a much larger land mass that has eroded over millions of years to its current size. The island remains volcanically active, with multiple volcanic peaks and a large fumarole basin, though at the present time this activity does not appear to be adding significant surface area.

The island is shaped roughly like an apostrophe, with a large, oval-shaped land mass to the north and a trailing peninsula curving southeast. Erosion has separated some parts of the southwestern portion into its own island, though the gaps are small enough that the ecosystems remain largely the same.

LOCATIONS

The following are just a tiny number of the incredible natural wonders found on Skull Island. Even with modern satellite imagery, large portions of the island remain unexplored by Monarch personnel.

A. BAMBOO FORESTS

Large swaths of Skull Island's hilly regions are covered in dense bamboo forests. They are the most common on the island's northern and western reaches, but also spring up wherever conditions are right. They are the home to a number of dangerous superspecies, including the dreaded Mother Longlegs.

B. BONE GRAVEYARD

The bone graveyard is a large valley region cutting through the peaks on the northern bank of the Lake of Mirrors, which gets its name from the huge number of exposed remains of megafauna found there. While some remains are clearly ancient, many are recent additions—thanks to the Skullcrawlers that call this place home. The valley is volcanically active, with a number of geysers and fumaroles spewing poisonous and flammable gasses into the air. It is largely devoid of plant and animal life, though specifically-adapted species are found here. The Iwi see this region as a gateway to the underworld. While not expressly evil, it is a place none venture willingly, as it was not meant for the likes of humans.

C. HELLSPRING PEAK

Hellspring Peak is the largest and oldest active volcano on Skull Island. It is located on the western shore and is home

Skull Island

- A. Bamboo Forest
- B. Bone Graveyard
- C. Hellspring Peaks
- D. Iwi Encampment
- E. Lake of Mirrors
- F. Mountains of Far Heavens
- G. Paper Forest
- H. Skull Peak
- I. Southern Beaches
- J. Waterfall Mountain

to a number of unique species, including the truly bizarre Magma Tortoise. Magma flows and fires are common in this region and the air quality is generally poor. The glow from the peak at night is a true wonder to behold.

D. IWI ENCAMPMENT

The Iwi's fortified encampment is located along the shore of a large, sheltered cove on the eastern side of the island. It is somewhat isolated from the Island's most dangerous regions, and affords them easy access to the ocean and fresh water.

This region is also home to a vast stone ruin built by the inhabitants of an unknown civilization. The Iwi refer to them as "the people before." The Iwi do not claim to be descendents of these people, but they do claim that it is possible to commune with the spirits of this civilization and to seek guidance from them on matters of the past and future.

E. LAKE OF MIRRORS

In the very distant past, this site was at the center of the mass of the island's original volcano. Now a vast lake, runoff from the surrounding areas feeds into it from all sides. A long and narrow estuary, surrounded on all sides by towering cliffs, runs from the eastern edge of the lake to the ocean.

F. MOUNTAINS OF FAR HEAVENS

A range of jagged mountain peaks encircles The Lake of Mirrors and is known to the Iwi as the "Mountains of Far Heavens". The peaks themselves are the remnants of what was once a much larger volcanic peak that erupted and subsequently eroded over millions of years, leaving these dramatic and beautiful remnants. Leafwings roost by the tens of thousands in these high mountains at night.

G. PAPER FOREST

A large forest covering portions of the northern lowlands is home to a species of spruce-like tree that sheds a yellowish bark that acts as an herbicide as it decomposes. The forest is a near-monoculture, resulting in a very striking appearance beneath the canopy. The Paper Forest is far from barren, however, as a number of fungi and fungavore species live there, the latter taking advantage of the fungal fruits that spring up periodically.

H. SKULL PEAK

At the northern tip of the island is a cluster of craggy mountains, the tallest of which was named Skull Peak by Monarch's exploration team. A massive carving of a skull-like face sits not far below the summit, shrouded in vegetation and somewhat resembling Kong or, more likely, one of his ancestors. The Iwi do not name this place, but see it as the home of the Gods. Making a pilgrimage to Skull Peak, alone and by foot, is a sacred practice among the Iwi.

I. SOUTHERN BEACHES

The storm surrounding the island may pull floating debris from the south up onto the sandy beaches of the island. The same forces frequently lash the area with powerful winds. The Iwi make periodic sweeps of the beaches, looking for survivors of wrecks and collecting useful materials.

J. WATERFALL MOUNTAIN

The tallest peak on Skull Island is located on the southern peninsula, south of the Iwi's encampment. It is tall enough that snow often accumulates there despite the tropical climate. As this snow melts, it creates a series of magnificent waterfalls on the verdant eastern slopes of the peak that the Iwi call, "the watchers that weep."

TIMELINE

The following is a cursory timeline of the major events on Skull Island that are known to Monarch, either from direct records or as related to its personnel by the Iwi.

KONG'S ORIGINS

16??

According to Iwi tradition, Kong was orphaned in the late 17th century when Skullcrawlers killed his parents. Monarch roughly dated the event by referencing the Iwi pictorial records that show the death of Kong's parents within the wreck of a Dutch trading vessel lost around this time.

FIRST EXPEDITION

1973

Along with officials from the Landsat program, Monarch launched an exploratory mission to map and survey Skull Island, led by Bill Randa and Houston Brooks. The mission proved a disaster: only a handful of the personnel survived to be evacuated less than a week after it began. Despite this, it proved to be a watershed moment in Monarch's history. Not only did the expedition discover the Titan, Kong, but also an entire ecosystem of new superspecies and, eventually, the keys to unlocking the mystery of Hollow Earth.

Ill-equipped to handle a discovery of this magnitude with its current resources, and unwilling to disclose it to the wider world, Monarch decided to quarantine the island and limit knowledge of its existence to a select few individuals.

SECOND EXPEDITION

1995

Houston Brooks's son, Aaron Brooks, discovered the existence of Skull Island through his father's journals. Aaron became convinced that the quarantine was a mistake, and he organized a clandestine expedition without the knowledge of either his father or Monarch; they remained ignorant of both the expedition and Aaron's fate until 2012.

Much like the 1973 expedition, Aaron Brooks's efforts resulted in disaster for the team, of which Brooks was the only survivor. A member of Brooks's team sabotaged

SKULL ISLAND TIMELINE

KONG'S ORIGINS

16??

FIRST EXPEDITION

1973

SECOND EXPEDITION

1995

MONARCH SETTLEMENT

2012

SLIVER OF THE SKULL

2015

CAMAZOTZ

2021

KONG'S DEPARTURE

2024

the Iwi's defensive fortifications, resulting in many deaths and undoing centuries of the Iwi's work to secure their home. Brooks was unable to leave the island, but he was able to send a message in an emergency beacon, hoping that it would one day be found by the outside world.

MONARCH SETTLEMENT

2012

Monarch recovered the message from Aaron Brooks seventeen years after it was sent. After reading the enclosed journal, Houston Brooks decided that Monarch should return to Skull Island, to discover both his son's fate and the best ways to combat the rising Titan threat.

Monarch claims jurisdiction over the island, but does allow Apex personnel and other select groups access to the island and its surrounding waters.

SLIVER OF THE SKULL

2015

A team of Monarch recruits on a routine patrol of Skull Island uncovers and thwarts a biological threat to the island's ecological balance. With the assistance of Kong, the team manages to both avert disaster and preserve the island's delicate and unique ecosystem.

Around this time, Monarch began building two permanent bases on Skull Island, one on the northern coast and one at the end of the southern peninsula. The bases were named after the lost lands of Atlantis and Mu, respectively.

CAMAZOTZ

2021

By 2021, Monarch was well established on Skull Island. It had mapped the extensive underground regions of the island, confirmed a passage to Hollow Earth, and begun to unlock the mysteries of the gravity inversion layer. As part of its efforts to widen the underground passages in preparation for humankind's first journey to Hollow Earth, it inadvertently triggered the emergence of Camazotz.

Houston Brooks had been tracking a mysterious storm system that emerged in the Pacific during the Monster Zero Titan outbreak of 2019. In late 2020, the storm began to move towards Skull Island. Its connection to the emergence of Camazotz wasn't clear until it was too late. As the storm arrived to ravage the island, Camazotz crawled forth from the Vile Vortex to challenge Kong for supremacy of the island.

With the help of Monarch's defense forces, Kong was able to defeat Camazotz, but the storm and its plague of massive Psychovultures proved too great a disaster for either the culture of the Iwi or the island's ecosystem to survive intact. So, Monarch made plans to move Kong to a truly massive ecosphere it had constructed on the north side of the Island, while the surviving Iwi were evacuated.

KONG'S DEPARTURE

2024

Nathan Lind, a former Monarch scientist now working for Apex Cybernetics, persuades Monarch to bring Kong to Antarctica, in order to have him guide an expedition, led by Lind, to Hollow Earth. While the mission was ultimately successful, Kong and Godzilla engaged in a showdown in Hong Kong. Kong was defeated in the ensuing conflict, but not killed. Monarch was able to revive him, in order to have him to aid Godzilla in a desperate fight against Apex's rogue creation, Mechagodzilla. The two Titans emerged victorious, and they seemingly called a truce to their rivalry—though how long it will last is unknown.

INHABITANTS

FAUNA AND FLORA

Prior to its collapse in 2024, Skull Island's ecosystem was perhaps the most diverse of its size on Earth. Not only does the island feature a wide range of familiar plants and animals, it also boasts a myriad of species hitherto unknown to modern science.

Despite the attention-grabbing superspecies, the island is rich in comparatively mundane wildlife. Numerous aquatic animals, birds, plants, reptiles, and insects can be found here, as well as well known pathogens and microscopic life. Very few mammal species are found here, but for four notable exceptions: bats, rats, mice, and deer. The deer are remarkable in that they manage to survive in this vicious place with little more than their speed to keep them safe.

Overall, the island is an extremely predatory environment. There are a great number and variety of poisonous and carnivorous plants on the island. There are even rumors of ambulatory plant species deep in the island's interior, though they have not yet been officially corroborated.

IWI

The Iwi, along with Hank Marlow, were the only living humans on the island when the 1973 Monarch expedition explored the island. At this time, the Iwi maintained at least one large fortified settlement on the southern side of the island along the delta of one of the larger rivers. Rather than try to categorize the Iwi, who have a wholly unique culture, it's best to consider specific observations about them and to recount what little they have revealed of themselves to outsiders.

It is not known how long the Iwi have been on Skull Island. They have a rich and complex culture that suggests a long history. Survivors of shipwrecks over the years have integrated into the Iwi population. Certain shipwrecks are treated as cultural landmarks and holy places, and they are decorated with stories of the Iwi and Skull Island. While the Iwi appear to be predominantly of Pacific Islander heritage, there is notable diversity in their population.

Hank Marlow reported that the Iwi were a peaceful people, so much so that, in the time he was there, he witnessed no violence between members of the community. He also reported that they appear to have little to no sense of personal property or class hierarchy. Though some members clearly play leadership roles in their society, these leaders appear to be chosen by way of mutual agreement among the community members.

While they have not shown hostility to any Monarch personnel, the Iwi are cautious and demand respectful behavior from guests in their village. They craft spears from native and salvaged materials, and are experts

both in throwing them, and in wielding them in combat. They primarily use weapons for hunting and defending themselves against the hazards of the island, but they have also been known to threaten outsiders with them when uncertain of the foreigners' intentions.

The Iwi possess excellent woodcraft skills, and they prefer their own tools over salvaged technology. In fact, the massive fortifications around their village speak to a sophisticated understanding of advanced construction techniques. And, while they don't practice smelting, they do melt and forge scrap to create metal tools.

Aaron Brooks's accounts speak of some of the Iwi's spiritual beliefs and practices. For example, the practice of painting glyph-like symbols on their faces and bodies holds ritual significance as a rite of purification and meditation. Also, a psychedelic drug derived from the secretions of the Leafwings of the island is ingested by those who wish to commune with spirits and receive visions. Even members of Brooks's team were invited to participate in these rituals on a purely voluntary basis.

According to Hank Marlow, the Iwi revere Kong as both a god and a protector. His images feature prominently in their painted murals and, in many of them, he is shown protecting the Iwi from the island's dangers. In fact, it was from these paintings that Monarch personnel learned that Kong was still an adolescent in 1973. Kong's rapid growth coincided with his defeat of the alpha Skullcrawler, and he had more than doubled in height by the next time that Monarch was able to capture images of him, which was on its return in 2012. Whether this was due to Kong's coming of age, or to reduced food competition on the island, is unknown.

The unauthorized 1995 expedition had a significant impact on the Iwi. Many of their village's defenses were destroyed, and many of their people died, which destabilized their population. While they had recovered somewhat by the time of Monarch's return in 2012, Monarch leadership worried that the Iwi community might not survive further disruption. Unfortunately, the devastating effects of the emergence of Camazotz in 2021 resulted in catastrophic impacts on the natural balance of Skull Island and further casualties among the Iwi. The Iwi indicated they knew these events would come to pass, "the great darkness beyond which none could see." The Iwi agreed to evacuate on the condition that they would have the right to return when they chose.

KONG

Of all the wonders you can find on Skull Island, none compare to Kong. He is a breathtaking creature; a personification of savage nature, he somehow projects a sense of peace and wisdom worthy of the Iwi's vision of him as a divine being. When we look at Kong, we are face to

face with an icon of both the danger and the beauty of the natural world.

It is clear from his history with the Iwi and the experiences of Monarch personnel that he sees something special in humanity as well. While no one knows his innermost thoughts, it's suspected that in humans Kong sees some reflection of himself, and of the parents he lost when he was still very young. He is the last of a species of social creatures, without any family or community to call his own. So Kong has, to some degree, adopted humankind as his wards and allies.

Kong is the undisputed king of Skull Island, but it wasn't always that way. He was orphaned at a young age, when he was no match for the Skullcrawlers or many of the island's other monsters. Despite the long odds, Kong survived and grew stronger and wiser until nothing short of the Alpha Skullcrawler could challenge him. The two were bitter rivals for dominion over the island for decades until Kong's final victory in 1973.

When Monarch returned to the island in 2012, Kong had undergone a startling growth spurt, nearly outgrowing the capacity of the island's ability to sustain him. He far surpassed the stature indicated by the evident remains of his parents. No one is sure if he has reached his full potential, or if he will continue to grow. While Kong closely resembles a gorilla, there are many differences beyond just his size. This resemblance has raised all manner of questions among Monarch biologists, but so far DNA analysis has revealed few definitive answers. The genetics of superspecies remain a puzzle box of mysteries.

The Iwi say that Kong can understand what humans say, but has little need for our words, preferring to speak through action—a virtue their culture sought to emulate. Kong has learned to use American Sign Language, though he doesn't always show interest in conversing in it.

Kong is highly territorial towards any creature he sees as a possible threat to his dominance. He is quick to do battle with any foe that stands up and challenges him. While he kills other creatures on the island for food, Kong does not seem to engage in violence for pleasure or sport. Kong normally treats humans with some degree of gentleness, but when attacked or challenged he does not hesitate to kill and shows no remorse.

In combat with other Titans, Kong shows incredible durability and determination. Lacking more fantastical weapons, Kong relies on ferocity,

mobility, and a cunning mind, exploiting his opponent's weaknesses and using his environment to his advantage. To date, only Godzilla has proven the ability to best Kong in combat. Because of this, and his friendly attitude towards humans, Monarch and Apex regard Kong as one of humanity's greatest assets in this new age of Titans.

MEGAFaUNA

Skull Island is a truly unique environment—the only location populated with a mix of surface flora and fauna alongside creatures presumed to originate in Hollow Earth. This mixing of the two parallel progressions of terrestrial life produced an environment of incredible biological diversity.

Skull Island can be either a heaven and hell for outsiders. For the human explorer who just wants to stay alive, Skull Island is a nightmare land of monumentally dangerous animals, plants, and terrain. To a research scientist, it is also an incredible wonderland of new discoveries with the potential to shake the foundations of their field of study.

Perhaps the greatest tragedy of the events since Monarch's arrival on Skull Island is the catastrophic unbalancing of the island's ecosystem. Monarch and top scientists from around the world are working both to catalog the plants and animals of the island before they are lost and to find some way to undo the damage wrought by Camazotz as well as their own presence. Some argue it would be better to let it find its own equilibrium, while others say that it's the humans' responsibility to fix what they broke. Of course there are many others outside of Monarch who see Skull Island as a land of untapped riches ripe for exploitation.

MONARCH PERSONNEL

Since its discovery, the degree of Monarch's presence on Skull Island has generated debate within the organization. Since 2012 in particular, its numbers have grown and there are now two large and permanent bases on the north and south ends of the island, respectively. Travel outside these bases is strictly limited, both for the safety of personnel and for the protection of the island's habitat.

While air travel is possible on Skull Island, there is a high incidence of attacks by both Leafwings and Psychovultures, and so is authorized only when deemed strictly necessary. Kong also has something of a rivalry with helicopters after his experience with Monarch's 1973 expedition. As such, there are only a handful of choppers on the island at any one time, despite being perfectly suited to the environment.



PART II: HERO OPTIONS

As fantastical as the Monsterverse is, the human heroes of the world are more grounded than many other action cinema characters.

They must deal with the titanic forces of nature using their wits and courage more than any other virtue. The new classes and character options reflect the heroes in the film and reflect a wilderness adventure theme.

PLAYER TIPS FOR SKULL ISLAND

Skull Island is an extremely dangerous place, perhaps the most dangerous natural environment on the surface of the Earth. The Iwi show that it is entirely possible for humans to live and even thrive in this world, and the wise explorer follows their example and takes as few risks as possible when dealing with the megafauna of the island.

While exploring the island, heroes can expect to encounter creatures beyond their ability to defeat. In such cases, there is no shame in running from a creature capable of crushing a school bus with a single blow.

Wise heroes will also keep in mind that a great many of the creatures of Skull Island are capable of hiding themselves in plain sight. Vigilance and caution are key. And it is not only the wildlife that poses a danger! The landscape, flora, weather, and unknown hazards yet to be discovered can all claim the life of the unwary explorer.

BACKGROUNDS

"Kong's a pretty good king. Keeps to himself, mostly. This is his home, we're just guests. But you don't go into someone's house and start dropping bombs, unless you're picking a fight."

HANK MARLOW

Due to Skull Island's low human population and insular nature, there are only three additional backgrounds to choose from.

ISLANDER

You grew up living on an island and as a result, you have a close connection to the ocean. No matter where you roam, you will always remember the rolling waves and island life.

- 💀 **Ability Adjustment.** Increase your Strength or Charisma by one to a maximum of 20.
- 💀 **Skill Proficiencies:** Athletics
- 💀 **Iconic Equipment:** A necklace made from shells.
- 💀 **Special Feature: Water Wise.** You have advantage on ability checks made to swim, catch fish, and operate personal watercraft.

IWI

You grew up as one of the Iwi, the people of Skull Island who worship Kong and have managed to survive in a land of superspecies for generations.

- 💀 **Ability Adjustment.** Increase your Wisdom by one to a maximum of 20.
- 💀 **Skill Proficiencies,** Survival
- 💀 **Iconic Equipment,** Body paints, handmade spear
- 💀 **Special Feature, Skull Island Native.** You gain advantage on *Wisdom (Survival)* checks made while on Skull Island.

LOST IN TIME

You were separated from the modern world for many years, possibly decades. As a result, you are completely out of touch with modern history, technology, and social customs.

- 💀 **Ability Adjustment.** Increase your Constitution by one to a maximum of 20.
- 💀 **Skill Proficiencies,** Survival
- 💀 **Iconic Equipment,** A durable antique memento, a faded photograph of a family member
- 💀 **Special Feature, Survival Instinct.** After selecting your class, gain an additional saving throw proficiency of your choice.

PROFESSIONS

"This is a good group of boys. We're all gonna die together out here. You're a good group of boys to die with, I'll tell you that much."

HANK MARLOW

There are many different professions that lead to an assignment on Skull Island. Most explorers work for Monarch, Apex, or a government agency, but all three hire contractors and mercenaries. There are some shadier organizations who also have an interest in the island and its treasures.

WAR PHOTOGRAPHER

You travel the world documenting societies, soldiers, and civilians living through or dying in war. Whether you work for a civilian news outlet, an NGO, or a military service, you are the window through which the outside world sees the face of conflict.

- 💀 **Language,** Choose one additional language.
- 💀 **Ability Adjustments.** Increase your Wisdom and two other different ability scores of your choice by one, to a maximum of 20.
- 💀 **Skill Proficiencies,** Arts and Crafts, Endurance, and Perception
- 💀 **Iconic Equipment,** High-quality camera, camera vest, selection of lenses
- 💀 **Wealth Level. 2**
- 💀 **Special Feature, Heightened Awareness.** You gain advantage on *Wisdom (Perception)* checks during combat.

MERCENARY SOLDIER

You are a gun for hire, working either independently or as a member of a mercenary company. You go where the pay (and hopefully the odds of survival) are good. Whatever your principles, you are expected to follow orders.

- 💀 **Language,** Choose one additional language.
- 💀 **Ability Adjustments.** Increase your Constitution by one, to a maximum of 20.
- 💀 **Skill Proficiencies,** Basic, Advanced, and Military Equipment, Endurance, Streetwise, Survival
- 💀 **Iconic Equipment,** Your lucky jump boots, combat knife, 9mm pistol of foreign make
- 💀 **Wealth Level. 3**
- 💀 **Special Feature, Campaigner.** You can regain one spent Hit Die after finishing a short rest. You cannot use this talent again until you finish a long rest.

OUTDOOR GUIDE

You work as a guide for anyone needing to venture into the wilderness and hoping to come back out again. Your knowledge of the local landscape and wildlife is extensive.

- 💀 **Ability Adjustments.** Increase your Constitution, Wisdom, and one other ability score of your choice by one, to a maximum of 20.
- 💀 **Equipment Proficiencies.** Basic and Advanced Equipment
- 💀 **Skill Proficiencies.** Endurance, Perception, Survival
- 💀 **Iconic Equipment.** Camping kit, binoculars, sunscreen, and a good Stetson hat
- 💀 **Wealth Level.** 2
- 💀 **Special Feature, Local Knowledge.** Choose a type of terrain and climate you are most familiar with. You gain advantage on *Wisdom (Survival)* checks made while in a place with that combination of terrain and climate.

MONARCH SCIENTIST

You are one of the world's brightest cryptozoological and scientific experts, recruited by Monarch for both your knowledge of science and your willingness to take the world's myths and legends seriously.

- 💀 **Language.** Choose one ancient lost language you can read and write.
- 💀 **Ability Adjustments.** Increase your Intelligence and one other different ability score of your choice by one, to a maximum of 20.
- 💀 **Skill Proficiencies.** Natural Sciences, Social Sciences
- 💀 **Iconic Equipment.** Monarch ID badge, MFAD tool, blurry Titan selfie
- 💀 **Wealth Level.** 4
- 💀 **Special Feature, Power of Myth.** You can make a DC 10 *Intelligence (Social Sciences)* check when you first encounter a new superspecies. If successful, the GM should reveal to you something important about the creature, either about its behavior, a dangerous attack, or a special defense. This knowledge is based on your study of ancient myths of a similar beast.

MONARCH TACTICAL

You are part of the Monarch Battle Unite, sworn to protect civilians during Titan events and to safeguard Monarch personnel as they carry out their sometimes dangerous work.



MONARCH DEFENDER

You are a proud member of the Monarch Defense Unit. You work with some of the most advanced weapons technology on earth to defend humanity against the threat of destroyer Titans.

- 💀 **Ability Adjustments.** Increase your Intelligence by one, to a maximum of 20.
- 💀 **Skill Proficiencies.** Basic, Advanced, and Military Equipment, Computers, Mechanics, Vehicles
- 💀 **Iconic Equipment.** Monarch security pack, monarch ID badge
- 💀 **Wealth Level.** 3
- 💀 **Special Feature, I wrote the manual.** You gain advantage on *Intelligence (Computers)* and *Intelligence (Mechanics)* checks made to operate or repair equipment created by Monarch.

MILITARY PILOT

You are a highly-trained military pilot flying in service to your country. Whatever type of hardware you pilot, you fly under some of the most challenging conditions possible.

- 💀 **Ability Adjustments.** Increase your Dexterity and one other different ability score of your choice by one, to a maximum of 20.
- 💀 **Skill Proficiencies.** Basic and Advanced Equipment, Mechanics, Vehicles
- 💀 **Iconic Equipment.** Flight suit, logbook, sunscreen
- 💀 **Wealth Level.** 3
- 💀 **Special Feature, Aviation Expertise.** You gain expertise in Vehicles.
- 💀 **Special Feature, Weapon Systems.** You treat integrated weapons in aircraft as Advanced Equipment and do not have disadvantage when firing them from a moving aircraft.



CLASSES

Kong: Skull Island includes two new classes. The Field Researcher is a more grounded and realistic Smart Hero that is well suited to exploring hostile terrain and uses their genius to get themselves out of difficult situations. The Monster Hunter is dedicated to tracking and possibly fighting the superspecies found on Skull Island. They possess advantages against opponents they have studied and previously encountered in the field.

FIELD RESEARCHER

(SMART HERO)

"Nobody believed me. Yesterday, I was a crackpot. But today?"

BILL RANDA

Your love of science lies in discovery and observation. Rather than spending time in the lab, or applying science to academic and commercial enterprises, you yearn to go out into the world and do the hard work of making observations, collecting evidence, and discovering the unknown. The natural world is waiting to teach you its secrets; all you need to do is open your mind.

The Field Researcher is a more grounded interpretation of a scientist-hero. They offer a wider range of skills both academic and outdoors, and their plans are more about finding solutions to challenges than blowing things up. While not specialized in combat, they are less reliant on their plans than most Smart Heroes thanks to their Calculated Shots Talent.

PROFICIENCIES

- 🦋 **Saving Throws:** Constitution, Intelligence
- 🦋 **Skills:** Choose four from Athletics, Computers, Endurance, Investigation, Medicine, Natural Sciences, Perception, Social Sciences, Survival, or Vehicles
- 🦋 **Equipment:** Basic
- 🦋 **Explorer's Expertise:** Choose two from Athletics, Medicine, Natural Sciences, Social Sciences, Survival. You must be proficient in a skill to take expertise in these skills.

EQUIPMENT RECOMMENDATIONS

- 🦋 **Equipment Pack:** Explorer's Pack or Scientist's Pack
- 🦋 **Weapons:** Hunting Rifle

TALENTS:

LEVEL	TALENTS
1	Calculated Shots, Durability
3	Plans improve
5	Plans improve
7	Plans improve
9	Plans improve



TALENTS

Calculated Shots (Level 1). You can use your Intelligence modifier instead of your Dexterity Modifier for attack rolls and damage rolls with ranged weapons you are proficient with.

Durability (Level 1). You get a lot more exercise than most scientists. Your Hit Dice are d8 instead of d6. Increase your maximum starting hit points by 2 and your average additional hit points per level by 1.

FIELD RESEARCHER PLANS

I CAN UNDERSTAND IT

You can enact this plan after spending at least one hour studying a written language or listening to a spoken language. For the next 24 hours, you have a rudimentary grasp of the language. Study of written text allows you to read and write, while listening to the spoken language allows you to comprehend and speak it.

After 24 hours, you need to enact the plan again to continue to use the language, but you do not need any additional study time. At your GM's discretion, after an adventure in which you used I Can Understand It you may permanently learn the language.

PLAN ENHANCEMENTS:

- ☛ **3rd:** The study time is reduced to 10 minutes
- ☛ **5th:** The study time is reduced to 1 minute
- ☛ **7th:** You can ignore the study time requirement and learn the language as an action.
- ☛ **9th:** You permanently learn any language you use this plan with.

I DID THE MATH

You can enact this plan in combat as a bonus action to ensure your next ranged attack this turn automatically hits your target. You must know the location of the target.

You can also use this plan any time you make a roll to use explosives or drugs, or in any other situation in which you might need an ability check to measure out the right amount of something to use to achieve a desired effect. You automatically succeed at the ability check. You must finish a long rest before you can activate this plan again.

PLAN ENHANCEMENTS:

- ☛ **3rd:** Use of the non-combat portion of this plan is no longer limited to once per rest
- ☛ **5th:** You now only need a short rest before you can activate this plan in combat again
- ☛ **7th:** After using this plan, you can activate "When a Plan Comes Together" without spending a Genius point
- ☛ **9th:** When using this plan to attack in combat, you automatically score a critical hit

I FIGURED IT OUT

You can activate this plan after studying a piece of technology for one hour. You gain a thorough understanding of how it works. This allows you to operate the technology in a knowledgeable way. It does not give you the ability to hack, cheat, or otherwise abuse the system in a way that it was not designed for, though it will give you advantage on any ability check to try and do so.

While normally used to interact with technology, this plan can also be used to understand and interact with a social system, a workflow, a financial system, an ecological system, a bureaucratic system, or anything else along these lines.

PLAN ENHANCEMENTS:

- ☛ **3rd:** The study time is reduced to 10 minutes
- ☛ **5th:** The study time is reduced to 1 minute
- ☛ **7th:** You can ignore the study time requirement and can use this plan as an action. It may still require an action or multiple actions to use the device or system, at the Game Master's discretion.
- ☛ **9th:** You now gain the knowledge needed to hack, destroy, or otherwise abuse the system without needing to make an ability check to do so. Such activities may require one or more actions to accomplish, at the Game Master's discretion.

IT HAS A WEAKNESS

You can activate this plan as an action in order to discover potential weaknesses of an opponent during combat. You must be able to see the opponent clearly, or have observed the opponent in combat in the past.

The GM should describe to you a key piece of information or advice useful in either defeating the opponent or in surviving their attacks. This could be a low ability score, a vulnerable saving throw, or any other limitation deemed useful to the heroes. If the opponent has no weaknesses, then you can learn what its greatest strengths are, such as its most damaging attack, the range of its weapons, or its best saving throw.

This plan can also be activated, at the GM's discretion, to identify the weakness in a security system, vehicle, organization, or other challenge you face. It does not solve the problem, only gives you useful advice on how the problem might be solved. While the GM should provide specific game data, it should come with an in-world description. For example: *"The Death Jackal is known to be foolish and easy to trick. It has a -4 Wisdom saving throw."*

PLAN ENHANCEMENTS:

- ☛ **3rd:** You gain two useful pieces of information: one strength and one weakness
- ☛ **5th:** You can activate this plan as a bonus action
- ☛ **7th:** You gain advantage on your attack rolls against the target until the end of the combat

- ☠ **9th:** The target has disadvantage on attack rolls targeting you until the end of the combat

I'M JUST A SCIENTIST

You can activate this plan before you roll initiative at the beginning of a combat encounter. Until the end of combat, or until you end the effect through your actions (see below), enemies do not consider you a direct threat, and will not target you directly with attacks or other hostile actions.

There are a number of actions you can take that will end this effect for all enemies:

- ☠ Making a direct attack or special attack against any enemy
- ☠ Trying to directly shield one of your allies from an attack
- ☠ Stealing or directly tampering with the property of enemy combatants
- ☠ Taking any action, such as throwing an explosive, that clearly endangers your enemies

You can take actions that aid your allies so long as those actions don't directly threaten your enemies. You can also take actions that normally break the rules above, so long as none of your enemies notice you doing them. If all of your allies are Dead, Unconscious, or Incapacitated, the effect ends, and enemies are free to attack you.

PLAN ENHANCEMENTS:

- ☠ **3rd:** Enemies have disadvantage with any *Wisdom (Perception)* and *Wisdom (Insight)* checks made against you while this effect persists
- ☠ **5th:** You can take one prohibited action during combat, even if enemies can see it, without ending the effect
- ☠ **7th:** You can take up to two prohibited actions during combat, even if enemies can see it, without ending the effect
- ☠ **9th:** You can take up to three prohibited actions during combat, even if enemies can see it, without ending the effect

HERE'S WHAT COULD HAPPEN

You can activate this plan as a reaction before you or an ally is about to do something that you feel has some potential to result in a dangerous or negative outcome. This has two effects:

Firstly, the GM must truthfully warn you about one potentially negative outcome or consequence of the plan or action. This outcome need not be guaranteed, but it should be a realistic possible outcome. It can be something fairly obvious to the heroes, or it could be something only a supergenius like you could predict. You are welcome to add your own warnings and predictions after the GM has offered theirs.

Secondly, you can choose yourself or an ally that is undertaking the action or activity that will be somewhat protected by being forewarned of the possible danger. The chosen hero can use any one of the following benefits once during the course of the dangerous activity.

- ☠ Re-roll a failed ability check or saving throw
- ☠ Gain advantage on an ability check or saving throw
- ☠ Reduce damage taken from a single source or attack by half

Typical actions might include things like disarming a bomb, sneaking into a building, hacking a bank account, starting a fight, lying to someone, or almost any other specific activity. The activity cannot take more than one day to complete. This plan cannot target the same person more than once at a given time or for the given course of action.

PLAN ENHANCEMENTS:

- ☠ **3rd:** You can target up to two allies, including yourself
- ☠ **5th:** Each target can gain up to two benefits during the action or undertaking
- ☠ **7th:** You can target up to three allies, including yourself
- ☠ **9th:** You can target up to four allies, including yourself

WHAT IF WE USE THIS

You can activate this plan when you want to find a resource that is not available to you in a given situation. You must describe how this resource can be found in a way the GM finds acceptable. The GM can also offer you a way it could be found that better fits their conception of the situation.

The resource in question is not some specific piece of manufactured or crafted equipment, but could be some general object like a water tight container, a piece of metal, copper wiring, or other thing that could be useful in your situation. It could be a source of air, water, food, light, or even something like a person to talk with or a source of information. The resource does not represent some source of unlimited wealth or value, but it could be something valuable in the given situation or represent enough wealth to help solve an immediate challenge you face. The source of this resource could be something highly unlikely, but it should at least be plausible in the given situation.

EXAMPLES:

- ☠ Find a small spring in the desert that is not on any maps
- ☠ Find a message on a prison wall that shows the layout of the cell block
- ☠ Find the ingredients to make black powder in a storage locker
- ☠ Find a native tree with sap that makes an excellent adhesive
- ☠ Find a floating log while caught in raging river rapids

PLAN ENHANCEMENTS:

- ☠ **5th:** Until you complete a long rest, you can activate this plan a second time without spending a Genius point
- ☠ **9th:** Until you complete a long rest, you can activate this plan a second and third time without spending a Genius point

MONSTER HUNTER

(TOUGH HERO)

"And monsters exist. Under beds and signing paychecks."

MILLS

You are one of the new mercenary opportunists of the twenty-first century. Whether driven by courage, curiosity, or simply greed, you sell your services to those who wish to track, study, hunt, capture, or poach newly discovered superspecies. You might be strictly ethical, operating only within legal boundaries, or you may serve the black market which pays handsomely for samples, knowledge, and even live specimens from such creatures.

The Monster Hunter is the rare Tough Hero with a strong selection of skill proficiencies. The Monster Hunter keeps a list of prey species they have experience hunting. Their Talents are heavily focused on dealing with their prey, both in combat and when making skill checks. They can rely on their extensive weapon training and overall toughness when facing other opponents.

PROFICIENCIES

- 🦾 **Saving Throws:** Constitution, Wisdom
- 🦾 **Skills:** 4 from Athletics, Endurance, Insight, Investigation, Medicine, Natural Sciences, Perception, Stealth, Survival, or Vehicles
- 🦾 **Equipment:** Basic, Advanced, Improvised, and Military Equipment
- 🦾 **Hunting Expertise:** Choose one from Endurance, Perception, Stealth, and Survival. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- 🦾 **Equipment Pack:** Explorer's Pack or Mercenary Pack
- 🦾 **Weapons:** Elephant Gun, Machete

TALENTS:

LEVEL	TALENTS	PREY DAMAGE
1	Cunning, Prey Species, Prey Damage, Prey Observation	1d6
3	Prey Survival, Wilderness Trapping	2d6
5	Advanced Combat Training, Hazard Pay	2d6
7	Prey Tactics	3d6
9	Prey Mastery	4d6



TALENTS

Cunning (Level 1). You can use *Wisdom* for ability checks that call for *Intelligence* so long as you are adding your proficiency bonus to the result. This includes situations when you are adding half your proficiency bonus, such as from the Jack of All Trades feat.

Prey Species (Level 1). By careful study of a species, both in and out of combat, you gain significant advantages when tracking, studying, or fighting them. At first level, you can list three species you have studied: two mundane species and one superspecies. You cannot choose humans as a Prey Species. A mundane species is any that is commonly known to contemporary science.

If building your hero in preparation for a specific adventure, consult with the GM on appropriate superspecies that may be relevant to the adventure. Optionally, you can leave the choice of superspecies blank until you find out what your first adventure will be or choose a third normal species.

If you are creating a hero starting at a higher level, choose a total number of Prey Species equal to 2 + hero level. There is no upper limit on the number of Prey Species you can acquire through experience.

You gain additional Prey Species through your adventures. You must have **four different experiences** with a particular species for it to become a prey species:

- ☠ Suffer damage or a condition after being attacked by the creature
- ☠ Observe the creature in its natural habitat
- ☠ Read extensively about the creature from reliable sources
- ☠ Track the creature in the wild successfully
- ☠ Examine a captive or dead creature in detail
- ☠ Defeat the creature by capturing or killing it

You can use the first letter of each of these to keep track of the experiences you have had until you get the four you need. If you experience all six, you can claim to have the prey SORTED!

Prey Damage (Level 1). Once during your turn, when you hit your Prey Species with an attack, you can choose to deal an additional 1d6 damage. The amount of extra damage increases as you gain levels in this class, as shown in the Prey Damage column of the Monster Hunter table.

Prey Observation (Level 1). You gain advantage on *Wisdom (Perception)* checks to detect your Prey Species. You also gain advantage on *Wisdom (Survival)* checks to track your Prey Species. Finally, you gain advantage on *Wisdom (Insight)* checks to understand the behavior of your Prey Species.

Prey Survival (Level 3). You gain advantage on saving throws made to resist effects caused by the actions and abilities of your Prey Species.

Wilderness Trapping (Level 3). You gain advantage on *Wisdom (Survival)* checks made to set traps in a wilderness environment.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Hazard Pay (Level 5). You gain advantage on saving throws made against hazardous complications that take place in a wilderness setting.

Prey Tactics (Level 7). Your Prey Species have disadvantage on their first attack roll against you during their turn. If multiple creatures are attacking you, each has disadvantage on their first attack.

Prey Mastery (Level 9). You have advantage on your first attack roll each round made against your Prey Species.

SORTED TRACKER WITH EXAMPLE

SPECIES	SUFFER	OBSERVE	READ	TRACK	EXAMINE	DEFEAT
DEATH JACKAL	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐

FEATS

"People here used to live in fear from everything. Then something strange happened: some of the monsters here started protecting them from the other monsters trying to kill them."

HANK MARLOW

Monarch employees and Skull Island explorers come from all walks of life. As a result, many already-experienced heroes may acquire new abilities useful in the world of the Titans.

CRYPTOZOOLOGIST [MINOR FEAT]

You have dedicated significant time to studying legendary creatures and the possibility that they are real creatures.

- When making an Intelligence, Wisdom, or Charisma ability check that is somehow related to a superspecies or legendary creature, you may add your proficiency bonus to the check if you have no applicable proficiency.

FIELD RESEARCHER TRAINING [MAJOR FEAT]

Prerequisite: Not a Field Researcher, Smart Hero, or Smart Hero Training; Level 4+

You are trained in the arts of scientific observation in the field.

- Choose one of the following skills: Natural Science or Social Science. You gain proficiency in the chosen skill.
- You can use your Intelligence modifier instead of your Dexterity Modifier for attack rolls and damage rolls with ranged weapons you are proficient with.
- You gain an additional 1 Genius point.
- You learn one additional plan from the Field Researcher plan list.
- You can only use Field Researcher plan enhancements up to 3rd level. If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to 3rd level.

ADVANCED FIELD RESEARCHER TRAINING [MAJOR FEAT]

Prerequisite: Field Researcher Training, Level 8+

You have spent a lot of time out in nature making precise observations, and have gained keen insight into the natural world.

- Choose one of the following skills you are proficient in: Natural Science or Social Science. You gain expertise in the chosen skill.
- You gain an additional 1 Genius point.

- You learn two additional plans from the Field Researcher or shared plan list.
- You can only use Field Researcher plan enhancements up to 5th level. If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to 5th level.

MONSTER HUNTER TRAINING [MAJOR FEAT]

Prerequisite: Not a Monster Hunter, Tough Hero, or Tough Hero Training; Level 4+

You have begun to study the behavior of superspecies and other dangerous creatures.

- You gain proficiency in Basic and Advanced Equipment.
- Choose one of the following skills: Insight, Perception, or Survival. You gain proficiency in the chosen skill.
- Choose one species of animal or superspecies to be your starting Prey Species when taking this feat. You can gain additional Prey Species through the same means as described in the Monster Hunter class. You cannot choose Human as a Prey Species.
- You gain advantage on Wisdom (Perception) checks to detect your Prey Species.
- You gain advantage on Wisdom (Survival) checks to track your Prey Species.
- You gain advantage on Wisdom (Insight) checks to understand the behavior of your Prey Species.
- Once during your turn, when you hit your Prey Species with an attack, you can choose to deal an additional 1d6 damage.

ADVANCED MONSTER HUNTER TRAINING [MAJOR FEAT]

Prerequisite: Monster Hunter Training, Level 8+

After extensive training you have learned how to exploit the weakness of your prey.

- You gain proficiency in Improvised and Military Equipment.
- Choose one of the following skills you are proficient in: Insight, Perception, or Survival. You gain expertise in the chosen skill.
- Once during your turn, when you hit your Prey Species with an attack, you can choose to deal an additional 3d6 damage. This replaces the 1d6 damage from Monster Hunter Training.
- You gain advantage on Saving Throws made to resist effects caused by the actions and abilities of your Prey Species.
- Your Prey Species has disadvantage on their first attack roll against you during their turn. If multiple creatures are attacking you, each has disadvantage on their first attack.

EQUIPMENT

Technology has advanced considerably since the fateful 1973 expedition to Skull Island. The *Everyday Heroes Core Rulebook* does a good job of covering most of the weaponry and equipment seen in the film. What follows is a mix of both period equipment from the film and near-future tech from Monarch and Apex for more contemporary adventures on the island.

EQUIPMENT PACKS

EXPLORER'S PACK

(PRICE LEVEL 2)

Clothes: Jungle boots, cargo pants, tank top, light jacket, Stetson hat

Vehicle: 4-wheel drive off-road vehicle

Gear: Car stuff, survival kit, fishing pole, GPS or compass, bug repellent, walking stick

Weapons: Survival knife

NEW WEAPONS

NEW WEAPONS TABLE

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
IMPROVISED WEAPONS								
M8 FLARE PISTOL	1d4 ballistic/fire	100/200	1	Action	1	Loud, Improvised, Special	2	1
WALKING STICK	1d4 bludgeoning	-	-	-	1	Improvised, Finesse, Versatile (1d6)	0	2
MILITARY WEAPONS								
M-9 FLAMETHROWER	2d6 fire	80/160	8	Special	1	Two-Handed, Special	3	3
M-40 RECOILLESS RIFLE	10d6 ballistic	2,200/4,400	1	Special	6	Artillery, Loud	4	NA

M40 Recoilless Rifle. A recoilless rifle is a lightweight artillery piece weighing only 500 lb making it easy to transport by a jeep or other light vehicle. Unlike other cannons it vents ignition gasses through the back of the gun making it incredibly loud and easy to spot when it fires. The benefit is that it can be lighter and has minimal recoil. It fires 20 pound artillery shells. It takes 5 actions by an operator to load but was typically only used to fire a single shot, after which it would be moved to avoid return fire.

M8 Flare Pistol. This Army Air Corps flare pistol is intended for use as a signaling device to facilitate rescue. Fired into the air, the cartridge ignites, shedding a bright light and/or colored smoke. While not intended as a weapon, it can injure or possibly even kill a target, though its accuracy is very poor. A critical hit with a Flare Pistol will Blind the target until the start of your next turn.

MILITARY EXPLOSIVES TABLE

NAME	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
NAPALM	Burning: 2d4 fire	N/A	N/A	Special	2	N/A
SEISMIC CHARGES	10d6 explosive	3	40	Special	5	10

MONARCH SECURITY PACK

(PRICE LEVEL 4)

Clothes: All-weather boots, camouflage fatigues, command connect helmet

Vehicle: Monarch secure transport vehicle

Gear: First aid kit, signal flares, pocket stuff, Monarch security ID card

Weapons: SMG, Stun Gun, 2 smoke grenades (one red and one green)

Armor: Monarch life-protect medium ballistic vest

NEW WEAPON PROPERTIES

Artillery. Artillery weapons are simply too large to be used as personal weapons and must either be mounted on a vehicle, or on a stationary platform. They are used to fire very large projectiles at armored targets, or to deliver explosives across a battlefield. They cannot be used to target moving targets, unless the path of the target can be reliably predicted.

M9 Flamethrower. Developed for the Vietnam war but soon discontinued, the M-9 was the last US military flamethrower used in combat. The wielder wears a fuel tank backpack, and holds a wand, connected by a hose, to the tank. The flamethrower ignores personal armor as it envelops a target in flames. Targets damaged by the flamethrower have the Burning condition. The tanks cannot be re-loaded during combat. The M-9 flamethrower can be used to create covering fire as if it had the full-auto property, though it only requires 8 rounds to do so.

Walking stick. A handy walking stick is supposed to help you keep your balance in difficult circumstances, but it can also be used for self defense in a pinch. When carrying a walking stick, you have advantage on ability checks and saving throws made to avoid falling prone.

Napalm. Napalm is a semi-gelatinized form of gasoline used by the military in various incendiary weapons, from flame throwers to incendiary bombs. It burns longer than pure gasoline, produces more CO₂, is easier to spray, and sticks readily to surfaces. Napalm poses little danger until it is lit. Combatants who are hit with any form of ignited napalm begin Burning, but suffer 2d4 fire damage per turn instead of the usual 1d4 from the Burning condition. Because it is sticky and difficult to smother, ability checks and saving throws made to end the effect have disadvantage.

Seismic Charges. Seismic charges are explosive devices that create a focused but low-intensity explosion focused downward from the point of impact or detonation. The shock waves penetrate deep into the ground and are reflected at differing rates depending on the materials they encounter. These shockwaves are then read by special seismometers to create underground composition maps of structures up to 10 miles deep. They are not especially useful for warfare due to their low explosive speed and overall bulk. A single charge weighs nearly 70 pounds.

NEW GEAR

NEW GEAR TABLE

ITEM	PRICE LEVEL	BULK
COMMAND CONNECT HELMET	2	0
M-FAD	2	0
MONARCH LIFE-PROTECT VEST	2	3

Command connect helmet. Starting in 2015, all Monarch security teams with level 2 threat protection equipment wear a command connect helmet. These ballistic armor helmets have integrated secure cellular communication and video-recording features. They allow any level of Monarch command to communicate securely with personnel, as well as let teams communicate with each other.

M-FAD. The Multi-Frequency Analysis Tool was developed by a Joint Task Force between Apex and Monarch: a portable device useful in analyzing organic and inorganic discoveries in the field. It is part tablet computer, part scanner that detects and emits a wide range of sonic, electromagnetic, optic, and radiometric signals. It analyzes both the visible surface and interior of objects, providing information about their



composition and structure, which is then compared to extensive databases of known samples. It can also be used to capture and analyze a vast array of transmission frequencies, and also to broadcast similar signals.

The first M-FAD prototypes first saw use in 2014, and by 2021 were in wide use by Apex, Monarch, and select government agencies. While anyone trained in the device can operate it, most of the information it provides is of little use to anyone without the scientific knowledge to put the data to practical use.

Monarch life-protect. First deployed in 2015, the Monarch life-protect hostile encounter vest is a medium ballistic vest with integrated health monitoring and first aid features. It is always worn with a command connect helmet that transmits the soldier's health data in real time. The vest can administer a small range of pharmaceuticals in case of critical injury, either manually under the soldier's control, by remote command, or automatically based on emergency AI diagnosis.

If the wearer drops to 0 hit points while wearing the life-protect vest, the vest automatically stabilizes them. It must be re-supplied during a short rest before it can be used again.

NEW VEHICLES

1970S US ARMY HELICOPTERS

NAME	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
CH-47 CHINOOK	38	+3	+0	+6	2	5	188 mph	Enclosed, Huge
CH-53 SEA STALLION	40	+2	+2	+8	3	5	165 mph	Enclosed, Huge
UH-1 IROQUOIS (HUEY)	15	+0	+4	+4	2	4	125 mph	Enclosed, Large

CH-47 Chinook. The Chinook is a transport helicopter used to move troops and equipment from point A to B. They can airlift up to 24,000 lb. safely—nearly the weight of the aircraft itself! When configured for paratroopers, the Chinook comfortably carries a team of 36. The Chinook is lightly armored to maximize its carrying capacity, and is therefore usually deployed in secure airspace.

CH-53 Sea Stallion. The CH-53 is a workhorse transport helicopter, primarily used for heavy lifting in combat zones. At only 8,000 lb, its carry weight is significantly lower than the Chinook, but it can carry a slightly larger contingent of

soldiers: 38 in most circumstances. Its biggest advantage over the Chinook is that it is more heavily armored and is designed to fly into combat zones. It was often used to recover other downed aircraft during the Vietnam War.

UH-1 Iroquois (Huey). The Huey was the all-purpose combat helicopter for the US Army during its time in Vietnam, and became an iconic symbol of the war. They are used for reconnaissance, transport, and assault. They can be fitted with a wide range of integrated weapons and often include a door gunner, especially when being used as a troop transport.

MODERN MONARCH VEHICLES

NAME	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
MA-31 VTOL	34	+5	+2	+8	2	5	400 mph	Gargantuan, Restricted
MA-F22 GUARDIAN	1	+10	+6	+2	2	6	1,500 mph	Airspeed, Gargantuan, Restricted
ML-15 SECURE TRANSPORT VEHICLE	6	+3	+2	+6	3	4	110 mph	All-Terrain, Bulletproof, Huge, Restricted

MA-31 VTOL. The MA-31 is one of the newest additions to Monarch's range of air vehicles and is still considered an experimental design. It is a twin tiltrotor turboprop aircraft that can perform vertical takeoff and landing as well as long-range fixed-wing flight. The MA-31 can be configured for multiple roles, but is generally used as a cargo transport or for ground-force deployment. They can carry up to 20,000 lb. of cargo or a complement of up to 28 soldiers. While not generally used in combat, they can be equipped with door guns or a minigun turret.

While they are performing admirably, many expect they will quickly become obsolete thanks to Apex's H.E.A.V. technology.

MA-F22 Guardian. The MA-F22 Guardian is a nearly identical aircraft to the F-22 Raptor but with some enhanced electronics and improved materials. While the US military discontinued production of the F22 due to cost concerns, Monarch's global funding allowed them to restart the manufacture of these planes for their air defense forces. Even with the most advanced aerial weapons ever developed, they are hard pressed to directly confront airborne Titans like Camazotz.

The MA-F22 can be configured with a wide range of weapons. It usually includes an M61 Vulcan autocannon and missile systems tailored to its combat mission.

ML-15 Secure Transport Vehicle. The ML-15 was designed by Monarch's Battle Unit to be a street-legal armored vehicle with off-road capabilities to be used by Monarch's tactical response teams during ground rescue and response missions. First deployed in 2016, it has seen updates every two years thereafter.

The ML-15 resembles an off-road SUV with high ground clearance and large all-condition tires. The body styling is sleek titanium single panel construction with a bluish hue. The modular design allows for multiple door configurations, including sliding side panels, rear gates, and even six-door designs. They are always decorated with the Monarch logo and a vehicle identification number.

ML-15s always include secure channel cellular data systems and configurable touchscreen control panels, as well as analog backup gauges. They feature four-wheel drive and have a powerful drive system tuned for high torque rather than high speed. They can be configured for as many as eight or as few as two passengers depending on their specific mission use. All M-15s are armored and capable of running a secure airtight cabin. They always include a powered winch, emergency tool kit, and first aid kit.

INTEGRATED VEHICLE WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	PV	RADIUS	PROPERTIES	PRICE
B-17 BALL TURRET	3d10 ballistic	1,200/2,400	400	5	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	4
DOOR GUN (M60)	2d10 ballistic	900/1,800	100	4	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	3
GE M134 MINIGUN	3d6 ballistic	900/1,800	400	3	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	4
M61 VULCAN AUTOCANNON	6d8 ballistic	1,000/2,000	500	5	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	5

B-17 ball turret. Ball turrets were mounted on World War II bombers like the B-17 to provide anti-aircraft support for the slow-flying planes. The turret's weaponry consists of twin Browning .50 caliber machine guns, powerful enough to knock any plane of the era out of the sky with a good hit.

Door gun. Door guns are manned medium machine guns designed to be fired from the open side doors of a helicopter. They are intended primarily to suppress ground forces when embarking or disembarking troops, but are sometimes used against other vehicles. Originally these were mounted on a spindle, but gunners found they were more maneuverable if suspended from a cable instead.

Minigun. Miniguns are a type of light machine gun with a rotating set of barrels. They can sustain a high rate of fire with less overheating than a traditional machine gun, but require a power source to spin the barrel. Despite what you see in some action films, they are almost always mounted on vehicles which provide power to the weapon.

Autocannon. An autocannon is essentially a high-caliber minigun firing much larger ammunition intended for defeating enemy vehicles rather than personnel. Often this ammunition uses explosive tips to defeat enemy armor. The M61 Vulcan is standard for US fixed wing military aircraft and uses 20mm x 102mm shells for its ammunition.



PART III: NEW RULES

Most of the new rules for Kong: Skull Island center around the incredible creatures of the Monsterverse. Combat conditions create battlefields that heavily influence the tactics heroes and their enemies can use and introduce dynamic events that affect everyone as Titans rage through the environment. New creature options bring Skull Island's superspecies to life. Finally, the rules for titanic scale provide an easy way to translate Everyday Heroes systems to situations where titanic foes clash with one another.

ABSOLUTE ARMOR

Absolute armor is a type of personal armor that cannot be bypassed or exploited by a clever or well-placed attack. In *Kong: Skull Island*, it is limited to certain creatures that are so massive and durable that many types of human-scale weapons are useless against them. This type of armor is treated like vehicles and other inanimate objects as opposed to personal armor rules.

Absolute armor has an Armor Value. Only attacks from weapons with a Penetration Value greater than this Armor Value can harm the creature.

CINEMATIC ACTIONS

Cinematic actions are a tool for creating NPCs that can reasonably hold their own against a full team of heroes. These tend to be the big-bad-boss-type creatures that attack multiple heroes simultaneously and take tremendous effort to defeat. Cinematic actions specifically help NPCs threaten multiple heroes each turn.

NPCs with cinematic actions have a number of action points they use each round rather than having one action only on their turn. They can use these cinematic actions both on their own turn and act at the end of the hero's turns as well. There are some limits to this.

1. They must make at least one action during their turn.
2. They cannot make any cinematic actions until their first turn in combat.
3. They cannot perform more than one cinematic action during any given turn, whether theirs or a hero's.
4. They cannot perform the same action more than once per round unless noted in the action.

When an NPC uses a cinematic action at the end of a hero's turn, they are only performing that action, not taking a full turn. Basic movement and the like only takes place during their actual turn. NPCs get their full count of action points back at the beginning of their turn.

Cinematic actions can require spending more than one action point to use. These will be noted at the beginning of the action description.

When running NPCs with cinematic actions, it's a good practice to take actions during a hero's turn when they are interacting directly with that NPC. It just feels more natural and realistic if the NPC is meting out reprisals in return for what the heroes are doing. It's also a good idea not to take a cinematic action just before the NPC's turn, as it will feel like they are doubling up. Neither of these are hard rules, just best practices for a fun combat.

If a creature with cinematic actions finds itself facing only one or two heroes, they may not have the opportunity to use all their actions. That's perfectly fine, and an intended aspect of the mechanic. The cinematic action rule is there to help a foe be a good opponent for many heroes, not to overwhelm a single hero.

COMBAT COMPLICATIONS

Kong: *Skull Island* would not be the same without mass destruction and mayhem. Combat complications are a way to bring that mayhem to battles involving the mighty Titans, or any wild combat situation.

Conceptually, a combat complication is an environmental situation that potentially impacts anyone or anything in the area but doesn't outright end the fight. Falling debris from a ruined skyscraper, a sudden flood of water, random artillery strikes, a ship cresting a giant wave, and combatants free falling in a lightning storm are all reasonable examples. What sets combat complications apart from persistent combat conditions is that the environment is active and changing, forcing heroes to adapt to it or suffer consequences.

TIMING

Combat conditions are announced at the beginning of a combat round. The GM describes what is happening and what danger it poses to combatants. If the condition is a hazard, then the heroes must make saving throws at this time. Any temporary conditions listed for the hazard are in effect during every combatant's turn this round.

HAZARDS

Most combat complications are hazards, with a saving throw that heroes must attempt. The DC for hazards should correspond to something appropriate for the level of the encounter. DCs for conditions generated by Titans can be based on the Titan's CR and are listed with complication suggestions for the Titan. Damage-dealing hazards can also be scaled to create a more or less severe hazard.

Heroes make their saving throw at the beginning of a combat round when the hazard is announced. If they fail, they suffer any consequences detailed by the complication. Some hazards may allow a Dive For Cover reaction instead of a saving throw. Failing some hazards might cost heroes their turns. If this happens, they keep their current initiative in the next round.

The GM should generally allow for Dive For Cover in situations where a Dexterity saving throw is called for and the hazard can be reasonably blocked or avoided by available cover. Keep in mind that Dive For Cover requires a reaction and can't be used by surprised heroes or those who used a reaction since their last turn. Dexterity saving throws do not have these requirements but do carry the risk of failure.

OPPORTUNITIES

Opportunities for combat conditions are actions that combatants can take on their turn in order to use the complication to their advantage in combat. Typically these are skill contests used to force enemies to suffer the consequences of the complication.

NPCs IN COMBAT COMPLICATIONS

GMs have broad discretion in deciding how combat complications impact their NPCs. The default is to simply have them impacted in the same way as the heroes, but this is not required by the rules. In a combat with many NPCs, it may be much faster to simply decide some reasonable percentage of NPCs that are affected. It's also quite possible that some combatants aren't affected at all. For example, Titans are almost never going to be affected by the complications they generate.

FALLING OR FLYING DEBRIS

Large objects are raining out of the sky threatening to crush you!

Hazard. Dexterity saving throw

Effect. A failed saving throw results in being struck by debris for 10 (3d6) bludgeoning damage (PV 4).

OPPORTUNITIES

☠ **Push a foe into falling debris.** *Melee special attack: Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics).* If successful, the victim is pushed 5 feet and takes damage from the hazard.

Scaling. The GM can scale the damage for this hazard to 1d6 bludgeoning damage per encounter level.

FISSURES OPENING

The ground beneath you begins to crack and fissure, threatening to send you into the abyss!

Hazard. Dexterity saving throw

Effect. A failed saving throw results in falling prone into a crack in the ground. The victim takes 9 (2d8) bludgeoning damage, ignoring armor, from the fall.

OPPORTUNITIES

☠ **Push a foe into a fissure.** *Melee special attack: Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics).* If successful, the victim is pushed into a fissure and takes damage from the hazard.

Scaling. The GM can scale the damage for this hazard to 1d8 per 10 feet fallen or introduce lava (21 (6d6)) fire damage (PV 4 and begin Burning) at the bottom of the fissures.

LANDSLIDE OR AVALANCHE

The sound of a thunderous roar precedes the arrival of a wall of material coming down the mountainside.

Hazard. Strength saving throw

Effect. On a successful saving throw, combatants take 5 (2d4) bludgeoning damage (PV 2) from debris. On a failed saving throw, combatants take 14 (4d6) bludgeoning damage, ignoring armor, and are pushed 100 feet down the slope. They must then make a Dexterity saving throw. If they fail they are buried under the debris and Restrained. Escaping from the debris without help requires taking an action and making a DC 20 **Strength (Athletics)** check. If the saving throw is successful, they are Prone.

OPPORTUNITIES

☠ **Distract foes.** As an action, make a **Charisma (Deception)** contest against an opponent's Wisdom saving throw. If you win the contest, they suffer disadvantage on saving throws against this hazard on their turn. (This can only be used on opponents who have not taken a turn yet in this combat round.)

Scaling. The GM can scale the damage for a failed saving throw against this hazard to 1d6 bludgeoning damage per encounter level.

TIDAL SURGE

A wall of water rushes towards you from the nearby body of water.

Hazard. Strength saving throw

Effect. All combatants are engulfed by the massive rush of incoming water. Those who succeed on their saving throw manage to avoid being swept away. Those who fail are overtaken by the wave, pulled up to 50 feet into the open water, and lose their opportunity to take actions on their turn.

OPPORTUNITIES

☠ A combatant who made their saving throw can choose to go with the surge and move up to 50 feet towards open water while suffering no other effects and without using any movement for their turn.

WIND GUST

An incredible gust of wind threatens to lift you off your feet and send you flying.

Hazard. Strength saving throw

Effect. On a failed saving throw, the victim is lifted into the air and flung up to 60 feet in the direction of the wind gust. They fall prone and take 13 (3d8) bludgeoning damage, ignoring armor.

Vehicle Hazard. Pilots of flying vehicles must make a crash check.

OPPORTUNITIES

☠ **Send a foe flying.** *Melee special attack: Strength (Athletics) vs Strength (Athletics).* If successful, the victim is knocked loose into the winds and suffers the hazard effect.

Scaling. The GM can scale the damage for this hazard to 1d8 bludgeoning damage and is pushed 20 feet per encounter level.

WILDFIRE OR BUILDING FIRE

You are caught in the midst of a raging wildfire.

Hazard. Wisdom saving throw

Effect. On a failed saving throw, the victim takes 7 (2d6) fire damage and is Burning. All combatants have disadvantage on **Constitution (Endurance)** checks due to the smoke.

Visibility. Smoke creates low visibility. Ranged attacks and **Wisdom (Perception)** checks have disadvantage.

OPPORTUNITIES

☠ **Flaming Improvised Weapons.** Melee attacks made with improvised weapons deal an additional 1d6 fire damage.

COMBAT CONDITIONS

Combat conditions are not a formally-defined mechanic. They are instead the persistent conditions in place during combat that affect combatants in some way. Dim light, difficult terrain, strong winds, and available cover are all examples of combat conditions. Generally, combat conditions apply some kind of limitation, difficulty, or specific disadvantage to actions performed by combatants.

The GM may ignore these if they feel the complications are only going to slow things down and not add anything interesting to the encounter. For example, low-light conditions are common in some adventures, but giving everyone disadvantage on all ranged attacks in every combat can become more of an annoyance than anything else.

If a combat condition deals damage or has a save DC value, apply a CR based on the level of damage and the DC. Game Masters can adjust these to fit the game they are running using the Typical NPC Stats by CR table in the NPC section of the *Everyday Heroes Core Rulebook* as a general guideline.

TERRAIN

BAMBOO FOREST

Graceful bamboo stalks sway gently in the breeze, the ground littered with yellow bamboo leaves, as beams of light filter down from above.

Movement: Medium and smaller creatures treat the forest as difficult terrain unless native to the forest.

Cover: Targets more than 40 feet away automatically have one-half cover (AV 2).

Visibility: Line of sight is limited to 150 feet in the forest.

FLOODED SWAMP

Waist-deep murky water is choked with aquatic vegetation interspersed with mangroves, the air buzzing with biting insects.

Movement: Movement is difficult for creatures that are not native to the swamp.

Cover: Mangrove stands provide one-half cover (AV 2) against ranged attacks.

Visibility. There is no visibility in the water. Combatants submerged in the water have advantage on *Dexterity* (*Stealth*) checks.

LAVA FLOW

CR 3

Streams of red-hot lava flow through a hellscape of basalt rock and falling ash.

Movement: The lava itself is considered difficult terrain, the surrounding area is not.

Lava. Any combatant moving into the lava, or beginning their turn in the lava, takes 10 (3d6) fire damage (PV 4), and begins Burning. If the combatant is prone, they instead take 21 (6d6) fire damage (PV 4) and begin Burning.

METHANE FUMARoles

CR 3

A wasteland of sulfurous fumes dotted with open vents spewing noxious gasses into the air.

Fumes. The atmosphere makes breathing difficult, giving disadvantage to *Constitution* (*Endurance*) checks.

Explosive Vents. Any open flame or spark within 5 feet of a vent triggers an explosion. All creatures within 10 feet of the vent take 21 (6d6) explosive damage (PV 3). Victims can make a DC 14 Dexterity saving throw to take half damage (rounded down).

OLD-GROWTH FOREST

Massive trees tower above into a vast green canopy that blocks out the sky. Great and ancient fallen giants litter the ground, providing habitat for smaller plants and animals.

Movement: Gargantuan creatures treat the forest as difficult terrain.

Cover: Trees provide any level of cover to large or smaller combatants (AV 4).

Visibility: Line of sight is limited to 300 feet in the forest.

WEATHER

Extreme weather creates conditions that make combat difficult, and in some cases poses a physical danger to combatants.

HURRICANE WINDS

Intensely powerful winds toss large objects around like they were children's toys.

Movement: Movement is considered difficult.

Visibility: Disadvantage on *Wisdom* (*Perception*) checks. Line of sight is limited to 200 feet.

Difficulty Aiming. Conventional ranged attacks are impossible. Ranged attacks with ballistic weapons have disadvantage on attack rolls.

Dangerous Debris. Combatants must make a DC 10 Dexterity saving throw at the beginning of their turn. If they fail they are hit for 6 (2d6) bludgeoning damage.

LIGHTNING STORM

A combination of intense rain, powerful winds, and blasts of deadly lightning send the wise looking for shelter.

Movement: Movement against the direction of the wind is considered difficult.

Visibility: Visibility is low due to the rain and wind. Ranged attacks and *Wisdom (Perception)* checks have disadvantage.

Lightning Strikes. Combatants must make a DC 2 Luck saving throw (no modifiers) at the beginning of their turn if they are standing in an open area. If they fail, they are struck by a bolt of lightning for 35 (10d6) electrical damage. Victims make a DC 13 Constitution saving throw. If they succeed they take half damage.

STRONG WINDS

Constant strong winds roar through the area making many activities more difficult.

Movement: Movement against the direction of the wind is considered difficult.

Visibility: *Wisdom (Perception)* checks have disadvantage beyond 10 feet.

Difficult Aiming. Ranged attacks, excluding ballistic damage, have disadvantage on attack rolls.

NATURAL TRAPS

Natural traps are very much like man-made traps in terms of the mechanics and GMs guidance for including them. They are handled by making appropriate ability checks, but can also be discovered, avoided, or disarmed purely through role-play.

Detecting natural traps requires either *Wisdom (Perception)* or *Wisdom (Survival)*. Generally, natural traps cannot be disabled, but they can be avoided and sometimes effectively destroyed.

CARNIVOROUS PLANTS

Strange fern-like plants found only on Skull Island trap living prey with a sticky substance that both paralyzes and digests their prey. Creatures become coated with the substance when moving through the vegetation.

Paralyzing Effect. Living creatures moving into the vegetation or starting their turn in it must make a DC 13 Constitution saving throw. If they fail, their lower extremities are paralyzed for 10 minutes, reducing their movement to 0. A person proficient in Medicine and using a First Aid Kit can take an action and make a DC 13 *Intelligence (Medicine)* check. Success will remove the effect.

Digesting Effect. Creatures starting their turn in the vegetation take 3 (1d6) acid damage (PV 1) at the beginning of their turn.

Disabling. Cutting or killing the plants does not remove the immediate danger. Burning the plants with 5 or more fire damage destroys the secreted poisonous substance.

Degrading Poison. The secretions of the plants quickly degrade when harvested; the poison is only viable for 10 minutes.

Difficulty: DC 13 to detect

GRASPING VINES

Thick ground vines look harmless until you start walking through them, at which point their tendrils reflexively wrap around and trap trespassers.

Effect. The area covered by the vines is considered difficult terrain. Any creature entering the area of the vines or beginning their turn is grasped by the vines, reducing their movement speed to 0. The victim may take an action to break free by making a successful DC 13 *Strength (Athletics)* check, or by cutting the vines with a weapon that deals slashing damage. Another combatant can also free them by taking an action to cut away the vines.

Difficulty: DC 15 to detect

Note: Cunning Skull Island predators like the Leafwing often check or monitor grasping vine patches for immobilized victims.

QUICKSAND

Hidden patches of liquified sand and water swallow unwary explorers and drown them.

Effect. Victims sink shoulder deep into the quicksand after entering it. They must take an action to make a DC 15 *Strength (Athletics)* check to pull themselves out. If they succeed, they can move out of the quicksand. If they fail, they sink deeper and have disadvantage on their next check to escape. If a victim fails on their second check to escape, they are fully submerged, begin suffocating, and cannot escape unaided.

Help. If allies can get a rope around the victim, the allies can make a DC 13 *Strength (Athletics)* check, which, if successful, pulls the victim free. Failure does not endanger the victim further.

Difficulty: DC 15 Wisdom to detect

SINKHOLE OR CRUMBLING CLIFF

Unstable earth covers an underground chamber. Victims walking on it can trigger its collapse, falling into the chamber.

Effect. Anyone size medium or larger walking over the sinkhole triggers its collapse. The victim can make a DC 13 Strength saving throw. If they succeed, they leap to safe ground. If they fail, they fall prone into the abyss, taking 1d8 bludgeoning damage per 10 feet they fall.

Difficulty: DC 13 to detect

SURVIVAL MODE

To give Skull Island more proverbial teeth, this optional system can be used to ramp up the danger for those brave (or foolish) enough to adventure in the region. GMs should only use this system with previous buy-in from your players.

Survival Mode increases the Attack, Defense, Save, and Skill values of adversaries by 1 (or by 2 for all Superspecies appearing in Part VI of the *Kong: Skull Island Cinematic Adventure*). Non-human enemies also gain additional hit points equal to their Constitution score. In addition, GMs should utilize the Injuries optional rules system (*Everyday Heroes Core Rulebook*, Chapter 12), applying short-term injuries the first time a hero becomes bloodied (less than half hit points) during a battle, and a long-term injury to a hero the first time they fall to 0 hit points during the adventure.

TITANIC SCALE

Titans are so vast in size and scale that the majority of conventional military equipment is incapable of inflicting any serious harm upon them. Titans topple buildings like they were a stack of blocks, hurl small warships, and swat away aircraft like buzzing flies.

In *Everyday Heroes*, creatures of this size and scope are considered titanic scale. In most ways, titanic scale works

exactly like regular-scale *Everyday Heroes*. They use the same kinds of stats and mechanics, just much bigger.

Normal-scale combatants are not intended to engage in combat or physical contests with titanic-scale opponents using the usual combat rules. No matter how hard you try, you are not going to beat up Kong in any regular kind of fight. If Kong steps on you, it doesn't matter how many hit points you have—you are done.

The following rules detail how titanic scale works, and how they integrate with human-scale heroes.

DISTANCE AND SPACES

Titanic creatures and rules specifically designed for titanic scale cite distances in a number of spaces rather than a number of feet. One space roughly translates to 100 feet, and titanic combatants are considered adjacent when they are one space (100 feet) apart. When using a grid for combat at titanic scale, each square or hex represents 100 feet.

CONVERTING SCALE

The titanic-scale rules make it easy to translate rules from one scale to the other. The only change needed is to convert distances. Basically, you just turn feet into spaces, with 5 feet equivalent to 1 space. Thus, a normal-scale horse with a speed of 60 feet becomes a titanic-scale horse with a speed of 12 spaces (1,200 feet).

SIZE CATEGORIES

Titanic-scale combatants use the same size categories as their normal counterparts, but these represent much larger entities.

The longest dimension of a titanic combatant is whichever of height, length, or width is highest. An especially bulky combatant that is large in more than one dimension may be counted as one size category larger, while a tall or long but skinny combatant might be one lower. The nearby table lists the size categories for titanic combatants, the approximate size of such combatants, and the space they take up on a combat grid.

TITAN SIZES TABLE

SIZE	LARGEST DIMENSION	SPACE (IN 100' X 100' SPACES)
TINY TITAN	~50-100 ft.	½ x ½
SMALL TITAN	~100-200 ft.	1 x 1
MEDIUM TITAN	~200-300 ft.	1 x 1
LARGE TITAN	~300-400 ft.	2 x 2
HUGE TITAN	~400-500 ft.	2 x 2
GARGANTUAN TITAN	~500+ ft.	3 x 3 or larger

SIZE CROSSOVER

Titanic- and normal-scale opponents are not intended to fight one another using the conventional game rules. Stats for Titans are for battling other Titans.

A gargantuan creature in normal scale might be big enough to be considered a tiny creature in titanic scale and vice versa. In such cases, simply stat up the creature in the most relevant scale for the adventure.

See the following section for details on converting between normal and titanic scale.

TITANIC DAMAGE AND PENETRATION

Although unaffected by normal-scale attacks, Titans still feel them. They simply don't represent a mortal threat. A shot from an M-16 is like a paper-cut: painful, but no amount is likely to kill you.

If you do need to do a damage conversion for any reason, the scale is 1 to 100. Thus, 1 damage from a Titan deals 100 damage on the normal scale. Scaling up, you need 100 normal-scale damage to inflict 1 damage to a titanic target.

Titanic scale uses the same AV and PV scale, but in comparison titanic-scale values are equivalent to normal scale +5. Thus, Armor Value 1 at titanic scale is equal to Armor Value 6 on the normal scale, and Penetration Value 6 on normal scale is Penetration Value 1 on titanic scale. This means that most of the time, titanic-scale attacks always penetrate normal-scale armors and normal weapons never penetrate titanic-scale armors, but there

could be exceptions for very powerful normal-scale arms and armor with values greater than 5.

TITANIC CONDITIONS AND EFFECTS

Generally speaking, conditions and effects inflicted by normal-scale combatants don't affect anything at titanic scale. For instance, a regular net cannot restrain a Titan, nor can a molotov cocktail set one on fire. At the GM's discretion, some abilities or equipment may still function, but, by and large, even very skilled people can't affect enemies that are titanic scale.

Conditions inflicted by titanic-scale combatants on normal-scale combatants generally work as normal, though at the GM's discretion they may have other effects. For instance, a Titan that spits restraining glue at a hero on foot might simply restrain them, but the impact could also cause damage and the massive amount of glue could become suffocating.

Combat conditions that pose a challenge to normal-scale combatants almost never have any meaningful effect on titanic-scale combatants. The same is true for most terrain conditions. Titans are affected by titanic-scale terrain and truly apocalyptic conditions, such as falling meteors or volcanic eruptions.

Some effects work at multiple scales. A burning forest, for instance, is an effect that could well endanger heroes with normal-scale fire damage, but also deal titan-scale fire damage to a Titan who is exposed to hundreds of burning trees simultaneously. The GM is the final arbiter on what any given normal-scale effect might have on a titan-scale combatant and vice versa.

TITAN ENCOUNTERS

Titans are among the most powerful forces on Earth and encounters with them are always awe inspiring. Any time heroes are in a conflict with a Titan, they are the underdogs in the situation. Without an allied Titan, massive support from military vehicles, or some secret weapon, there is pretty much no chance for heroes to defeat a Titan in direct conflict. It is more realistic for the hero's actions to aid one Titan against another, or influence a Titan's behavior through attacks, distractions, or other activities.

Social encounters with Titans are possible, though generally, communication between humans and Titans is limited to expressing intention through action. Monarch has had some success signaling Titans in various ways, but often these are wild experiments and Monarch isn't entirely sure what it is communicating to them in this way. Kong and Mothra are among the only Titans that have shown any interest in direct communication with human beings to date.

The best approach to running a combat encounter with a Titan is to define the overall victory condition for the conflict. Once you have that, start thinking about smaller goals the heroes must succeed at to achieve the victory condition, as well as the challenges they may face during the conflict. Following are three examples to consider.

SEARCH AND RESCUE

In this encounter, the heroes are part of Monarch's Battle Unit, or are working with them to protect civilians during an attack. Two massive Titans are battling in downtown Detroit and the heroes are trying to rescue a family trapped in an apartment tower right in the heart of the action.

Victory Condition: Get the family safely outside the battle perimeter and rescue anyone else encountered along the way.

INCREMENTAL GOALS

1. Make your way to the last known location of the family
2. Locate the family
3. Escort them to secure transportation
4. Take them out of the battle zone

POTENTIAL CONDITIONS AND CHALLENGES

- ☠ Falling debris or even entire buildings
- ☠ Blocked roads
- ☠ Encountering other civilians in need
- ☠ Drawing unwanted attention from one of the Titans
- ☠ Area effects caused by one or more Titans, such as lightning breath, flooding, earthquakes, etc...
- ☠ The family is trapped in a sub basement that is partly collapsed
- ☠ The building starts collapsing while everyone is still inside
- ☠ The Titan battle intensifies while driving away, creating hazards on the roadway

KINGMAKER

Mighty Kong is squaring off against another massive Titan that wants to lay claim to Skull Island. The heroes need Kong to emerge victorious, and must do anything they can to help him vanquish the foe.

Victory Condition: The destroyer Titan is defeated by Kong, either fleeing or perishing.

INCREMENTAL GOALS

1. Distract the enemy Titan with conventional attacks to give Kong an advantage
2. Lure the enemy Titan into terrain more favorable to Kong
3. Trigger a rock slide to injure the enemy Titan
4. Goad a nearby Sker Buffalo into aiding Kong in the battle

POTENTIAL CONDITIONS AND CHALLENGES

- ☠ Dealing with seismic events caused by the enemy Titan
- ☠ Avoiding attacks from the enemy Titan
- ☠ Avoiding flying objects thrown by Kong during the fight
- ☠ Trying not to get crushed by falling trees
- ☠ Dealing with carnivorous plants in the area

TITAN DEFENSE

A destroyer Titan is heading for a major population center. The heroes must work with Monarch's Defense Unit to defeat or repulse the Titan before it causes massive casualties.

Victory Condition: Divert or defeat the Titan before it gets to the city center.

INCREMENTAL GOALS

1. Attempt to damage the Titan using military equipment
2. Hand deploy an experimental device that must be placed on the Titan's neck by hand
3. Lure the Titan to a power plant and cause an overload in an attempt to stun it
4. Attempt to confuse or persuade the Titan to leave the area
5. Try to understand the Titan's goals and use that to drive it away

POTENTIAL DANGERS AND CHALLENGES

- ☠ The Titan projects massive jets of water that destroy Monarch defenses
- ☠ Avoiding attacks from the Titan
- ☠ Surviving the destruction of equipment and infrastructure
- ☠ Falling into the ocean
- ☠ Trying to protect and evacuate civilians from the area





PART IV: GAME MASTER ADVICE

Skull Island is a place filled with danger and mysteries. Nearly anything you can imagine could be found somewhere on the island. It's a wild place with few rules, so there are endless opportunities for combat and mayhem. If you are looking for intrigue and story, the politics and agendas of either Monarch, Apex, or even some mysterious third party are easy to stir into the plot.

"And remember the story of Icarus, whose father gave him wings of wax. Warned him not to fly too close to the sun. But the exhilaration was too great. So he flew higher and higher, until the sun melted his wings and he fell into the sea. The US Army is not an irresponsible father. So they gave us wings of hot Pennsylvania steel, guaranteed not to melt."

PRESTON PACKARD

with all the larger-than-life action some of them can slip through the cracks. Keeping these themes in mind when designing and running a Skull Island adventure goes a long way to immersing yourself and your players in the world of the Monsterverse.

DANGER

The "Player Tips for Skull Island" section warns them that Skull Island is no picnic. While we don't recommend trying to kill off the heroes, this is a setting where you should feel free to threaten them and to create situations that cause dire consequences for bad judgment. It's also a great setting for high-level heroes looking for a serious challenge. Creatures like the Skullcrawlers are designed to be an absolute menace.

THEMES

A number of themes run through the story and action of *Kong: Skull Island*. They aren't meant to be subtle, but

WONDER

A huge component of any giant monster movie is staring in wonder at the giant monsters and imagining what they would really be like to see in person. Kong is a personification of nature itself, and how wondrous and amazing it can be. When journeying through Skull Island, it's important to call out the beauty and majesty of the natural wonders there. It may be trying to kill the heroes, but they should at least be able to enjoy the view!

MAYHEM

There's just something primal in our collective enjoyment of watching massive acts of destruction. *Kong: Skull Island* delivers on this in spades with explosions, bone-crushing kills, and all manner of crazy mayhem. You don't want every moment to feel like this, but every good Skull Island story should have a moment of spectacular mayhem that just makes you go "wow!"

MYTH

Myth is not only one of the pillars of Monarch, it's one of the pillars of the entire Monsterverse. Many of the creatures and ideas are based on real world myths and legends, while others are effectively modern myths created through the mediums of film, comics, and TV. Digging into ancient myths and legends is a great way to get inspiration for new Titans and adventures. Don't be afraid to also take your own ideas and build a fictional myth that anchors them to the game world. Just keep in mind that if you are using the real-world myths of living cultures, be as respectful as possible and do your research.

SCIENCE

Science is Monarch's second pillar and a huge element of all the Monsterverse films—even *Kong: Skull Island*, set some 50 years in the past. Coming up with cool gadgets for Monarch and Apex is part of the fun, and if your story would benefit from some technological innovation, go ahead and throw it in there. This theme is more about the appearance and feeling of science than it is about actually being realistic about what is or isn't possible.

ENVIRONMENTALISM AND CONSERVATION

This is a theme where *Kong: Skull Island* leads the way in the Monsterverse: the ecosystem of Skull Island is delicate and finely balanced. Brooks and other characters highlight this, and it plays a major role in the central dilemma of Packard's quest to kill Kong. It's even more a factor in the two Legendary Comics about Skull Island, where the actions of Monarch bring disaster to the island and the Iwi, always through largely-unintended consequences.

THE HAND OF KONG

In the Skull Island movie and in the comics, Kong has a habit of saving people from other dangers on the island. While it's an option you can keep on the table to save an adventure from ruin, you should exercise some caution and avoid making the heroes feel like they are playing second fiddle to Kong in the story. The heroes should always be the stars of the story.

RANDOM WEATHER

The default weather on Skull Island is warm and sunny, but like other tropical islands, it can experience fairly sudden shifts in weather. The table below can be used to randomly determine the current weather and how long it is likely to last.

SKULL ISLAND WEATHER TABLE (2D4)

ROLL	WEATHER	DURATION
2	Hurricane Winds	1 day
3	Lightning Storm	1 day
4	Tropical Rains	2 days
5	Sunny Day	4 days
6	High Heat	2 days
7	Overcast	1 day
8	Cold Snap	1 day

RANDOM ENCOUNTER TABLES

Skull Island is full of wonder and adventure, and not every adventure needs a deep story. Sometimes just heading out into the unknown and encountering danger is all that's needed. The following random encounter tables are here to provide GM inspiration and as a tool for creating spontaneity when exploring the island.

Each table is rolled with 2d6, which gives a pyramid distribution, so 2 and 12 are quite rare and 7 being the most common outcome. You can choose how often you want to roll on the tables, but 1 roll per hour of exploration is a good default. These tables are not based on level, so there are some very dangerous creatures and encounters here. It's best not to force the heroes into a combat they could never win, so try to give them a fair chance to flee or avoid the danger if they would be in way over their head.

As a GM, even though you are making random rolls, you should feel free to adjust the results, either by picking a different encounter or modifying the circumstances of the encounter described. These are intentionally open to interpretation allowing you to use your creativity to embellish or change the described encounter. The encounters are divided by the most common biomes found on Skull Island.

BAMBOO FOREST ENCOUNTER TABLE (2D6)

ROLL	ENCOUNTER
2	A massive and bizarre skeleton of some ancient beat lies amidst the growing bamboo.
3	A mixed team of 1d8 Apex personnel are searching the forest for a Mother Longlegs nest.
4	A massive hill made of old bamboo rises from the forest, it is swarming with Snarehunters.
5	A single Mother Longlegs waits in ambush, hidden by the bamboo canopy.
6	A carpet of carnivorous plants grow along the banks of a beautiful stream.
7	The team comes across a never seen before animal which is harmless but for poisonous flesh.
8	1d4 Death Jackals sniff around on the forest floor trying to catch the scent of prey.
9	1d6 Deer are lying in a forest clearing taking a rest in a mote of sunlight.
10	The team discovers a natural spring pool with cool, clean water. Animal tracks are everywhere.
11	A pack of 4 Mother Longlegs stride through the forest, they don't attack unless provoked.
12	A Spirit Tiger stalks the forest, it becomes curious about the heroes and provokes them.

BEACH ENCOUNTERS TABLE (2D6)

ROLL	ENCOUNTER
2	A massive Mire Squid has entered the coastal waters desperately seeking large game to eat.
3	A strange mass of biological material is found on the beach, its appearance is quite strange.
4	A team of 1 Iwi, a scout and 4 hunters, are combing the beach for edibles and salvage.
5	A pack of 1d4 Death Jackals are patrolling the beach looking for something or someone to eat...
6	A large flock of shore birds has settled on the beach making a lot of noise.
7	The heroes discover a tidal pool filled with tasty shellfish or crustaceans.
8	1d6 Snarehunter Foragers are digging huge clams up out of the sand and carrying them off.
9	A massive shipwreck lies on the beach here. It is mostly ruined but may contain some salvage.
10	A pack of aggressive Leafwings or Psychovultures decide the heroes look like a nice snack.
11	A massive Skullcrawler strides up the beach killing anything in its path!
12	A recent wreck of a small fishing vessel lies on its side, 1d6 survivors sit around a fire nearby.

FOREST ENCOUNTER TABLE (2D6)

ROLL	ENCOUNTER
2	The local vegetation hides an extensive set of stone ruins that predate the Iwi culture.
3	1d4 Vine Stranglers occupy a large, vine covered oak tree.
4	The fluttering, mature flowers of a Butterfly Bush draw the interest of unwary explorers.
5	Four Iwi hunters are tracking a small herd of deer through the forest.
6	A large patch of carnivorous fern plants chokes a large section of the forest.
7	1d8 deer are happily munching grass in the grove of the forest, surprisingly unafraid of the team.
8	1d6 Snarehunter foragers are accompanied by a guardian as they collect vegetation.
9	A hungry Spore Mantis rests quietly in the forest, waiting until potential prey comes near.
10	Massive colorful fungus grows here, attended by large, but harmless shiny black beetles.
11	A pack of 1d8 Death Jackals patrols the forest attacking anything that moves.
12	Smoke begins blowing through the forest, quickly followed by a raging brush fire.

MOUNTAINOUS ENCOUNTER TABLE (2D6)

ROLL	ENCOUNTER
2	This area is jealously guarded by a male Spirit Tiger and will try to chase off any trespassers.
3	The team encounters an exposed vein of a valuable mineral resource on an exposed cliff face.
4	A patch of 1d6 Butterfly Bushes are situated next to a mountain stream, 6 flowers flutter nearby.
5	Low lying bushes are covered in sweet edible berries. Harmless birds are eating them currently.
6	The team is beset by 2d6 Leafwings or Psychovultures guarding their roosting site nearby.
7	A collection of rock doves are roosting on a nearby cliff side making quite a lot of noise.
8	1d4 Death Jackals are exploring the highlands looking for food and the team looks tasty.
9	The team encounters a crumbling cliffside that could send them falling quite a long distance.
10	A group of 4 Iwi scouts are gathering Leafwing sap and other rare resources in the highlands...
11	A single Spore Mantis has climbed up out of the forests and is behaving aggressively.
12	The high vantage point here offers an excellent view of Kong, who is engaged in a fight.

VOLCANIC ENCOUNTER TABLE (2D6)

ROLL	ENCOUNTER
2	A massive sinkhole opens up beneath the party threatening to plunge everyone into its depths.
3	The team discovers an Iwi supply cache that contains food and medicine for their hunters.
4	A pod of 1d6 Magma Turtles at the edge of a lava field are chewing through a stand of trees.
5	Dozens of small, brightly colored lizards bask in the sun on a sheet of basalt.
6	A large field of methane fumaroles stretches out before the team, it is littered with bones.
7	A series of low and rocky lava tube caves can be found in this area beckoning exploration.
8	The team comes across an active magma flow coming down from the mountain, 30 feet across.
9	A very aggressive Skullcrawler emerges from a crevasse in the earth and bellows with rage.
10	The corpse of a Sker Buffalo is covered by 20 Leafwings/Psychovultures busily consuming it.
11	A pack of 1d8 Death Jackals are fighting over an old pile of bones until they notice the team.
12	With a great rumble a nearby volcano begins erupting, sending smoke and debris into the air.

WETLANDS ENCOUNTER TABLE (2D6)

ROLL	ENCOUNTER
2	The members of the team leading the way encounter a deadly patch of quicksand.
3	1d6 Death Jackals are devouring a fallen member of their pack, they are eager for new victims.
4	A massive Swamp Locust lies in wait in a shallow pool that the team must traverse.
5	1d6 Vine Stranglers lurk in the treetops of the old twisted trees near the water's edge.
6	An incredibly colorful bird sits in a tree singing a strangely beautiful bird song.
7	Thick swarms of biting flies erupt from the underbrush and pester the explorers.
8	A Skeer Buffalo approaches, curious about the party members, wanting to smell them up close.
9	A large breadfruit tree grows here, with dozens of large green fruit ready for harvest.
10	A small island in the bog offers fruit bearing shrubs. It is actually a sleeping Sirenjaw.
11	A Mire Squid lurks in a nearby lake, exploring the nearby land using its tentacles.
12	A team of 1d6 poachers are hunting for Skeer Buffalo trophies but claim to be researchers.

ADVENTURE IDEAS

Skull Island is very easy to craft adventure stories for. Just going out to do some sight seeing can be an epic adventure. Keep its core themes in mind, and let your imagination run wild with dangers and mysteries for heroes to discover.

FIELD RESEARCH

Hook. A new superspecies has been discovered and it's your job to go learn everything you can about it.

Heroes. A Monarch exploration team consisting of scientists and their escorts.

Action. The team makes its way to a remote part of Skull Island to spend three weeks observing a new species. After a dangerous journey, they begin their scientific work. They must see to their own safety while conducting the necessary tests and collecting data. Nothing is easy on Skull Island, but the secrets they can uncover are worth the risk.

INTO THE DARKNESS

Hook. Monarch is determined to find out the fate of Camazotz and believes the secrets lie below Skull Island.

Heroes. A team of Monarch operatives and any outside experts they may need.

Action. The heroes set out to explore the caves and caverns beneath Skull Island. Strange and dangerous troglodytic creatures inhabit the darkness. After overcoming these challenges, they find an ancient temple complex dedicated to Camazotz. While they don't find the beast itself, the temple does have a guardian...

MONSTER HUNT

Hook. A team of mercenary hunters is hired to bring back samples from a number of Skull Island monsters.

Heroes. A group of hard-nosed mercenaries willing to do anything for money and adventure.

Action. The "heroes" explore the island trying to track down their list of targets. Along the way, the environment does its best to kill them. Can they complete their mission without invoking the wrath of mighty Kong?

OUTPOST OVERRUN

Hook. The creatures of Skull Island seem hell-bent on overrunning a remote Monarch outpost.

Heroes. A skeleton crew of Monarch personnel manning a remote outpost on Skull Island.

Action. Wave after wave of superspecies assault the outpost, seemingly outraged by its very presence. The team must survive until they can be evacuated, while also trying to figure out why this is happening.

PART V: THE ADVENTURE

SLIVER OF THE SKULL

AN ADVENTURE FOR LEVEL 3 CHARACTERS
By Michael Bramnik and Ivis K. Flanagan

"The world is bigger than this."

MASON WEAVER

FOREWORD

From Ivis: one of my favorite memories of my late father is just spending time with him, watching TV shows and movies. We'd watch old and new, good and bad, discussing the plot and how we would have done things differently. When it came to films where the issues with the monsters were settled with who had the biggest guns, I would often ask him, "But why? Why don't we try to understand them instead of destroying them just because they're different?"

Kong: Skull Island intends to do just that. Looking at Kong not as just a monster, but a creature we truly feel for and want to understand. Getting to work with Michael as we play on this playground, on our own small "Sliver of the Skull," has been a larger-than-life experience. Getting to interact with creatures that my dad and I hypothesized about, while exploring what can happen when we try to understand them? What consequences follow from our actions if we aren't careful?

From Michael: my love of movies has always stemmed from their ability to capture your senses and let you ignore the real world for a while—sight and sound (and touch, if the sound system is good enough). And when the movie is done,

seeing art or listening to the soundtrack can recapture those feelings. When playing, Game Mastering, and writing RPGs, I always try to have soundtracks playing whenever possible just so I can get that kind of feel in my head. For a movie like *Kong: Skull Island* these elements can be, like the star himself, titanic.

I've always enjoyed exploring settings like Skull Island as a fun thought experiment (probably influenced by my background as a geologist)—how the heck would we as humans *deal* with the world around us if megafauna like Kong, Skullcrawlers, and more were suddenly thrust into our midst? The chance to dig into this topic with "Sliver of the Skull" was a real treat for us both, as we tried to present an experience that allows for many different styles of play with something in it for everyone. We hope you have a chest-thumping good time with our adventure!

From both of us: a special thanks to Owen K.C. Stephens, without whom neither of us would ever have been able to do this sort of thing.

Sincerely,

Michael Bramnik & Ivis K. Flanagan
Adventure Writers

INTRODUCTION

This adventure is written for *Everyday Heroes*. The adventure makes references to the *Everyday Heroes Core Rules* and also uses rules found in the pages of *Kong: Skull Island Cinematic Adventure*.

Whenever you come across a block of text in a light green box (including the Adventure Synopsis, below), paraphrase or read it aloud to your players.

The following read-aloud text may be read to the players before they make or select heroes. It gives just enough background and plot to get everyone in the right mindset for their upcoming adventure.

We suggest the Game Master read the entire adventure before running it; giving particular attention to the slightly “sandbox” nature of the *Compass Rose*, the events that took place on that vessel before the story begins, and the locations/dispositions of the survivors currently aboard.

The year is 2015. Massive superspecies known as Titans have revealed themselves to the populace at large by wreaking havoc in numerous cities around the world.

The research and defense organization known as Monarch is aware of many Titans who have not yet interacted with human civilization. Chief among these is the mighty Kong, worshiped as the king and god of Skull Island, a landmass in the Pacific Ocean continuously enshrouded by storms. Observing Kong had been Monarch’s number one priority for the past several years, but now that mission has changed. The organization is currently in the process of establishing permanent bases on Skull Island from which Kong can be studied more closely while also protecting the island. This secondary effort serves a dual purpose: safeguarding the island from outside forces and standing sentry so that nothing escapes to threaten the rest of the planet. All the while, Monarch’s scientists search for an access point to the hypothesized “Hollow Earth,” thought to exist somewhere on this most dangerous island.

For heroes who are members of Monarch, add the following:

You are among the last personnel to have joined Monarch before the existence of Godzilla and other Titans became common knowledge. When the call went out seeking volunteers for a vital mission that had as much potential for research as it did action, you leapt at the opportunity. Now you’re crew members aboard the frigate *Dauntless* as it makes its way to Skull Island—and the unknown!

For heroes who are not part of Monarch, add the below instead:

Following the appearance of Titans like Godzilla, you heard rumors of a place where myth and monsters could be seen in person: Skull Island! Whether by calling in a favor or spending the right amount of cash, you bought yourself a berth aboard the *Compass Rose*, a fishing trawler converted into a part-time ecotourism vessel. Sure, it could be dangerous, but you’re a skilled individual and can take care of yourself. Besides, the boat isn’t supposed to get too close to the island itself...right?

SYNOPSIS

This adventure takes place a few months after the events of the 2014 film *Godzilla*, and details some behind-the-scenes events tied into Monarch’s plans for Kong following the events of the *Kong: Skull Island* movie and the *Skull Island: The Birth of Kong* comic. The heroes arrive at Skull Island aboard one of two vessels, either as part of a Monarch patrol force on the frigate *Dauntless*, or as a crew member or ecotourist aboard the *Compass Rose*. Mercenaries and aggressive corporate scientists from Janos Biotech hijacked the latter vessel and have been using it to conduct experiments that could threaten all life on Skull Island, including that of the mighty Kong. The heroes must secure the *Compass Rose* and discern the nature of this danger while also avoiding dangerous predators running loose on the boat and in the waters around it. Once back in contact with Monarch, the heroes must race to Kong’s aid before he is potentially infected by the spoiled fruits of Janos’s labor!

OUTLINE

The adventure begins as the Monarch vessel *Dauntless* nears Skull Island as part of a regular rotation of ships patrolling the region. Their primary mission is to keep anyone else from making landfall who might potentially upset Kong, or attempt to export any of the native superspecies. They are also on call to support a small camp of Monarch researchers who established themselves near the southwestern beaches, a few hours’ hike from a native Iwi village.

After arriving on station, the *Dauntless* detects another ship caught in the perpetual storm system that encircles Skull Island and assembles a quick reaction force (QRF) to board the vessel when attempts at communication go unanswered. After dealing with choppy waters, the heroes must defend themselves from a force of mercenaries who try to repel them as soon as they board the *Compass Rose*. After securing the lower decks, they discover the surviving crew and passengers along with a young (but still massive)

Sker Buffalo calf imprisoned in the holds. The heroes must free the captives and quickly repair critical ship systems that have left the vessel adrift, or else all aboard might be claimed by the storm.

Once the *Compass Rose* is stabilized, the heroes must dig into the files left behind by the mercenaries and scientists from Janos Biotech. In addition to learning that illegal bioweapon research was being conducted aboard, they discover that the scientists also brought aboard a lethal Death Jackal from the island, which is now stalking the surviving humans. The heroes must find a way to provoke the creature into facing them on their terms so they can take it out before the storm gets any worse. Whether or not they succeed in this, the storm eventually disables an experimental Sonic Emitter that had been keeping a school of frenzied Shocker Squid at bay, forcing the heroes to fight for their lives once again!

Assuming the heroes survive the harrowing night, dawn sees them through the storm and places them back in touch with other Monarch forces. They learn that the fallout from Janos's experiments have already begun to affect the giant Singing Ants of Skull Island known as Snarehunters, driving one colony after another into a frenzy. While seismic activity announces the presence of Kong himself in the area, the heroes must help seasoned Monarch scientists synthesize and field-test a chemical counteragent on a group of infected Snarehunters. Just as Kong begins smashing the giant ants left and right, a massive Snarehunter Queen Titan emerges from the ground to attack Kong, along with dozens of airborne Snarehunter Valkyries. To prevent the possibility of Kong becoming infected, the heroes must join the battle in a Monarch aircraft, fighting alongside the mighty Titan.

THE DAUNTLESS

Heroes who are members of Monarch have been aboard the frigate *Dauntless* for just over a week. Purple Butterfly, a small vacation front company owned by Monarch, flew each of them to Hilo, Hawai'i, before bringing them to their new ship by helicopter. The vessel is normally able to reach Skull Island in just about three days at normal cruising speeds, but the strong 2015 El Niño conditions in the Pacific Ocean and subsequent increase in turbulent weather significantly slowed their progress.

The *Dauntless* is a modified Horizon-class frigate, originally built as part of a joint project between the British, French, and Italian navies. When the UK withdrew from the project, the *Marine nationale* took custody of the first vessel intended for the Royal Navy, but never allocated the budget to fully arm and crew her. As Monarch's existence began leaking to the public in late 2014, the French government made an early gesture of political goodwill by "donating" the ship in a ceremony at the Lorient shipyards, renaming her from

Intrépide to *Dauntless*. Even though the French didn't hand over much in the way of heavy-duty naval weaponry, they did opt to add more room for helicopters, sensors, and electronic warfare suites. The vessel has a crew of around 200 for seaborne and airborne operations, with room to berth several field teams. Monarch being spread so thin following the incidents with Godzilla means that the heroes are just as experienced at field work as nearly anyone else onboard.

It is well-known among Monarch personnel that setting up permanent bases and security patrols to monitor Kong and Skull Island around the clock is a process that will take years to fully complete. Until then, the organization is committing the first three vessels in its newly-expanding fleet of ships to patrolling the waters outside the area's perpetual storm system. These vessels and their aircraft also support Monarch's first beachhead on Skull Island itself, a small research camp not far from where the native Iwi live. The Norwegian patrol vessel *Sigurd*, only just acquired, is scheduled to relieve the *Dauntless* in about four month's time. The third ship in the Skull Island patrol is the *Namazu*, a Japan Maritime Self-Defense Force destroyer given to Monarch at the request of Emperor Akihito himself following Godzilla's public emergence. Due to a fuel-injection system malfunction, the destroyer left its patrol route several days early. This has resulted in a whole week going by without the kind of regular security that Monarch wishes to establish.

During the cruise, the heroes have ample time to get to know one another. This is a great opportunity for team building and roleplay, where each hero can share their motivations behind wanting to leave the rest of the world behind, knowing that monsters do, in fact, lurk at the edges of the proverbial map. GMs should also let each hero decide which of Monarch's three main divisions they are a part of: the Battle Unit, the Defense Unit, or the Exploration Unit.

THE COMPASS ROSE

Two of this adventure's three acts take place on board the converted fishing vessel *Compass Rose*. Rather than intersperse all of the details of this vessel throughout the adventure, an overview of the boat is presented here for convenience.

Originally built as the *Stepan Smolensky* for the Soviet fishing fleet in the early 1990s, this large freezer trawler sat at dock in the Bering Sea port of Anadyr for nearly a decade after the fall of the Iron Curtain, due to the combination of political instability and a decline in redfish numbers from overfishing. It was sold to a Panamanian entrepreneur in 2000, who rebranded and later converted her to accommodate passengers and cargo while still fishing. State-of-the-art HVAC systems enable the vessel to fine-tune the climate of any of her holds, crew cabins,



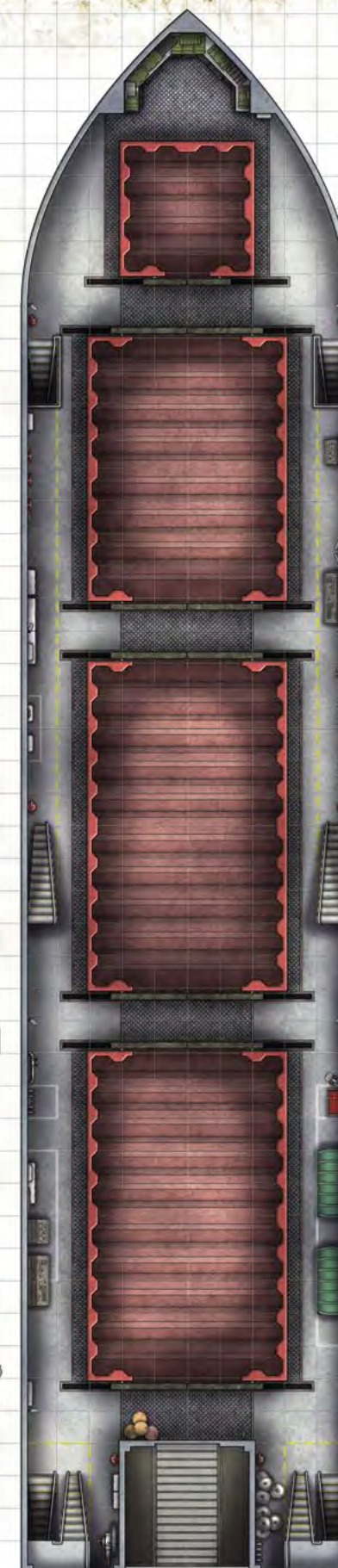
DECK 2



DECK 1



DECK 3



DECK 4

or other areas from subzero temperatures all the way to sauna-like conditions.

The *Compass Rose* boasts a 240-foot keel and a beam of 50 feet, with a strengthened hull rated for Arctic operations by the Russian Maritime Register. Each of her four large cranes lifts up to six metric tons, and she has accommodations for 50 passengers and crew while cruising at 15 knots. A raised A-frame towers over the stern of the ship, providing strong support for her fishing nets and other gear. Fish-filled nets collected by the trawler are pulled into her slipway, then guided up a ramp to a conveyor belt that selectively feeds into each of her holds. Larger cargo is restricted to the two aft holds, accessed directly from the slipway or by the cranes lifting plates off the main deck before reaching down.

Deck One is the bridge, which allows for 360 degrees of visibility around the ship. Under the bridge on Deck Two are backup generators, cabins for the ship's officers, suites for high-paying passengers, a medical bay, and an open foredeck. Beneath this on Deck Three, are the crew and general guest quarters. The forecabin was completely redesigned with the installation of a large kitchen and dining area, also furnished with flat-screen TVs and several video game consoles. Next door to this is a small gym. To the aft of these areas is the ship's main deck, where passengers can lounge and sightsee by day. At night, it is usually host to heavily automated net-recovery systems so that the vessel is always making her owners money. The ship's slipway and its four voluminous main holds reside on Deck Four, with the three largest extending into the deck below. The generators, engine room, pumps, and bilge tank are on Deck Five. An intercom system at nearly every door and stairway allows officers and crew to communicate with each other quickly and efficiently.

Members of Janos Biotech paid handsomely to rent out the ship's two aft holds for what they assured the crew were general ecological experiments, while a squad of mercenaries in their employ boarded under the guise of being some of the many tourists hoping for a glimpse of Skull Island, their weapons smuggled in among the scientific gear. Seeing little harm in the proposal, especially given the profits to be had, the captain agreed.

When the heroes board the *Compass Rose*, the situation is dire. Earlier in the day, attacks from frenzied Shocker Squid damaged one of the rudder posts and shorted out the ship's main electrical systems, leading to flooding that has almost completely filled up the vessel's bilge and a host of other issues that could cause the ship to sink once the storm intensifies. In addition, a dangerous Death Jackal stalks the deck, at a near-frenzy due to Janos' dangerous experiments.

CREATING OR SELECTING HEROES

This adventure is intended for a group of five 3rd-level heroes. Five pre-generated heroes are provided for quick play, but players can create their own heroes for the adventure if they wish. The pre-gens presented here were all created with the standard set of ability scores: 15, 14, 13, 12, 10, 8. Each of these heroes have assets and abilities useful for the challenges that lay ahead.

The pre-generated heroes are a recently-assembled QRF squad stationed on the *Dauntless* for its first cruise to Skull Island. Because general knowledge of Monarch's existence is only as recent as that of the Titans themselves, the organization's leadership is in disarray, forcing those with less experience with field operations to the front lines. Anyone creating their own hero is welcome to make use of these backstory elements as well. Heroes belonging to Monarch (whether created or selected) should also consider which of the organization's three units (Battle, Defense, or Exploration) they wish to be a member of. This has an impact on the bonus equipment the heroes receive following their mission briefing.

Monarch's QRF teams are made up of researchers, military-trained personnel, survivalists, and everything in-between. Though the adventure is geared for heroic members of Monarch, players not wishing to portray members of this organization can still be brought into the action during Encounter 2 and/or 3 (see: Sidebar in Act I).

Because the heroes are either Monarch operatives or begin the adventure aboard a vessel overrun by mercenaries, the GM should consider allowing them to have access to whatever restricted equipment they are proficient in. The adventure assumes the heroes are as well armed as their proficiencies allow.

HARD MODE

Sliver of the Skull is designed for a team of five heroes. Groups seeking an additional challenge can opt to tackle this adventure with only four heroes. Players wishing to truly push themselves can attempt Survival Mode (see: New Rules in Part III) with either four or five characters embarking on the adventure.

MILESTONES

The full version of this adventure is well worth a milestone award. The traditional place to award this is upon completion of the complete adventure following Encounter 15. If you want to award two milestones during the adventure, the best time to award the first is when moving from Act 2 into Act 3. This additional level makes the adventure easier, but it should still provide a challenge.



ACT I: ROUGH WATERS

SIDEBAR : NON-MONARCH HEROES

While the pregenerated characters presented in this adventure support a balanced experience for both GM and players, not every player will want to portray a hero they didn't create. If any of your players would like to be a non-Monarch hero, you can have them enter the story while the Monarch team makes its way towards the *Compass Rose*. Since the story for these heroes begins there, the GM should work with them to create skill challenges appropriate to the character before they have an opportunity to join the others. Perhaps they are a tourist or fishing boat crew member who fought back and/or hid on the boat until help arrived? Maybe they are a mercenary who thinks that Janos has gone too far and decided to sneak away until they had a chance to switch sides? Collaborate with your players and find whatever feels right.

The best place to run this hero's escape turn, etc., is during Encounter 2, so players on both sides are equally engaged. You might even consider preparing and handing out note cards with the encounters and skill challenges your non-Monarch heroes will be facing, so you can facilitate both encounters simultaneously, as if the cinematic camera were following both stories. This allows the non-Monarch heroes to spring into action once Encounter 3 begins. Whatever the choices made, work with your players to create the best start to their heroic journey.

"Welcome to Monarch.
This island is just
the beginning."

HOUSTON BROOKS

I: COMMAND & CONTROL

SUMMARY

The heroes are called together by the executive officer of the *Dauntless*, who gives them an important assignment. They have the opportunity to ask questions after being briefed on Monarch's strategic goals, as well as the current tactical situation. Once the team is ready, the quartermaster helps it gear up before the heroes join the ship's boatswain on deck to make ready the small boat that will carry them to their destination.

The sound of a plate breaking is heard from the galley down the hall as another violent wave rocks the ship. Except for the beautiful sunset you left behind at the Big Island of Hawai'i, the weather has been absolutely horrendous. All but the most experienced sailors on board have been dealing with

seasickness to one degree or another, and every bed in sick bay is currently occupied.

Even with the rumors and scuttlebutt about the potential danger Skull Island holds for field teams like yours, a not-insignificant portion of the crew are starting to wonder aloud if maybe you're the lucky ones. You at least have the potential to get your feet back on stable ground before this four-month-long tour of duty ends!

MISSION BRIEFING

The intercom crackles to life a few hours after dinner, calling the heroes' QRF team to assemble in one of the forward observation rooms near the ship's bridge. Upon their arrival, they see *Dauntless* executive officer Commander Jericho Daniels staring out a window with his hands clasped behind his back. Nearby, a member of the crew mutters disparaging remarks about Windows 8 while trying to get a PowerPoint presentation to load correctly on the room's projector.

Commander Jericho Daniels turns away from the window and motions for you to all take a seat. *"Good evening. I'm sorry to spring this on you, but you'll be going 'feet wet' for a mission in less than an hour."*

With a nod, the ship's executive officer signals for the lights to be dimmed and the projector to start displaying digital maps of Skull Island and its enveloping storm system on a nearby screen.

"As you may know, Monarch has forty-plus years of satellite imagery of our destination, but few successful excursions since our first foray in 1973. And in spite of how much we learned, I hesitate to call that mission a success, given how many lives were lost. Since the recent Titan attacks in Hawai'i and the US mainland, our mandate out here has shifted a bit. Instead of simply monitoring Skull Island, there's a feeling that learning more about the Titan Kong and his origins might be crucial to human survival."

The projector whirrs as new images pop up, showing sonar images and hydrophone data plots as the XO continues. *"Skull Island is mired in what meteorologists describe as an Intertropical Convergence Zone, or ITCZ for short. It's*

effectively surrounded by an electromagnetic storm centrifuge that blocks radio signals and can go from thunderstorm- to hurricane-strength intensity with virtually no warning. Fortunately, the advancements in twenty-first century Wi-Fi mean we should have more luck in maintaining comms than they did back in the 70s. Now, I probably don't have to review all this information for you, but I'd rather be a little redundant than have you forget the basics.

"Here's the current situation. As we have approached the island, our phased radar and sonar arrays have been picking up a kind of static interference we've never encountered before. What's more, it's causing whales normally in the vicinity at this time of year to flee the area at high speeds; sperm whales and entire pods of humpbacks, too. Now that we're only about an hour away, we think we've pinpointed the source—another ship. All attempts to hail them have gone unanswered thus far, but they're definitely not one of ours. What's more, they're not broadcasting anything on AIS, which makes us doubly suspicious. Even though reports indicate the storm is strengthening, we need to know what's going on. Where did that ship come from and who is operating it? Why are they here and what's behind the interference? Those are your mission objectives.

"Before we head down to the quartermaster and armory, do you have any questions?"

QUESTIONS & ANSWERS

Q: What can you tell us about the other ship? What is AIS?

A: *"Not much, unfortunately. As far as we can tell from here, it looks like a heavy fishing trawler. If we get any other details, I'll let you know before your team hits the water. If you're newer to naval operations, AIS stands for the Automatic Identification System which every ship on the ocean is supposed to broadcast at all times to avoid collisions and help with mayday rescues. If they turned theirs off..."* Jericho trails off, letting you reach your own conclusions.



Q: Who else knows about or has interest in the island? What are the rules of engagement here?

A: *"Since the first visit to Skull Island in 1973, Monarch has done its best to keep it under wraps, but nothing is foolproof. This means the other boat could have anyone on board from simple lost fishermen to thrill-seeking tourists to government spies. Assume nothing and remember Monarch's mantra: 'Discover, deploy, defend.' While we are the closest thing there is to legal jurisdiction out here, don't push that too far. Use your heads; protect yourselves, Monarch's mission, and the safety of humanity at large most of all."*

Q: Wait...how are we getting over there? How are we getting back?

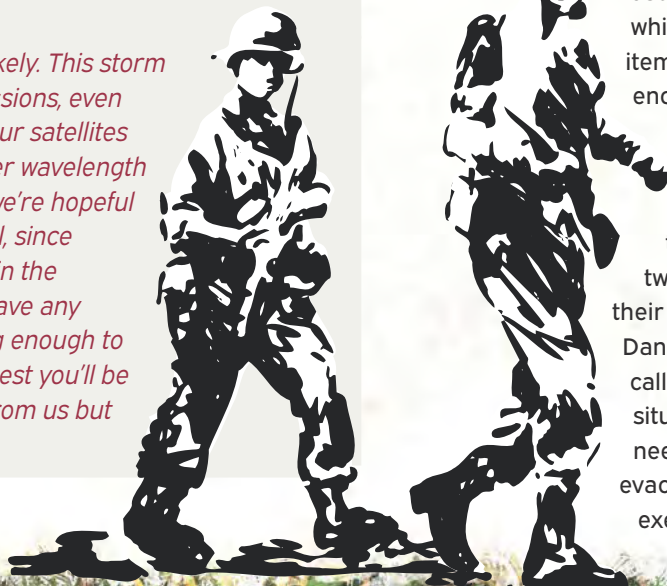
A: *"The seas are too choppy for us to bring the Dauntless alongside, so we're sending you out in a modified Zodiac—a rigid-frame inflatable boat. Monarch R&D says its special coating should give you extra protection from the elements, but I recommend that you take the most direct path possible and save any sightseeing for another day. If this ship really is a trawler, you might be able to get aboard at the stern where it should have a slipway ramp. Just watch your step. Meteorology says the winds are probably going to be at hurricane force within the next hour or two, but might calm down a few hours after that. So, once you secure the ship, just sit tight and get back in touch with us for further instructions."*

Q: Why us?

A: *"With everything that's been going on, our quick reaction force deployment has been thrown into disarray. Yours is the only team who all made it on board before we left Hawai'i. And more importantly, you wouldn't be here if we didn't trust in your abilities."*

Q: Will we be able to contact you from over there?

A: *"I won't lie to you. It's unlikely. This storm blocks all radio transmissions, even AM bandwidth signals. Our satellites operate at a much higher wavelength and do get through, so we're hopeful the Dauntless will as well, since we're able to broadcast in the Wi-Fi ranges. We don't have any handheld devices strong enough to transmit, though, so at best you'll be able to receive signals from us but not send any back."*



Q: Is there any equipment you can give us that would help?

A: *"Funny you should ask. R&D sent along some experimental gear that's years away from moving into full production. We take care of our own, so you'll be the first ones to take it out into the field! If you're looking for seasickness meds...unfortunately we're completely out of those."*

GEARING UP

Once the briefing concludes, Commander Daniels leads the heroes to the armory, where the ship's quartermaster outfits them with any equipment they request that they would normally have access to (sans vehicles or anything else too bulky for a small boat). Jericho refuses to let any of the heroes go without ranged weapons, and loans a hero his nickel-plated heavy revolver (see: *Everyday Heroes Core Rulebook*, Chapter 6) if they don't have one of their own. Each hero is then issued a single piece of equipment not normally available in 2015, based on which Monarch division they are associated with. All of the equipment presented below appears in Part II of the *Kong: Skull Island Cinematic Adventure*.

Members of Monarch's Battle Unit are offered a prototype version of the Monarch life-protect armored vest. This version is only 2 bulk, and does not come with an integrated helmet nor does it transmit any information. Defense Unit members are offered a command connect helmet, enabling them to record everything they see or hear and instantly share that information with the other members of their team (who are given receiver earpieces). Finally, members of the Exploration Unit are given the opportunity to field test one of the first Multi-Frequency Analysis Tools, or M-FADs. This early version of the device has some

limitations when it comes to information storage and complex analyses, but is still useful for data collection. Keep track of which heroes are equipped with these items, as their presence will make certain encounters easier to tackle during this adventure.

In case radio communication is possible but limited, the XO asks the team to come up with a few one- or two-word code phrases to describe their status. At the minimum, Commander Daniels would like the heroes to devise call-outs for if they're under attack, if the situation is all clear, and if they are in need of a medical-related emergency evacuation by helicopter (medevac). The executive officer hopes to be in constant

contact with the heroes' QRF, but knows that during storms like this, brevity codes are useful.

Finally, the team assembles on deck with the ship's boatswain, who prepares the Zodiac small boat for the heroes and makes sure they're ready to go. When the frigate has the target vessel in sight, a green light illuminates where the heroes are assembled, signaling the start of the operation.

2: INTO THE BREACH

Looking out across the water, you can see just how close the two ships are and why they feel so much further apart. While you estimate that the distance is only a few hundred yards, the water in your way is anything but calm. The winds of the approaching storm are buffeting the two large vessels, creating a turbulent channel between them—a channel you must cross. Small waves break across both hulls, with larger ones pushing onward to the ring of visible storms obscuring Skull Island from your sight, creating an undertow with the power to pull anything in its grasp into the depths forever. Before you can consider turning around, the light changes from red to green, and your Zodiac is launched into the water.

Getting across the dark, stormy waters poses a challenge for the heroes. First, in order to pilot the motorless Zodiac, the heroes need to identify who is taking which position on the boat itself. Absolutely necessary are a pilot to steer the boat's rudder, and at least one hero rowing an oar on each side. The total number of rowers must be even. Additional positions are a scout to look out for danger and assist in navigation, extra oarsmen, or even a boat captain to encourage everyone else. Beyond the three necessary positions, allow players the ability to make their own choices, as long as the roles make sense.

Navigating the stormy sea takes both determination and time. To get across to the other ship requires four rounds of skill checks, provided the group succeeds without encountering other problems. For each round, in order for the group to be successful, at least half (rounded up) of the heroes need to succeed in their chosen position. All of the checks to navigate the rubber boat between the large ships have a DC of 12. If they succeed, they continue to make progress, moving on to the next round of checks. However if they fail they must deal with one of two adverse events. As the heroes engage with the events in this scene, GMs should encourage roleplay and creative solutions. This is the first of many threats the heroes will face together during the adventure, and such creativity will help them take ownership of the situation, their team, and the mission.

BATTEN DOWN THE HATCHES

As stated, the heroes need to make forward progress by succeeding at four rounds of checks related to their chosen position on the Zodiac. The heroes must make their own rolls, and are unable to use the Help action. The hero piloting the ship needs to make a **Dexterity (Vehicles)** check, and any heroes manning the oars need to each make a **Strength (Athletics)** check. The other heroes must make a check related to the activity they are taking part in, such as a **Charisma (Persuasion)** check to encourage the group if they are the captain, or a **Wisdom (Perception or Survival)** check if they have taken on navigation or scouting duties.

If at least half (rounded up) of the heroes succeed at the above rolls, proceed to the next round, stopping after four successful rounds of checks. On the other hand, if the team fails, select one hero at random to take (3) 1d4 points of slashing damage as the Zodiac crashes into a wave occupied by a stingray which lashes out at the boat's inhabitants. This causes some of the hero's blood to spill into the water surrounding the boat. If the group fails to meet this threshold a second time, proceed to Don't Play When You're Food, below. If the heroes continue to fail checks after running that encounter, additional stingrays lash out at them for their third and fourth failed rounds of checks. Consider giving the stingrays a die bump if running this encounter in Survival Mode.

DON'T PLAY WHEN YOU'RE FOOD

Drawn in by the thrashing of your boat and the scent of blood in the water, a dorsal fin peaks out of the water near your boat. A moment later, an open mouth full of jagged teeth surges out of the water, as a shark with white-tipped fins launches into a full scale attack on your boat!

For this fight, the heroes encounter an oceanic whitetip **Shark** (see: *Everyday Heroes Core Rulebook*, Chapter 15). All members of the group start on their boat, which has dimensions of 10 feet by 15 feet. The boat counts as difficult terrain due to the crashing of the waves. Each round, one hero must take an action to stabilize the boat by succeeding at a DC 12 **Dexterity (Vehicles)** check. If they are unable to stabilize the boat, there is a chance it may capsize. This starts as a 10% chance of capsizing, and increases by +10% each round the combat continues without a hero stabilizing the boat, but does not increase on rounds that someone succeeds at this task.

If their Zodiac capsizes, all heroes are dumped into the water. To flip the boat right-side up requires one hero to succeed at a DC 13 **Strength (Athletics)** check, and then each individual hero must succeed at a DC 12 **Strength (Athletics)** or **Dexterity (Acrobatics)** check to climb back in.

Alternatively, the players can choose to abandon the boat and swim for the *Compass Rose* directly. This requires a successful DC 15 **Strength (Athletics)** check to push through the water, as they fight against the choppiness and strong undercurrent. If they fail this check, they are still able to get through. However, due to them getting repeatedly pulled under the waves, they gain the Exhausted condition until they take a short rest.

Once the heroes succeed at the four rounds from “Batten Down the Hatches” to navigate through the surf, or swim for it, they find themselves approaching the *Compass Rose*.

3: BOARDING ACTION

SUMMARY

The heroes board the *Compass Rose* and are immediately attacked by the few mercenaries who survived attacks by local creatures earlier in the day. With some quick thinking, they might get some early clues as to what they’ve gotten themselves into.

ALL ABOARD

Traversing past the prow of the heavy fishing trawler, you see the name *Compass Rose* written in fine script, just beneath an image of a small winged fairy holding a rose in her teeth. She sits on an illustration of an open compass and holds a cartoonish ray gun near one of her pointed ears.

The ship is deathly quiet, with no obvious points of entry except for the rear of the vessel, where the slipway is open and extended down to the waterline. Strangely, the hauling cranes high above are not currently rigged with nets or any other fishing gear.

The only place the heroes can board the *Compass Rose* is at her aft slipway. The GM should ask for a DC 10 check to explain what the heroes do with the Zodiac, assuming they didn’t abandon it. Examples include **Dexterity (Vehicles)** or **Intelligence (Natural Sciences)** to let wave action guide it up onto the slipway itself, **Strength (Athletics)** to hop off



and simply haul it out of the water, or *Dexterity (Sleight of Hand)* to securely tie it up. Regardless, make a mental note of whether or not the heroes are being noisy as they board. Once aboard the *Compass Rose*, their radios only return static if they try to contact the frigate. This interference persists until the Janos Sonic Emitter goes down in Act II.

AMBUSH AWARENESS

The last three rank-and-file mercenaries loyal to Janos Biotech pace around the holds on Deck 4 of the ship. The slipway, where nets laden with heavy loads of fish are normally dragged aboard, malfunctioned during the Shocker Squid attack and is currently locked in the open position, wave action pushing more and more water inside as the weather intensifies.

The trio nervously smoke cigarettes and distract themselves by talking about how they plan to spend the extra “hazard pay” they’re sure to earn from this job. Game Masters are free to decide where the mercs are standing and where their wandering takes them. They try to keep an eye on the stairs leading up to the deck above them and the open slipway, alert to the possibility that the Death Jackal or Shocker Squids could return at any time. If the heroes used any ballistic weapons during Encounter 2, the mercs are already on guard and cannot be ambushed.

If the heroes are stealthy in how they egress from their inflatable boat onto the slipway of the *Compass Rose*, they might be able to close the distance to the mercenaries undetected. If the heroes make it aboard without being noticed, one or more of them can creep closer in an attempt to overhear the mercenaries (using the rules from Chapter 9 of the *Everyday Heroes Core Rulebook*). Roll 1d8 to determine which language the mercs are conversing in. On a result of 1 through 5, it’s a language one but not all of the heroes understand. On a roll of 6 or 7, it’s a language all the heroes speak. On an 8, however, it’s a language none of the heroes know. If the hero listening in is wearing a command connect helmet, the whole team benefits from this eavesdropping through their earpieces.

REPEL BOARDERS

Regardless of the above, the mercenaries spit out their cigarettes and initiate combat once they become aware of the heroes, forcing the heroes to fight **three Soldiers, Special Forces variant** (see: *Everyday Heroes Core Rulebook*, Chapter 15). If any of the players are portraying non-Monarch heroes, this engagement is the perfect moment for them to join the action, rolling initiative and making it obvious to the rest of the heroes that they are not their enemy. With only emergency lights active on the ship at the moment, this combat takes place in poor visibility. If the mercenaries are aware of the heroes in advance, they

are wearing their night vision goggles and ignore the related penalties.

If ambushed by the heroes, the mercenaries keep their cool. They make use of corners and cover whenever possible in a slow fighting retreat, with the one furthest away from the heroes calling out, “Peel!” while using the Suppressive Fire action, followed by the others calling back, “Bounding!” as they move away from the heroes, rotating which one of them is using Suppressive Fire for the others. On the other hand, if the mercs heard the heroes board the *Compass Rose*, they move up into ambush positions, using the nearby corrugated stairways for cover, and open fire as soon as the team gets to the middle of the slipway, hoping to catch the heroes in a cross-fire and pin them down. Except for the very bottom squares, the slanted and slick slipway is treated as difficult terrain. If the heroes start getting the upper hand or close to melee range with the mercenaries, they begin a fighting retreat as described above.

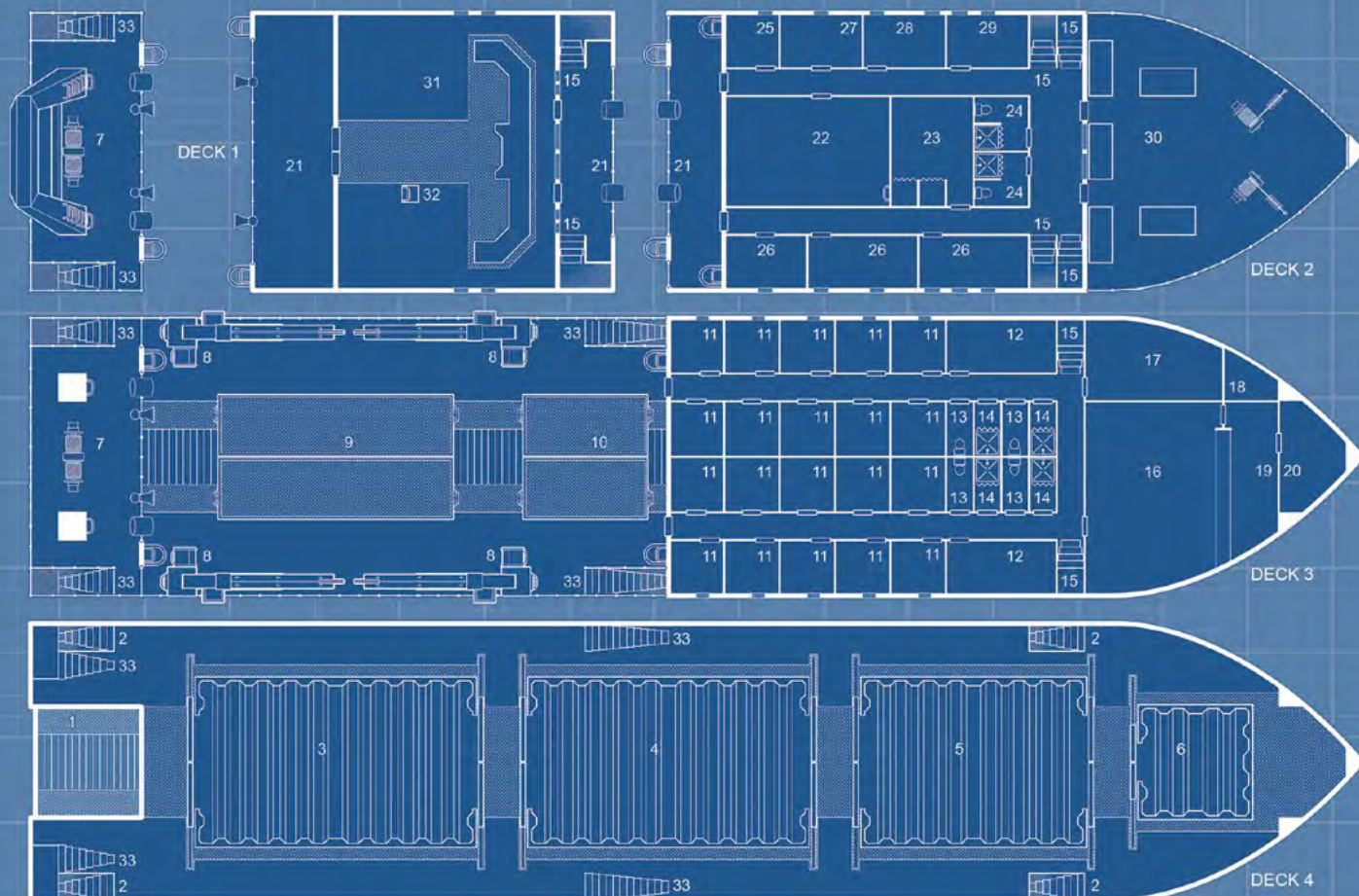
These “bounding overwatch” tactics showcase the mercs’ ability to stay collected while under fire, which hopefully drives home how deadly the local superspecies are. The mercenaries have convinced themselves that anyone boarding the ship is here to eliminate everybody on board to keep the island a secret. As such, they fight to the death.

AFTERMATH

After the firefight, the heroes can check the mercenaries for their weapons and gear. In doing so, they find fake IDs and that they were going through their limited supply of cigarettes at a breakneck pace, suggesting that they were extremely nervous. None of the three mercenaries carry a radio, and the batteries for their night vision goggles are down to 50% charge, meaning they only work for another hour of use. Consider limiting how much additional ammunition each mercenary had on them following their own battles with Shocker Squids and the Death Jackal if running this adventure in Hard Mode or Survival Mode.

A thorough search reveals one of the mercs, the mission’s second-in-command, has an undamaged smartphone on their person, as well as a padlock key (useful during Encounter 5). The heroes can figure out how to get past its lock-screen with a DC 15 *Intelligence (Computers or Security)* check. Non-Monarch heroes who used to be mercenaries but changed sides gain advantage when trying to hack the phone’s security. Astute heroes might think to check for a biometric scanner on the device. If they do, and use the deceased merc’s finger, reduce the DC to 10. If three failures are rolled to unlock the phone, it prevents all further attempts for one hour. If three more failures occur, the phone erases all of its own data and becomes useless.

If unlocked, the phone provides the heroes with the blueprints of the *Compass Rose*, which Janos Biotech



THE COMPASS ROSE

- 1 - Slipway Ramp to Deck 3
- 2 - Stairs to Deck 5 (Engineering)
- 3 - Hold 4
- 4 - Hold 3
- 5 - Hold 2
- 6 - Hold 1
- 7 - A-Frame

- 8 - Deck Cranes
- 9 - Deck Plate for Hold 4
- 10 - Deck Plate for Hold 3
- 11 - Crew Quarters
- 12 - Storage
- 13 - Restrooms
- 14 - Showers
- 15 - Stairs: Deck 3 / Deck 2 / Deck 1
- 16 - Dining Area

- 17 - Gym
- 18 - Storage
- 19 - Serving Area
- 20 - Kitchen
- 21 - Balcony
- 22 - Generator Room
- 23 - Sauna
- 24 - Restrooms / Showers
- 25 - Medical Bay

- 26 - Luxury Guest Quarters
- 27 - Officer's Quarters
- 28 - Captain's Office
- 29 - Captain's Quarters
- 30 - Open Foredeck
- 31 - Bridge
- 32 - Trapdoor to Generator Room
- 33 - Stairs: Deck 4 / Deck 3

BLUEPRINTS OF THE COMPASS ROSE

acquired from the shipbuilder. They can also watch several videos recorded by the mercenaries as insurance if their employers decided not to pay up. These videos depict some of the happenings aboard ship over the last couple days, but failed to upload due to connectivity issues. GMs can portray these in any manner you would like, but the following information should be presented:

- ☠ There were ten mercenaries who came aboard disguised as tourists hoping for a glimpse of Skull Island. Their weapons were smuggled in with a team of five scientists from Janos Biotech, the company footing their bill. Janos had rented the ship's two aft holds to use as science labs.
- ☠ The voyage started off rather boring for the mercs, as the labs were just being used to test the air, water, and algae in the area while the real ecotourists enjoyed watching deep-sea fishing and views of tropical islands.

- ☠ Upon arriving near Skull Island, an unmarked cargo helicopter made some deliveries: large crates that were carefully loaded into the holds for the scientists.
- ☠ When some of the passengers heard loud noises coming from the labs and began asking questions, the mercs were ordered to seize control of the ship. The ship's captain was ordered to turn on the autopilot, so he dumped everything they'd caught so far and complied. All the passengers and crew were locked in their rooms under guard.
- ☠ A couple of days later (earlier today, a few hours before the *Dauntless* arrived on-scene), the ship was attacked by a school of at least a dozen "Shocker Squids," with several of them getting into the vessel itself once the slipway got stuck in the open position, dragging three mercs out to sea. One of the scientists hooked up some

kind of experimental static or sonic tech device to the ship's radio tower in order to drive them away.

💀 A few hours after the attack, one of the Skull Island animals being kept in the forward lab, called a Death Jackal, broke free from its bonds. It easily killed the nearby scientists and three mercenaries before fleeing to the upper decks of the ship. Surviving prisoners were then herded down into one of the holds and locked inside.

Heroes who are former mercenaries with a conscience are generally aware of all but the last two pieces of information, as they would have been imprisoned or in hiding from their former coworkers when these events transpired.

Unbeknownst to the heroes, the now-defeated mercenaries are supposed to check in with their boss (currently locked in the backup generator room) every 30 minutes. Unless the team suddenly decides to rush to the ship's bridge, this in and of itself alerts mercenary leader Kai to the fact that she is now alone. This influences her future actions, which the heroes experience during Encounter 7 in Act II.

4: SEARCH AND RESCUE

SUMMARY

The heroes search the holds of the *Compass Rose* and discover the surviving prisoners and the sole remaining experimental test subject. After learning the extent of the damage to the stricken vessel, they must then immediately affect repairs before the storm outside reaches hurricane strength.

BREACH AND CLEAR

If the heroes unlocked the smartphone, they know the general layout of the vessel. They can easily tell without a skill check that the ship's engine is not currently running, and as the storm outside continues to build, the vessel is rocking in an unsettling manner. Furthermore, water is starting to surge in through the open slipway ramp. Finding the ship's crew and getting things under control is likely their top priority. Unfortunately, the heroes are currently inside the static field generated from the radio tower, so they have no way to communicate with the *Dauntless* to update Monarch on their status. As of now, the heroes are on their own.

If any of the heroes were not part of the initial Monarch team, this is the perfect time for the new companions to share information with each other. Even if there aren't a lot of reasons for trust beyond the recent firefight, they should all recognize their precarious position.

How the heroes go about searching the ship is entirely up to them, but GMs are encouraged to give obvious warning signs that advancing to the upper decks (1-3) at this juncture is a bad idea, due to the Death Jackal stalking

these areas. Drop clues like blood dripping from under door frames or even dismembered remains from one of its victims. That said, if the heroes are bound and determined to do this now, proceed to Encounter 6 in Act II, noting that this will deprive the heroes of additional information, equipment, and the chance to take a Short Rest. In addition, the entire ship remains under the effects of dim illumination until certain repairs have been completed.

If the heroes don't have the ship's blueprints, they must use old-fashioned methods to search, going room by room. Each hold can be accessed by heavy double doors that creak loudly when opened. A DC 12 *Intelligence (Investigation)* check notes each hold has a camera mounted on its ceiling that is currently shut off. These are normally connected to the bridge so the captain can monitor what's going on inside each hold.

Until the Sonic Emitter loses power in Act II, the entire ship is surrounded by an infrasonic field, the source of the interference mentioned during the briefing aboard the *Dauntless*. Given that this field is outside of the range of normal human hearing, the heroes won't consciously detect it. However, after being on board the *Compass Rose* for about 20 minutes and periodically afterwards, consider asking for DC 11 Wisdom saving throws from a randomly selected hero. On a failure, the hero starts noticing they're getting an odd headache out of nowhere and maybe notices an extremely low-pitched "humming" sound if they are in an extraordinarily quiet space—a difficult proposition aboard a fishing trawler in stormy waters. If the hero rolls a natural 1 on this save, consider giving them the Sickened condition for a few minutes.

HOLD NUMBER FOUR

A heavy, humid, and musky smell assaults your nostrils as soon as the doors to this hold open. Before you is a gargantuan creature resembling some kind of bull, muskox, or possibly even an auroch. Its gigantic horns are so wide they nearly touch the sides of the chamber, making it practically unable to turn its head side to side. Dense green foliage sprouts and grows from its back. Upon seeing you, it lets out a near-deafening bleat.

This is a **Sker Buffalo** calf (see: Supporting Cast in Part VI), which can be identified with a successful DC 14 *Intelligence (Natural Sciences)* check. Ahead of the ship's arrival, Janos Biotech sent a team of expert poachers to Skull Island who were paid to capture whatever plants and animals they could, dead or alive. Their first delivery consisted of large crates filled with various plants and mushrooms, along with a sickly Death Jackal dying from some kind of fungal infection. Their second was the Sker Buffalo, whose capture involved them using their entire stockpile of elephant

tranquilizer and also bent the support frame of their helicopter's crane mounts, which forced them to leave the island after delivery.

While just a calf, the Sker Buffalo is still truly massive. Janos Biotech's scientists had been collecting tissue and blood samples from it, while being forced to turn over most of the flora they'd received from the island to keep it fed. Whenever it went without food, it got extremely loud, making their work difficult. The heroes can plainly see there is plenty of food in this hold, but the creature's wide horns bumping into the walls make it impossible for it to obtain. It bleats and stomps its hooves, shaking the deck, trying to make its displeasure at this situation known.

If the heroes want to feed the calf, they can grab some rakes and shovels left in a corner of the hold and move heaps of plant matter to the center of the chamber, giving them the chance to calm the massive bovid down. A hero succeeding at a DC 14 *Wisdom (Insight or Survival)* check can shovel the food to the calf, allowing the rest of their team to quickly accomplish their tasks on this deck. Approaching the Sker Buffalo to pet it gives advantage on this roll, but the calf non-violently bumps the hero, requiring a successful DC 12 Strength saving throw to avoid taking 5 (1d8) points of damage due to its great strength. Heroes wearing a life-protect armored vest gain advantage

on this save. The calf adorably sneezes on the first person to pet it or rub its nose, forcing that hero to succeed on a DC 12 Dexterity saving throw or be covered in the resulting product, which can be washed off with some vigorous scrubbing. While that hero might consider themselves unlucky now, this might actually prove to be beneficial later on.

The team can ignore this task for the time being, but this results in them leaving behind a very upset and hungry animal. Ignoring the calf now and trying these checks after coming back increases each of the above DCs by 2. Further, the large beast stomps its hooves and bleats continually and extremely loudly, imposing a -1 penalty on all checks the heroes make while on this deck of the ship until they calm it down, on account of it generating gargantuan-sized headaches.

Given the size and obvious strength of the Sker Buffalo, the heroes are hopefully wise enough to not intentionally injure it. If they do, its statistics appear in Part VI of the *Kong: Skull Island Cinematic Adventure*. The calf should have disadvantage on all of its rolls due to its hunger, agitation, and lack of room to maneuver. If the calf is harmed by the heroes, they can no longer attempt to calm it down or befriend it, which may have consequences later in the adventure.



HOLD NUMBER THREE

Blood and viscera stain the floor of this hold along with several broken chains. Computer monitors, a centrifuge, and other scientific apparatuses are arranged along one wall, next to destroyed cameras and other recording equipment scattered on the ground. The temperature here is much colder than the rest of the ship. Huddled together for warmth in the far corner are nine people who look up in fear when the heavy doors slide open. Until you opened the doors, this hold was shrouded in complete darkness.

Locked inside this hold are the surviving crew and tourists taken hostage by the mercenaries, excluding the ship's electrician, who is with the merc captain on Deck Two. Present inside are five crew members, one of the ship's "greasers," the ship's relief pilot-trainee, and two tourists—a pair of newlyweds: a marine biology PhD candidate and a paleobotanist graduate student. If needed, their statistics appear during Encounter 8 (Act II).

With no one to reset the temperature controls, all nine captives are nearly freezing and have been without food for a full day in a hold with no working lights. What's more, they've been trapped in the makeshift biotech laboratory where the Death Jackal was kept prior to its escape, not knowing if the floor they were walking on was slippery due to ice or frozen blood. Many of them get hysterical as soon as they see armed individuals opening the door, requiring a successful DC 14 **Charisma** (*Intimidation or Persuasion*) check to reassure them. Any hero who was formerly a crew member or tourist gains advantage on this check. Success means the captives are calmed down, allowing them to recall detailed information from the adventure's introduction about what transpired aboard the *Compass Rose*. They also share how a dangerous creature killed several of the people keeping them prisoner, then fled to the upper decks where it's still probably running loose. They ask the heroes if they've seen the other passengers or crew and provide descriptions of many of the missing persons.

Even if the heroes fail this check, the rescued prisoners calm down enough to follow instructions, providing basic information from the adventure's introduction. If the heroes haven't already discovered the flooding in Hold Number One, the ship's greaser, responsible for cleaning engine and crane parts, mentions they've heard some strange sounds coming from the deck below, suggesting the heroes check for damage before ascending to higher levels of the vessel.

HOLD NUMBER TWO

This was one of the two holds the captain of the *Compass Rose* was using for fishing during the cruise. Because the Janos scientists meddled with the ship's HVAC systems, airborne toxins from their fungal experiments (see: Encounter 5 in Act II) drifted into this hold and infected the massive quantity of fish kept here. When the mercenaries took control of the vessel and ordered the captain to turn on the autopilot, they first dumped their catch from this hold back into the ocean in order to increase the ship's stability—one less thing for the autopilot to have to deal with. Unwittingly, this set off a chain of events that led to the attack by the Shocker Squids.

The heroes find this hold empty, but filled with a strong fishy smell. There is also some kind of silvery and stringy residue on the walls. A successful DC 15 **Intelligence** (*Natural Sciences*) check identifies this as a microbial fungal mat, but learning anything else requires more in-depth study and time. A hero who has an M-FAD tool gains advantage on this roll.

HOLD NUMBER ONE

Freezer trawlers like the *Compass Rose* sometimes operate at sea for so long that they need to freeze what they catch immediately to keep it from spoiling by the time they make it back to port. They might also have their main holds full of fish and sea water when transporting live catches. With so much water pumping into the ship intentionally, flooding is always a risk. One of the redundant backup systems on board diverts excess water into the main holds in the event of a full bilge, starting with this one. Due to the power outage and lack of crew manning the bridge for the last day, nobody is aware that this hold is currently flooded and poses an immediate danger should its doors be opened.

If these doors are opened even a tiny bit, the entire hold's worth of water comes rushing out. All heroes need to make a DC 14 Strength or Dexterity saving throw or be knocked prone and take 5 (1d8) points of damage. Once the initial deluge is over, they can see water flooding into this chamber and the deck from below, meaning that they urgently need to re-seal the doors. This requires the heroes succeed at two DC 16 **Dexterity** (*Acrobatics*), **Strength** (*Athletics*), or **Constitution** (*Endurance*) checks while the force of the water resists their efforts. If the fishing crew have been freed, they rush to the team's aid and give each hero advantage on these checks.

Should the heroes be unable to get the doors closed, a successful DC 13 **Intelligence** (*Mechanics or Vehicles*) check suggests that if they hurry, they might instead be able to get the ship's pumps working to stem the tide. In this case, the additional flooding gives all heroes the Distracted condition while making their repairs.

STATE OF URGENCY

Whether urged by the crew, by witnessing the flooding of the forward hold, or simply by going downstairs to Deck Five, the heroes immediately see that several of the ship's critical systems are damaged or in disarray, requiring repair. None of these repairs result in the ship sinking if they are unable to be completed, but each of them has a tangible effect on several encounters during Act II of this adventure.

💀 **Engine Repair:** Due to electrical discharge from the Shocker Squids, the ship's watertight engine compartment was breached, causing it to seize up and fail. It must be cleaned and restarted in order to restore power. This requires a series of skill checks. First is a DC 12 *Wisdom (Perception)* check to locate where water has mixed with diesel fuel, which must be drained. Second is a DC 14 *Strength (Athletics)* or *Dexterity (Sleight of Hand)* check to tighten the flanges around the engine cylinders. Finally, the heroes must succeed at a DC 16 *Intelligence (Mechanics or Vehicles)* check in order to start and correctly ramp up the engines safely. For each of the first two checks that fail, the DC of the final check increases by 1. If the heroes ask the *Compass Rose's* greaser for help, they gain advantage on this last check. If the final check to restart the engine is a failure, the engines still start, but the incorrect variable injection timing results in damage to the system later on (see: Encounter 9 in Act II).

💀 **Pumps:** Once the engines are restarted, the heroes can activate the vessel's pumps in order to mitigate the flooding. To get the pumps working optimally, they must succeed at a DC 14 *Intelligence (Mechanics or Vehicles)* or *Dexterity (Sleight of Hand)* check. Failure still results in the pumps turning on (and alleviates the Distracted condition if they were suffering from it due to issues from Hold Number One), but will have consequences during Encounter 8 in Act II.

💀 **Rudder Post:** With the pumps working, the source of the flooding is revealed to be a loose rudder post—the metal tube connecting the ship's steering and control surfaces to the bottom of the ship. To stem the influx of water, it must be held in place and then welded. Any number of heroes can make a DC 15 *Strength (Athletics)*, *Constitution (Endurance)*, or *Dexterity (Sleight of Hand)* check to help hold the post still. Each success gives a +1 bonus to the hero doing the welding. Welding the damage shut requires a hero to make a DC 18 *Wisdom (Arts & Crafts)* or *Intelligence (Mechanics)* check. Failure still results in the damage being contained for now, but results in the welds cracking during Encounter 7 in Act II, to the dismay of all aboard.

💀 **Circuit Breakers:** Finally, the heroes can reboot the electrical system. In an ironic twist, this is a simple DC 11 *Wisdom (Perception)* check to see if they notice the master breaker box before the heroes leave the engineering compartments. If any of the players ask or joke about this, consider letting the heroes find this automatically. Once the breakers are back on, the ship's lights return to normal, the climate control system becomes active again, the autopilot on the bridge turns back on, the intercom becomes available, and the slipway controls are also reactivated. Unfortunately, the damage done to the slipway by the school of Shocker Squid means the ramp and doors cannot be completely retracted and shut, but even making sure it is half-closed has a beneficial effect for the heroes and surviving civilians during Encounter 8 (Act II) if the heroes think to do this. If the heroes miss this step, consider offering them a DC 14 *Wisdom (Insight)* check whenever they run into an obstacle where having electricity would have been beneficial to allow them to think about circuit breakers and then return here to find it later on. Failing to turn the power back on also has consequences during Encounter 9 in Act II.

After completing these repairs, the lower decks of the *Compass Rose* are as safe as they possibly can be. This allows the heroes to secure themselves in a hold of their choosing and take a Short Rest.





ACT II: CLUTCHES OF THE COMPASS

"Monsters exist."

BILL RANDA

5: THERE'S SOMETHING HAPPENING HERE

SUMMARY

With the heroes having repaired the ship, they now have some time to focus on what's really going on here. Sifting through the data in the hold-turned-laboratory, they hopefully discover the true nature of what has been plaguing the ship and start to develop their plan of attack for securing the rest of the vessel.

SNOOPING AROUND

With the ship's lower decks now explored and critical damage repaired, the heroes are free to look more closely at the makeshift science lab inside Hold Number Three. Almost none of the technological equipment survived whatever happened here, though the cabinets on the walls are still intact. In one corner is a metal footlocker. There are also shredded notebook pages strewn around the room, many of them too stained or damaged to read.

The footlocker is easily opened with the key the mercenary lieutenant carried during Encounter 3. If the heroes don't

have (or forgot about) the key, it can be unlocked with a successful DC 13 *Intelligence (Security)* check, or shot off. The Armor Value of the lock is 3. Inside the locker, they find a thin, tattered blanket, a used matchbook, several magazines of ammunition for assault carbines, three pairs of night vision goggles with 50% battery life (giving them one hour of active use), and three fully-charged replacement batteries for use with the night vision goggles. The Game Master is free to decide how much extra ammunition and batteries the heroes are able to obtain at this time, especially if running the adventure in Hard Mode or Survival Mode.

If collected, a few of the papers are more legible than others. Words, dates, and even simple sketches for some kind of Sker Buffalo harness are among the information the heroes can somewhat comprehend, but making sense of all this is going to take more than just a few minutes. The group can easily gather up all the discarded research papers and then make a DC 13 *Intelligence (Investigation)* or *Wisdom (Insight)* check to put the useful information

together in a logical fashion. Heroes with an M-FAD tool roll this check with advantage. If all of the heroes fail, they can try again, but this results in issues at the beginning of Encounter 6 due to the extended time it takes.

If the heroes are able to make sense of the papers, they piece together a series of journal entries detailing what was happening here:

Mission Log 23: Well, we've made it to the island. The baseline testing that we were able to do on the way here is a solid foundation for ~~##~~ our work. The effects on broadcasting radio frequencies as we approach the storm and island have been fascinating. Not to mention, this work has given credibility to our cover story—that we are just a simple group of marine biologists.

Mission Log 34: Tonight's missions were successful. The helicopter drops brought us our first two specimens: a young Sker Buffalo and a Death Jackal. The buffalo gives us our Subject Zero as far as determining the weaponization value of docile superspecies. The jackal gives ~~##~~ us an opportunity to examine what makes the more aggressive species tick, and to find a way to control them without making them any less lethal. All of which will increase how much we can charge those who want our final product. We're going to be rich!

Mission Log 37: The first round of testing is more positive than ~~##~~ I thought it would be. One of the other goals of this expedition is to analyze the connections between local flora and fauna, their influence on each other, and what may have mutated them originally—exposure to Kong, spores from a crashed asteroid, or perhaps (my PERSONAL theory) the rumored 5th nuclear bomb detonation of "Operation Grapple" conducted by the United Kingdom in the late 1950's being set off close enough to see if it would affect this "storm in the middle of the sea," as it were.

While not my original hypothesis, we now have evidence to support the spore theory. The Death Jackal has a fungal infection affecting its general physiology, so we took some samples. I am leaving my "co-lead," Katherine, to organize a group to handle observation of that for the next few days. Qualitative science is so much easier for the female brain than the hard work of evaluation and decision-making.

Mission Log 38: Well, after a day of observation and sample testing, we have come to learn the fungal infection is in fact impacting the Death Jackal superspecies' cognitive abilities. It is becoming more and more aggressive as the infection spreads. I am now personally taking the lead on mutating the chemical agent we've derived. It shouldn't take long for me to craft a variant strain to help us better control him. Personal note: examine chemical controls of Death Jackals for potential military use. That ought to earn me some nice research grants!

Mission Log 42: Test strain 4B seems to have no significant effect beyond baseline. It also, just as the rest, has had no impact at all on the Sker Buffalo (even though we are giving it injections near its heart as well as allowing it to ingest samples). Thankfully, the Death Jackal is responding well to the antifungals I am giving it, which is allowing further testing of strain mutations to continue with a constant for the baseline. After the "incident" with strain 4C, I will be injecting it with strain variant 4D this afternoon, and have tasked Katherine to gather updated blood and tissue samples from the Sker Buffalo, so I can conduct deeper analysis into its inability to become infected. At least I don't have to get near that smelly thing again for a while.

Looking around the lab, there are latched medical cabinets along the walls. If the heroes decoded the journal entries in this room, and are made aware of the fact Janos scientists were taking samples to research a fungal infection affecting the superspecies, they can go look through these with no checks required. However, if they are searching the room without having deciphered the journals first, then they will need to make a DC 15 *Intelligence (Medicine)*, *Intelligence (Natural Sciences)*, or *Wisdom (Perception)* check. If they succeed, they find samples in the cabinets with labels such as "Sker Buffalo - 3C" and "Death Jackal - Baseline." Make note whether the heroes take any of these samples with them, or choose to leave them behind, as this can prove important for Encounter 11 during Act III.

6: WHAT'S THAT SOUND?

SUMMARY

Armed with new information, the heroes are ready to move forward when the lights all over the ship start to flicker. The heroes realize that this could be the work of only one creature—the formidable Death Jackal. The team needs to quickly devise and execute a plan of attack before this dangerous predator chews through something even more important than electrical wiring...like one of them!

MOVING ON UP

If the team was successful in their first attempt to analyze the reconstructed lab notes during the previous encounter, any hero who succeeds on a DC 12 passive Perception check hears the sound of a claw scraping against a door frame on Deck Three at the top of the stairs closest to their current location, followed by a muffled roar.

If the heroes needed two attempts to decipher the notes, they only learn things are amiss when all of the lights inside the ship suddenly go out, followed by a muffled roar coming from the deck above them.

The lights also go out if the team succeeded on their Perception checks, but decide to delay heading upstairs for more than just a minute or two.

As the team moves through Deck Three, they come across the chewed-up and/or disemboweled remains of the ship's crew, including many people that the prisoners were asking about during Encounter 4. Moderate this as you see fit, including allowing the heroes to find still-living survivors huddling in terror in the cabins described in this adventure's introduction.

PREDATOR AND PREY

While Death Jackals are already vicious and have a hyper-fixation with gorging on anything they can tear apart, the specimen aboard the *Compass Rose* is also suffering from the effects of the mutated fungal infection given to it by Janos' scientists. With its cognitive functions impaired, *everything* looks edible. Mistaking a bundle of exposed cables as tasty sinew, it started to chew, severing wires that were hooked up in series to power the lights on Decks Three and Four.

While this creature has been roaming, the mercenary captain has been trying to get extra power out of the ship's backup generators. For this reason, she's locked all the doors leading to Deck Two. The Death Jackal can't open these doors and, if the heroes attempt to do, so it might alert the predator to their presence before they have time to disable or pick the locks.

Despite having only its instincts to rely on, the infected Death Jackal is still a fierce hunter. If it sees a human on their own, it cannot resist the urge to charge and pounce. If faced with two or three humans standing together, it will only *not* attack if it succeeds at a DC 17 Wisdom save. At three-to-one odds or greater, the Death Jackal does not charge right away.

At this juncture, the heroes must devise a strategy to lure the Death Jackal out, or corner it, so it can be dealt with. Place the large carnivore anywhere on Deck Three, and have it move around in response to how it detects the movements of the heroes. Allow the players to cook up a creative plan to either lure the Death Jackal to a place



of their choosing or turn the tables and stalk *it* instead, choosing no more than two different skills to be used. When set, treat this as a group challenge with a DC of 16 for each skill. If the heroes think of innovative ways to use their command connect helmets, life-protect vests, or M-FAD tools, they gain advantage on their checks.

If at least half of the heroes succeed on all of the required skill rolls, their plan works, allowing them to choose where the upcoming fight begins. At GM discretion, the heroes may gain surprise in the first round of combat if their plan is particularly innovative. If the group challenge is a failure, the heroes can try a second time, but with disadvantage if they attempt to use the same skills twice in a row. If the second attempted plan fails, the Death Jackal manages to surprise *them*, rushing at the heroes from an unexpected direction.

TOOTH AND CLAW

The heroes engage in combat with **one Death Jackal** (see: Supporting Cast in Part VI), the area of its skin near its mouth crisscrossed with thin silvery streaks. Due to the fungal infection, its ferocious nature is enhanced well beyond normal. This is represented by an increased die step for all of its damage types. Further, its spines now have a PV of 3 and give it an AV of 2. If the heroes lured the creature into a narrow hallway, the Death Jackal can move

into these spaces, but takes a -2 penalty to its Defense and is treated as if it had the Encumbered condition while squeezing. Because of its instinctive fear of the Sker Buffalo, if it has a choice of targets the Death Jackal avoids attacking the hero who was sneezed upon by the calf during Act I (if any). Astute heroes might notice this, and make good use of the observation later in the adventure.

Given the weather and the orientation of the *Compass Rose*, fighting outdoors is a difficult proposition for all involved. If this combat occurs on the main deck (or anywhere outdoors on the aft portion of the ship), apply the Strong Winds weather condition. If the combat takes place on the open foredeck, instead use the Hurricane Winds weather condition. GMs running in Survival Mode might add the Lightning Storm weather condition as well, especially if it appears that the heroes have the Death Jackal completely outclassed. All of these weather conditions appear in Part III of the *Kong: Skull Island Cinematic Adventure*.

If the heroes failed to properly weld the rudder post during Act I, these welds now break due to rough seas, causing the ship to violently roll to the side at the start of every even-numbered round, forcing both the heroes and Death Jackal to succeed at a DC 12 Dexterity save or else fall and be knocked Prone. Ironically, if the Death Jackal is currently squeezing inside a narrow hallway, it gains advantage on this saving throw due to being stuck.



Once the Death Jackal is taken care of, the heroes are probably hoping they've finally dealt with their last crisis for the evening. Unfortunately, their luck has yet to change.

7: I'M THE CAPTAIN NOW

SUMMARY

After the heroes stop the Death Jackal, they have no time to rest. The thank you they receive for stopping this fierce predator is a mere crackle over their radios. Kai, the leader of the mercenaries, taunts them from the bridge of the ship where she has now barricaded herself behind trapped doors. She reveals that she's taken the ship's electrician as a hostage, forcing them into action yet again.

NO REST FOR THE WEARY

A minute or two after the Death Jackal falls, your radio buzzes to life. *"Well, well, well, you lot are more useful than a headache after all. Thank you for taking care of that little problem for me—saves me the ammo. With that business out of the way, all that's left is for me to make my way off of this hunk of junk. Thankfully, I've got Sparky up here on the bridge to help with that."*

A muffled voice is heard in the background calling for help. *"No, he's not up here by choice, but a squad assault weapon can be quite persuasive in the right hands! All I need him to do is figure out how to pump more power through the ship's radio, and then I'll call my boss, who's gonna send a chopper to get me out of here. It should only take a few hours. Don't think you can stop me. While you were out trophy hunting, I've been fortifying the bridge. How, you might ask? Let's just say I have quite the explosive personality, if I do say so myself. With that, I must be off. Sparky needs a little bit more...persuasion to do the job right, I think."*

The radio disconnects, but a moment later you hear the unmistakable sound of a gunshot coming from the decks above.

Now that Kai, the mercenary captain, has revealed herself and just how ruthless she can be, the heroes are going to have to deal with her. There's nothing they can do from where they are right now, but with the Death Jackal gone they can move freely about all decks of the ship, navigating their way up to the bridge.

If the heroes have the ship schematics, they easily ascend from the location of their previous encounter up to Deck Two, now that they can unlock its

doors without interruption. Looking out on the rear-facing balcony, they see the last victim of the Death Jackal, a dismembered woman wearing the remnants a white lab coat with a picture ID badge bearing the name Dr. K. Pierce on it. Based on which of the ship's passengers have been accounted for, the heroes can correctly assume this is what remains of the co-lead scientist who was disparaged in the written logs they might have deciphered during Encounter 5. Poking their heads in the rooms on this floor shows them that no expense has been spared regarding furnishings. Handmade furniture, fluffy pillows, thick blankets, and plush carpeting is in every room. A DC 13 Perception check allows the heroes to find enough supplies to create a first aid kit (see: *Everyday Heroes Core Rulebook*, Chapter 6) they can carry with them.

As they approach the door to the stairs connecting to Deck One, a successful DC 11 passive Perception check alerts them to an argument happening on the level above them. Before they are able to make out the specifics, they hear more gunshots striking the deck, then a female voice shouting, *"Don't even think about it. Make it work, now!"*

Because the captain warned the heroes that the way to the bridge is trapped, they can make an active check to search for traps with a DC 15 *Intelligence (Security)* or *Wisdom (Perception)* check. If they succeed, they determine that both sets of stairs are trapped. Once they are aware of this, they can make a DC 15 *Intelligence (Security)* check to analyze the nature of the traps. Tucked between two of the steps on each stairway leading up to Deck One are grenades whose pins have already been pulled, their striker levers wedged such that if someone were to walk up the steps, they would detonate.

To disable a grenade, the heroes must succeed at a DC 15 *Intelligence (Security)* check. Alternatively, they can make a DC 13 *Dexterity (Sleight of Hand)* check to carefully reach in and pull the grenade out, but only if they have successfully analyzed the trap. On a success, they neutralize the grenade and disable the trap.

On a failure, the grenade detonates, and each hero within 20 feet of the door must attempt a DC 13 Dexterity saving throw, taking 18 (4d8) explosive damage on a failure, or half of this damage if their save succeeded. If running this adventure in Survival Mode, consider adding in an extra wrinkle—without safety pins for the grenades, how will the heroes dispose of them, unless someone feels like walking around with a live explosive in their hand?

With the trap either triggered or disabled, the heroes can ascend the stairs to the bridge. Since the doors at the top are



made of glass, and the captain has positioned herself to keep watch on both of them, there is no way to make a stealthy approach from this direction. Unless the heroes have an alternative route planned for approaching the bridge ("We Know a Secret"), proceed to "Can't We Just Have A Civil Conversation?"

WE KNOW A SECRET

Either by virtue of having the ship's schematics, or just by doing a careful walk-through of Deck Two, the heroes might have an alternative route to get to the bridge. Inside the backup generator room is a ladder which comes up directly behind the captain's chair on the bridge. This ladder is designed for the ship's officers to traverse quickly in case of an emergency, so they can run critical ship systems from the backup generator room if they lose main power. Climbing the ladder itself does not require a check. The metal ladder is flush against a bulkhead, however, so if the heroes want to use this method of entry to catch the mercenary captain by surprise, they must proceed carefully. Any hero climbing the ladder must make a DC 11 **Dexterity (Stealth)** check. They make these one at a time, in the order that they are climbing the ladder. If one hero fails, the DC increases to 13, as the captain thinks she heard something. If a second hero fails, she is alerted to their entrance. If all of the heroes succeed, they are able to get to the bridge without her noticing, as she sits in front of the area where the ladder emerges.

This method of ingress catches her off guard. If the heroes decide they want to be diplomatic, they get a bonus opportunity to convince her to let her hostage go by showing their hand, even after sneaking up on her. To do this, the heroes need to succeed at a DC 16 **Charisma (Deception, Intimidation, or Persuasion)** check. This needs to be made by one hero; however, anyone contributing to the conversation can take the Help action. If their argument is successful, she releases the electrician—proceed to "Now, What About Me?" If they fail this check, proceed to "Can't We Just Have A Civil Conversation," adjusting the placement of characters as necessary. If the heroes simply wish to engage in combat after sneaking up on her, she is surprised for the first round; proceed to "We'd Rather Just Fight."

CAN'T WE JUST HAVE A CIVIL CONVERSATION?

Glaring at you from across the balcony, the captain begins berating you, illuminated by lightning striking the top of the ship's aft A-frame.

"Ah, another group of people who just do NOT know how to listen. I guess I shouldn't be surprised by incompetence anymore. Sparky here can't get enough

power to the ship's transponder or AIS for me to radio the other side of the storm and get my ass out of here." She punctuates this sentence by pulling and releasing the charging handle of her gun. *"But, since you're SO good at listening, maybe you're even better at thinking."* Gesturing her gun back towards the door, you see the terrified electrician, tied by the waist to a railing near the ship's radio with just enough slack to allow him to work.

"Sparky didn't do what I asked either, so what should I do with him now? Let him light up some Shocker Squid's mood by tossing him overboard? Not like I'm gonna end up anywhere much better at the hands of you lot, right?"

The heroes have a few choices they can make here. They can convince the captain to release "Sparky" by succeeding at a DC 16 **Charisma (Deception, Intimidation, or Persuasion)** check. This needs to be made by one hero; however, anyone contributing to the conversation can take the Help action. If their argument is successful, she releases the electrician; proceed to "Now, What About Me?" The heroes can instead just choose to attack, working to take her down in combat, in which case proceed to the "We'd Rather Just Fight" section of this encounter.

NOW, WHAT ABOUT ME?

If the heroes get the merc captain to let the electrician go, they need to decide what they want to do with her. One option is to convince her to drop her weapons and help take care of the survivors on the ship. They can do this by making a DC 14 **Charisma (Persuasion)** or **Wisdom (Insight)** check, explaining she would be better off helping rather than swimming with the fishes. If they are successful, she lays down her arms and agrees to head below to look after the others. The heroes can then secure the cabin. If the heroes fail this check, she points her gun at them, and yells out,

"You'll never take me alive!"

WE'D RATHER JUST FIGHT

If the heroes choose (or are forced) to fight, they face off against a **Heavy Weapons Soldier, Special Forces variant** (see: *Everyday Heroes Core Rulebook*, Chapter 15), who does not have any grenades, since she used hers to create her traps. Apply the Hurricane Winds weather condition to anyone standing outside. Additionally, if the heroes failed to weld the rudder post during Act I, the ship rolls violently at the start of every even round, forcing both heroes and the captain to succeed at a DC 12 **Dexterity** save or else fall and be knocked Prone.

If the heroes are fighting while "Sparky" is still present, there is a chance that every shot which misses her could

hit the hostage. In addition to attack rolls that critically miss, other failed ranged attacks have a 10 percent chance of hitting the hostage instead. The electrician has 10 hit points. In combat, Kai fights to the death, since she doesn't see any other way out. Once the fight is concluded, the heroes can release the hostage if he survived, claim the captain's gear, and secure the bridge.

8: SOUND AND FURY

SUMMARY



The heroes secure the bridge of the *Compass Rose* after dealing with the mercenary captain and dig into a laptop set up there by a Janos

scientist to control the experimental Sonic Emitter they utilized to keep the infected Shocker Squids (and all other marine life) away from the ship. Soon afterward, the device fails and the school of squid attack the vessel once again. The heroes must get any at-risk civilians to safety and stop the cephalopods before they cripple the vessel beyond repair.

IRREGULAR EXPRESSIONS

With the bridge under control, you finally have a moment to look around the nerve center of the *Compass Rose*. The captain's chair sits in its center, able to look out any of the windows which provide a 360° view; behind the chair is a console that controls the vessel's main steering, throttle, and navigation. Other workstations to the left and right manage shipboard functions such as radar, fish-finder sonar, communications, automated gear hauling, and climate controls. Places for officers to sit, meet, and eat are positioned at the back of the room, past the hatch leading down to the backup generator room on the deck below.

As long as the ship's electrical power was restored, the autopilot is currently active and set for "station keeping," managing the throttle and rudder to maintain its current position. A successful DC 13 *Intelligence (Investigation)* check determines how long the *Compass Rose* was dead in the water, causing it to drift away from its original location where the setting was engaged. If the ship hadn't lost power, it would have been just off the southwestern coast of Skull Island, in a location where neither the *Dauntless* nor personnel from Monarch's small beachhead camp would have been able to detect it. Even if the heroes haven't attended to the breaker box on Deck 5, the bridge draws power from the emergency generators in case the engines

go down (minus the autopilot), which allows the heroes to access the following information:

- 💀 The consoles all show various warnings, but nothing that the heroes can see at a glance is highlighted as an emergency aside from ubiquitous storm-related cautions. Flashing, red, status lights are blinking, however, on the screen of a heavy duty laptop branded with the Janos Biotech logo on it. Taking a look, the heroes see that the lights are "low power" warnings for for something called a Sonic Emitter and a related Infrasonic Screen. Access to its files or controls are restricted behind a biometric lock—a facial recognition scan performed by the laptop's built-in camera.
- 💀 The easiest way for the heroes to gain access is to return to the remains of Katherine Pierce that they discovered on the balcony at the back of Deck Two. Fortunately, they won't have to bring any body parts with them; they can just grab her photo ID and perform some visual chicanery to get the laptop to accept the picture instead, such as by holding it at a particular angle to the camera or setting up a pair of binoculars in between the camera and photo. Doing this requires the heroes to succeed at a DC 15 *Intelligence (Security)* or *Dexterity (Sleight of Hand)* check. Alternatively, since the laptop is currently open and uses a Linux operating system, they can attempt creative uses of the "grep" command-line utility to find the information they seek through less secure "back door" access points. This requires a successful DC 13 *Intelligence (Computers)* check.

Once they unlock the computer, the heroes gain access to a few of Dr. Pierce's audio logs:

- 💀 The first has a timestamp from three days ago and details an incident where a rogue wave hit the ship and caused it to roll. This caused a vial containing "Strain 4C" to slip from a scientist's hand and break on the floor of Hold Number Three. The lab safety officer thought he hit the correct button to ventilate the hold with the outside air, but apparently instead hit an interlock switch connecting all the ship's holds' air circulation systems with each other. When this was discovered the next day, the team immediately checked all four holds. They found several of the fish in the forward holds had thin silvery streaks around their mouths that weren't there before, but none of the humans who breathed in the modified fungal strain in aerosol form showed any negative effects, nor did the Sker Buffalo. This suggested potential immunity in humans and certain Skull Island animal species. She also highlights annoyance at the chauvinistic attitude of the team's co-lead scientist.
- 💀 The second log is from two days ago. Katherine expresses her frustration that the Sker Buffalo calf was so loud when she drew blood and tissue samples from it,

that it drew the attention of, as she puts it, *"that bleeding heart biologist,"* who alerted the ship's captain. When he called her up to the bridge to explain what he was seeing on the hold cameras, she was forced to signal the mercenaries to seize control of the ship. Before being removed from the bridge, the captain dumped the contents of the two forward holds into the ocean to aid with ship stability, while noting that the fish were *"turning rotten anyway."*

- 💀 The third log is from the day before, just after a school of cephalopods dubbed "Shocker Squids" attacked the ship, and, thanks to heavy waves cresting over the slipway, several of the "Shocker Squids" got inside the lower decks. On a hunch, Dr. Pierce activated a Sonic Emitter that her people had quietly attached to the *Compass Rose's* radio tower on top of its aft A-frame mount. Through her laptop on the bridge, she routed its signal through the vessel's fish-finder sonar. This created what she labeled an Infrasonic Screen that would drive most marine species away from the area.
- 💀 The final log is from just a few hours ago, and is much different than the previous entries. Katherine sounds scared and panicked—giving the log entry in a whisper. She mentions her team did an autopsy on one of the dead squid and found silvery streaks around its beak and infected fish in its stomach. Believing their experiments might have kicked off an ecological disaster, she decided to suspend all further testing...but it was too late. The Death Jackal carrying the original fungal infection had finally responded to one of the mutations the team gave it (in her panic, she doesn't mention which one). It began showing silvery streaks around its mouth and regained its strength, becoming hyper-aggressive and breaking free of its restraints. It killed her whole team and several others before it fled the lower decks like it was afraid of something there, but then began stalking the rest of the ship, killing anyone it found. She came up to the bridge, hoping to modulate the Sonic Emitter to work on the Jackal, or at least to leave a final log to say she was sorry. Then, with a sudden startled cry, the log ends.

TIME DELAY FACTOR

When the logs finish playing or if the heroes failed to hack into the files, the flashing warning indicates that the Sonic Emitter is currently in the process of shutting down, due to power transmission faults. A successful DC 12 *Intelligence (Computers or Natural Sciences)* check reveals this is due to the storm and the device drawing power from the backup generators for days. If the team heard the audio logs, and possibly saw the video files on the mercenary's phone from Encounter 3, they know what might befall the *Compass Rose* once this happens. In fact, any hero who succeeds at a DC 10 *Intelligence (Investigation)* or *Wisdom*

(*Perception*) check sees several large blips on the ship's passive sonar: biomorphic shapes are slowly edging closer to the vessel with each passing moment as the Infrasonic Screen weakens.

A single hero can delay the Sonic Emitter's shutdown by succeeding at a DC 15 *Intelligence (Computers)* check. If the hero in question has a M-FAD tool, they gain advantage on this check. On a failure, the Infrasonic Screen winks out, and the school of frenzied Shocker Squid begin to charge the boat. On the other hand, a successful check means that the hero can squeeze a tiny bit more processing power out of the system, delaying the shutdown by 2 rounds. In either event, it will be a few minutes before radio signals between the heroes and the *Dauntless* are restored (see: Encounter 9). Right now, the heroes need to roll initiative!

WATER BOARDING

If any civilians are still in the holds at the start of this encounter, the heroes need to get them out. They instinctively shelter in place unless directed by the heroes, who can give detailed directions as a bonus action, following orders as given. If they are in an open hold, and the heroes managed to negotiate peacefully with Kai (or took any of her troops alive and didn't treat them badly), the mercenaries take care of getting the civilians out of the hold and of keeping them moving in a quick and orderly fashion to the nearest set of stairs. If the hold is closed, they do this once the heroes open it. If the civilians are moving during combat, they travel as a group, acting at the end of each round. Assume the civilians are able to hear at a range of 30 feet (due to the sound of rushing water). Members of the crew use *Civilian* statistics, and tourists use *Civilian, Expert variant* statistics (see: *Everyday Heroes Core Rulebook*, Chapter 15). If friendly, the mercenaries sacrifice themselves any time a squid would normally kill a civilian, redeeming themselves in cinematic fashion. If all of the mercenaries are dead, the civilians shelter in place unless directed otherwise by a hero.

Six Shocker Squids who survived the earlier attack on the *Compass Rose* begin this encounter 120 feet away from the vessel's slipway. As with the previous combat encounters in Act II, the now-furious storm causes the ship to continuously dip and roll on the waves at the start of every even round unless their welds fixed the rudder post during Act I, forcing all heroes to make a DC 12 Dexterity save or fall and be knocked Prone. The cephalopods ignore this condition.

Once the Shocker Squids enter the ship, they instinctively avoid going anywhere near the Sker Buffalo, due to the antifungal flora growing on its back that effectively kills the fungus. They also avoid the hallways just outside of whichever hold the calf currently occupies. If any of the heroes recognize this connection and think to throw open the doors to its pen, the calf lets out a loud bleat, which

gives all the Shocker Squid currently inside the ship the Frightened condition for the duration of the combat.

The order of rounds presented below assumes that the heroes were *unable* to delay the Sonic Emitter shutting down. Otherwise, delay all events by two rounds.

Round 1: The Shocker Squids begin their rapid approach towards the *Compass Rose*.

Round 3: The school of squid arrives at the ship and two of them enter through the slipway. If the heroes partially closed this during Encounter 4, only one squid can use the ramp at this time. Unseen, another two squid break through a previously weakened section of the ship's hull into the bilge (just one squid, if the team repaired the pumps during Act I.) All squids inside the ship take a -10 ft penalty to their speed this round.

Round 4: Two more squids enter through the slipway (one if the slipway is partially closed). Any squids in the bilge move through Hold Number One into the combat, unless the heroes closed this hold during Act I. All squids inside the ship take a -5 ft penalty to their speed this round.

Round 5: If there are still Shocker Squid outside, another enters through the slipway. All squids can now swim normally, and Deck Four is considered difficult terrain due

to the flooding. Civilians still in the area call for help as the water begins to rise to alarming levels.

Round 6: All remaining Shocker Squid enter through the slipway. If Hold Number One is still closed, it now bursts open, allowing any squids inside of it to join the fray.

Round 10: Civilians still inside any of the holds drown.

By the time combat ends, it should be clear to the heroes that the *Compass Rose*'s lower decks are completely flooded and beyond repair. The only thing they can do now is head back to the bridge to take stock of the situation. Heroes worried about the safety of the Sker Buffalo who succeed at a DC 13 *Intelligence (Natural Sciences)* check remember a file suggesting this superspecies can survive under water for some time without any ill effects.

9: CREEPS AT A PETTY PACE

SUMMARY

The heroes restore communication with their frigate and Monarch, getting advice about their predicament. With no other options, they must take control of the doomed vessel, turn it around, and ride the tides so it can be beached on Skull Island itself before it sinks.

GOOD COMMS

As you start making your way back up the stairs towards the bridge, your radios suddenly crackle to life. *"...I say again, this is Jericho Daniels. Team, do you read me?"*

The heroes find that despite the spotty connection, they can now communicate with the *Dauntless* thanks to the Infrasonic Screen having fully faded. If the team responds, the Commander asks them for a status report. Once that's given, he is forced to give them some bad news. GMs should feel free to modify his delivery as appropriate, depending on the circumstances. Despite being mission-oriented, Jericho's primary concern is the safety of the heroes and any civilians caught in the midst of these events.

"I'm glad you're alright. I knew we could count on you. Under the circumstances, it sounds like you've done the best job anybody could have accomplished over there. The storm is still interfering with our sensor suite, but we have a general fix on your position. We can't launch a medevac for you or the civilians at this time, though, so our advice is for you to try and turn inland and use the tide to your advantage. Your best hope now is to try and beach yourselves on Skull Island."

JUST DRIVE

With the storm surrounding Skull Island now at peak intensity and the tides flowing in, the *Compass Rose* is guaranteed to reach land. The only question is how the occupants of the vessel will fare. The heroes must work to mitigate how much damage the ship takes for the sake of everyone inside. The Difficulty Class of all checks and saves is 15 unless otherwise noted.

- First, the team must figure out how best to steer, minimizing the risk of wave action capsizing the ship, with an **Intelligence (Natural Sciences)** or **Wisdom (Survival)** check. If the heroes failed to restore full electrical power to the ship during Encounter 4 in Act I, they suffer disadvantage on this check as the autopilot is not currently active.
- Next, the heroes need to pinpoint the most structurally sound place on board for any of the surviving passengers and crew to ride out the storm with a **Wisdom (Perception)** or **Intelligence (Security)** check. In the unexpected event that the heroes are the only living people aboard the ship, then they must identify how best to secure the bridge for their own safety with this check instead. If Kai was talked down peacefully during Encounter 7 and is still alive, she helps out, giving the heroes advantage for this check.

- Many of the civilians just want to shelter in place and take their chances, rather than run through corridors to a safer location. Convincing them requires a **Charisma (Persuasion)** or **Wisdom (Streetwise)** check. In the unexpected event of there being no living civilians aboard, GMs should skip this task but count it as a success when assembling their final tally—not having to split their attention means that the heroes can focus more on keeping themselves safe.
- Multiple lightning bolts strike the ship, threatening to short out monitors and trip circuit breakers. The heroes can attempt ad hoc preventive maintenance on the ship's systems to avoid having essential equipment fail with a **Wisdom (Arts & Crafts)** or **Intelligence (Computers)** check. If the ship's electrician survived Encounter 7, they rush to the bridge to assist the team, giving the heroes advantage on this check.
- Suddenly, a powerful blast of wind exposes a previously unnoticed stress fracture in one of the cranes, causing it to break and fall into the bridge. This results in many of the windows shattering—glass fragments being whipped up by the storm. In order to stay focused on keeping the ship on an even keel, the heroes must succeed on a Dexterity save to shield their eyes, or a Constitution save to simply tough it out.
- Finally, the beleaguered vessel's systems flash critical system failure warnings, indicating that complete loss of power is imminent, which will leave the *Compass Rose* entirely at the mercy of the wind and waves. The heroes can quickly input commands to keep the engines going even after the bridge goes dark with an **Intelligence (Mechanics)** or **Dexterity (Vehicles)** check. If the team failed their checks to properly restart the engine during Encounter 4, this roll is performed at disadvantage as the engines shut off prematurely. If the heroes succeeded at calming down the crew and passengers during Encounter 4 and the ship's trainee pilot survived to this point, they come to the heroes' aid, giving them advantage on this check, or at least negating their disadvantage.

MITIGATING FACTORS

When the ship finally loses power, there's nothing left for the heroes to do but hold on for dear life for the next several hours. Loose objects fly from shelves, furniture tumbles through rooms, and any fragile objects not in somebody's possession, such as lab materials and samples, are destroyed.

The total number of challenges the heroes defeated during this encounter determine how well they and their passengers fare during this, the final cruise of the *Compass Rose*:

💀 **5-6 Challenges Defeated:** Everyone aboard is shaken up, but all right. A few surviving civilians have some cuts and bruises, but that's the worst of it.

💀 **3-4 Challenges Defeated:** Everybody survived the storm, but most have some injuries. All heroes take 4 (1d6) points of damage (PV 2) and must succeed at a DC 10 Constitution save or gain the Exhausted condition. There is a 25 percent chance per civilian that they are wounded badly enough to need assistance walking.

💀 **1-2 Challenges Defeated:** The hull of the vessel took so much damage that nobody survived the night without serious harm. All heroes take 11 (3d6) damage (PV 4) and must succeed at a DC 15 Constitution save or gain the Exhausted condition. If the damage reduces a hero to 0 hit points, they roll this saving throw with disadvantage. There is a 25 percent chance per civilian that they did not survive the storm.

💀 **0 Challenges Defeated:** What remains of the ship looks like it just barely survived an attack by Kong himself, and it resembles a crushed soda can more than it does a seaworthy vessel. All heroes take 18 (5d6) damage (PV 6) and gain the Exhausted condition. GMs should consider giving each hero a short-term injury (using the Injury optional rules from Chapter 12 of the *Everyday Heroes Core Rulebook*), especially if running in Hard Mode or Survival Mode. There is a 50 percent chance per civilian that they did not survive, and those who did are all in extremely poor health.

10: A FUNNY THING HAPPENED ON THE WAY TO BASECAMP

SUMMARY

Surviving landfall on Skull Island, the heroes reestablish communication with the *Dauntless* and hear from their organization's basecamp for the first time. After attempting to turn the shipwreck into a relay station for Monarch frequencies in the region, they are directed to travel to the camp on foot. Along the way, they bump into Iwi scouts, whom they hopefully do not antagonize. They also get to see early signs of infection in a Snarehunter (singing ant) colony.

WAVES OF SILENCE

After the longest and most harrowing night any of you can remember, a sliver of sunlight infiltrates the bridge of the immobilized *Compass Rose*. The sound of gentle waves crashing on the shore reaches your ears along with the smell of sea-spray on the beach. For the first time in many hours, you have a moment to catch your breath.

This moment doesn't last long, unfortunately. The ship's radio comes to life, issuing a series of long and short beeps. You easily recognize it as Morse code.

With the storm solidly between the two ships, radio contact is once again extremely difficult. However, the *Dauntless* communication specialists have come up with a plan. Calling in a favor, the Indian government is allowing Monarch to bounce signals off the Resourcesat-2 satellite with an AIS-receiver on it. By rigging the AIS and radio aboard the *Compass Rose* as a relay station, Monarch ships outside the storm will be able to connect to the organization's base camp. The heroes receive instructions on how to accomplish this by Morse code, a language all Monarch personnel are introduced to in training:

Setup ship as relay station. Clear radio antenna. Align satellite WNW. Splice AIS connection to radio console. Set frequency 2484 MHz. Calibrate receiver. Out.

With their position in no imminent danger, the team can safely split up to accomplish these tasks, and may perform them in any order except for the final check.

- 💀 To clear debris from the ship's radio antenna, one hero needs to climb up and succeed at a DC 12 **Strength (Athletics)** or **Constitution (Endurance)** check.
- 💀 To manually align the vessel's satellite dish on top of the bridge to a specific angle, one hero needs to succeed at a DC 12 **Wisdom (Survival)** or **Dexterity (Sleight of Hand)** check.
- 💀 To splice the radio console with the ship's AIS, one hero needs to succeed at a DC 12 **Dexterity (Acrobatics)** or **Wisdom (Arts & Crafts)** check.
- 💀 To lock in the correct frequency by-hand, one hero needs to succeed at a DC 12 **Wisdom (Insight)** or **Intelligence (Investigation)** check. Because the broadcasting satellite belongs to the Indian government, heroes who can speak Hindi or Bengali gain advantage on this check.
- 💀 Finally, to make the precise calibrations needed to connect their station via the satellite to the *Dauntless* and beyond, a hero needs to succeed at a DC 18 **Intelligence (Computers, Mechanics, or Security)** or **Dexterity (Vehicles)** check. The heroes gain a cumulative +1 bonus for each previous successful check, to a maximum of +4.

If the team is successful, the *Dauntless* and the Monarch camp quickly begin direct communications. The heroes are lauded for their work, and (thanks to the satellite fix) are given precise directions from their location to the basecamp, due north of their current position. They are told not to deviate along the way, as Skull Island boasts an overabundance of lethal flora and fauna. The path they are given is relatively safe, but the heroes are taking their lives

and those of any surviving civilians into their own hands if they stray.

Should the team fail, they still forge a rudimentary connection, enough to get directions to basecamp. Success or failure at establishing a high-speed data link yields measurable results when the heroes take to the air during Encounter 13 in Act III.

THE SAND IS WEIGHTY

Whether through a gaping hole in the side of the ship, via the slipway, by way of a rope lowered over the rails, or by some other means, the heroes have surprisingly little trouble getting off the *Compass Rose* and into the shallow waters of the island's sandy southwestern beaches. There are no physical obstacles to the team making their way inland from here—an opportunity to take in the fact that they are now among the very exclusive group of people who have walked on Skull Island!

This peaceful moment is broken by a sudden, if comical, event. The Sker Buffalo calf from the holds of the *Compass Rose* suddenly breaches the water just offshore, letting out a hearty bleat before shaking itself off and trudging ashore. If the heroes were kind to it on board the ship, it wanders in their general direction, giving them a farewell sniff and a friendly but *incredibly* loud bleat right in their ears before it begins to make its way to the east. If none of the heroes uncovered this information earlier, a DC 13 *Wisdom (Insight)* or *Intelligence (Natural Sciences)* check clues them in to the fact that Sker Buffalo are extremely hearty, and can survive for days underwater thanks to their unique “florafauna” nature, first observed and documented by Monarch administrator William Randa in 1973.

At least one of the civilians traveling with them (assuming any survived). isn't quite as enthusiastic as all that. Select one or more of the survivors from the ship, who simply feels they cannot go on. Each group of heroes who partakes in this adventure might treat individuals on the *Compass Rose* differently, so this decision can be made purely by what feels right for the story. When the group gets halfway between the shipwreck and the edge of the treeline ahead, the civilians insist on stopping. They don't want to take orders, go to a research camp—none of it; they're just so tired of everything going on. How the heroes handle this situation is completely up to them. Callous heroes might try “tough love” and threaten to leave them behind. Overly kind heroes might delay their own mission to acquiesce and take a break. This is a great moment for the heroes to show more of their personalities and reveal how they manage to handle extraordinary events like the previous evening without breaking down, and how their grit determines the ways that they interact with the world at large—the people and places Monarch is dedicated to protecting.

If you wish to resolve this encounter with a roll of the dice, a DC 13 group challenge using *Charisma (Deception, Intimidation, or Persuasion)* or *Wisdom (Streetwise)* is sufficient to get nay-sayers up and moving again if at least two heroes succeed at the check. Give advantage to those who engage in good roleplay. There are no consequences for failure here, beyond a potential emotional toll.

Should the group decide to delay for more than 20 minutes, they will receive a radio call from base camp, telling them that they had better hurry, as there have been “*new developments*.” If they continue to delay, the Iwi scouts in the area will have already departed, depriving them of that useful encounter.

INSECTILE VEXATION

The path between the wreck of the *Compass Rose* and basecamp takes the heroes through some jungle territory. Early into this leg of the trek, they hear bird-like calls ahead of them. A DC 12 *Intelligence (Natural Sciences)* check identifies the sounds as originating from Snarehunters, sometimes known as singing ants. Success at this check also informs the heroes about the basic facts regarding Snarehunters, found in Part VI of the *Kong: Skull Island Cinematic Adventure*.

Several minutes after the group enters the jungle, a pair of small Snarehunter Foragers scuttles past them, carrying chunks of gray meat ahead of them. A successful DC 14 *Intelligence (Natural Sciences)* or *Wisdom (Perception)* check reveals these to be bits of pre-chewed Shocker Squid meat, leaving a rather distinct odor behind. Success at this check makes navigation back to this area easier when the heroes are tasked to do so the next day during Act III.

EPITOME OF CALM

If the team did not tarry too long on the beach, they soon discover they are not the only ones walking through the area. Just as the heroes enter a two-tiered jungle clearing from one side, a group of Iwi enter it from the other: **two Iwi Scouts** and **two Iwi Elders** (see: Supporting Cast in Part VI). Not having expected to find *Awati* or “people who came from the sky” (the Iwi definition of modern humans) walking inland from the shore, they instinctively take a defensive posture in absolute silence, waiting to see what the heroes do.

A DC 11 *Wisdom (Insight)* or *Intelligence (Social Sciences)* check is enough to determine that the Iwi are not hostile, just distracted by something and thus surprised to run into the heroes. Failure on this check suggests to the heroes they might have trespassed on sacred ground and are at risk of being attacked. Any hero who succeeds at a DC 12 *Charisma (Deception, Performance, or Persuasion)* check is able to calm the situation down. A hero who aims a weapon at the Iwi suffers disadvantage on this check.

In the event of a failed check, or if a hero initiates violence, the Iwi fight back at first, taking advantage of the terrain (a Scree Slope, as defined in Part III), but retreating if any of their number are killed or reduced to 10 or fewer hit points.

As long as the heroes don't have any harmful intentions, the Iwi elders look to each other and then back to the team for a moment before heading back the way they came. One of the scouts who is slightly more familiar with the Awati waves their hand, inviting the heroes to follow them. The group leads the heroes to another small clearing where a Snarehunter Forager lies dead. A DC 12 *Intelligence (Medicine)* or *Wisdom (Perception)* check reveals it was killed by repeated stabs by an Iwi spear to the head, and that it has silvery streaks near its mouth, just like other creatures who had the fungal infection caused by the Janos Biotech experiments.

As the heroes watch, one of the elders goes to a particular type of tree with a rich brown color to its trunk and vines with a diameter of at least an inch around. Using the tip of their spear, the elder pierces the vine, causing some green-tinted liquid to drip from the incision. They point to their hands and shake their head, then tug on the vine until it starts to drip on the dead ant. Even as the heroes watch, the liquid causes some of the silvery lines to fade. Not quickly—but they do appear to fade. With this, the Iwi give the heroes a wordless nod, then turn and leave the area, disappearing into the jungle with the kind of stealth the most dexterous of heroes can only hope to attain.

This vine sap on its own is not enough to cure the fungal infection in creatures native to Skull Island, but it could prove useful. Any hero getting it on their skin finds that it itches terribly. Drinking the sap is extremely unwise, but if any of the heroes do so, it is sickly sweet with an aftertaste akin to a citrus dish detergent. It also immediately imposes the Intoxication 1 condition on the drinker without any of the normal pleasant feelings associated with drinking deleterious beverages. Note if the team collects any of the vine sap.

RETURN TO BASE

Without any delays other than the Iwi encounter, it takes the heroes only about thirty minutes to reach a relatively secluded bay with sandy beaches.

At last, the camp is in sight. Far enough away from the shore to avoid any issues during high tide is a

small settlement consisting of over a dozen large tents with PVC supports, surrounded by a chicken-wire fence. At the center of the base are two metal shipping containers welded together to form a rudimentary building. Solar panels on the roof are connected to wires inside, as well as to some air conditioning units that are straining against the tropical heat.

Monarch security personnel know to expect the heroes and wave greetings, coming over to assist any civilians find temporary lodging, food, and water. The team is met by Ray Cross, the on-site senior biologist and assistant administrator.

Ray gives you all a warm smile. *"Welcome to Monarch's research base on Skull Island. It's not much to look at now, but we've got enough to get by. Our administrator is currently out repairing recording equipment on the other side of the island with a security detachment, but they should be back tomorrow. For now, I have some bad news and some good news."*

"The bad news: based on the reports you gave the Dauntless that they relayed here, we've got a troubling situation. Shocker Squid bodies with signs of the fungal infection you identified have been washing up on shore, and our people have observed Snarehunters - large singing ants, eating their meat and bringing it back to their colonies. We've got some recon people out there now trying to see what's going on...but if we were in a movie, this is the part where things would start getting bad, you know?"

If the team interjects with what it has seen, Cross immediately takes out a notepad from his pocket to jot things down, promising to add their observations to the analysis.

"But now the good news: I am hereby relieving you of duty for the next twelve hours. You look like hell, and I am authorized to order your asses directly to bed. Get some sleep, a shower, and at least one hot meal. You've certainly earned it!"

The heroes are given the best accommodations the camp can offer, and can now take a Long Rest.



ACT III: KINGS AND QUEENS

"Don't forget to tell me this was a bad idea."

JAMES CONRAD

II: LABWORK

SUMMARY

Now rested and fed, the heroes meet with the Monarch scientists on the island to discuss possible solutions to the fungal infection spreading among the island's superspecies on both water and land. Utilizing the information the heroes learned on the *Compass Rose*, they are able to work together to synthesize a serum to counteract and neutralize the fungal infection.

A GATHERING OF MINDS

Once the heroes are awake, dressed, and fed, they are ushered into a room inside the container-structure, where a group of scientists are waiting for them, following Ray Cross's lead.

"Good morning. I hope you had a good breakfast! If you want some extra coffee, we have a really good roast in the pot over there. I want to compare our notes and yours to synthesize the data we have on this funny

fungus. It seems as though we've been seeing more and more Snarehunters inflicted with the same fungal infection you encountered during your time on the Compass Rose. I'm hopeful that you have the information we need to start working on an antidote beyond what we've spent the morning theory-crafting on our own."

As the heroes join the scientists over coffee, they can ask questions and share their observations, catching up the Monarch personnel on what they know. Cross takes the lead on answering anything they ask, though occasionally one of the others might chime in with their own responses. Once everyone has finished their coffee and note-taking, Cross catches them up with what the camp scientists have put together from reports they've received from the field overnight.

"I told you yesterday about seeing Snarehunters bringing the Shocker Squid meat back to their colonies. Well, this morning we are hearing back from our scouts that the damned things are developing the same

silvery streaks around their mandibles and mouth that were present near the beaks of the Shocker Squids."

Cross pauses to take a swig of his coffee, but stops halfway, dismayed to find that the mug is empty and he didn't notice. Shrugging, he continues. *"Additional reports talk about their carapaces being harder than typical for these ants, and they've been observed as having much more erratic behavior than their typical hunt, feed, and resupply patterns."*

"So, now you. What do you think about the origins of this fungus and its effects? Anything we missed?"

With this, let the heroes summarize the data they've collected, encouraging them to pull the pieces together on their own: the fungus affecting both the squids and the ants is one and the same: a fungal infection that came from the labs on the *Compass Rose*, and mutated from the original strain that infected the Death Jackal. Also, if the heroes mention the ties to the Sker Buffalo or the tree-vines the Iwi showed them, Cross asks them directly if they have samples that his team can analyze at a molecular level.

WHAT DO THE DATA SAY?

If the team has already collected samples from both the Sker Buffalo and the vine sap, Cross is overjoyed, instructing his head lab assistant to prepare them for examination. He also asks the heroes if they are willing to help out in the lab. To do so directly, they must make a DC 12 **Intelligence (Investigation, Medicine, or Natural Sciences)** check as they study the chemical composition of the samples, finding the parts needed to combine for the greatest defense against the fungus. A hero with a M-FAD tool rolls this check with advantage. Other heroes can help by making a DC 10 **Constitution (Endurance)** check to be a gopher, running back and forth across the compound to gather things the others need; such as materials, coffee, or energy bars. Another option is to succeed at a DC 10 **Dexterity (Sleight of Hand)** check to help keep all of the supplies steady as the researchers are manipulating them. There is no cost for failure on these checks, other than a good-natured ribbing from Cross.

If the heroes observed one or both possible samples but did not collect them prior to coming here, Cross informs them that they might have just enough time to go and obtain one. If the group collected one sample previously, they can work together to obtain the second. If the team hasn't collected either sample (but has observed them), it has two choices: go for one of the samples, or split into two groups, allowing the heroes to attempt to get a sample of each.

To gather a fresh blood sample from the Sker Buffalo, the heroes need to take a jeep to the last place they saw it, near the wreckage of the *Compass Rose*. One of the workers at

the camp drives them, though, once there, they are on their own as far as tracking it down. To find where it wandered off to, they need to succeed at either a DC 13 **Intelligence (Natural Sciences)** check to recall what they know about Sker Buffalo diets or a DC 13 **Wisdom (Insight)** check to infer what would have been the most logical direction for it to have gone from the beach.

If they are able to track it down, they need to obtain a blood sample from it using an oversized syringe provided by Cross for this purpose. If the heroes recall that the Sker Buffalo did not tolerate this procedure well in the past, based on the audio logs from Dr. Pierce, they make the following checks with advantage, signifying the attention they are paying to the buffalo's needs and their efforts to be far more gentle than the Janos scientists ever were. However, if they hurt the Sker Buffalo during Encounter 4, they roll with disadvantage, due to the buffalo's fear of them.

There are two ways to collect the sample. If the heroes want to take the sample without the Sker Buffalo noticing, they must first succeed at a DC 15 **Dexterity (Sleight of Hand or Stealth)** check. Alternatively, they can attempt to keep the Sker Buffalo calm by petting it and helping it feel safe with a successful DC 13 **Wisdom (Survival)** check. Failure spooks the beast, causing it to run away and triggering its Trample action against anyone unfortunate enough to be in its way. If at least one hero succeeds at getting the sample, they obtain enough for the needs of the team back at base camp. If the Sker Buffalo runs off, it doesn't go far and the heroes can try again with disadvantage if they use the same approach or no penalty if they try a different way. A second failure causes another potential Trample and more, as the enraged buffalo attacks the heroes until they leave it in peace.

It is only a short walk from camp to reach the area with the vine tree that the Iwi showed the heroes. The heroes easily recognize the clearing due to the slowly decomposing Snarehunter carcass nearby. If the heroes succeed at a DC 11 passive Perception check, they notice the silver lines have completely faded from the ant's jaw. The difficulty in gathering this sample lies in correctly identifying the proper vine thickness based on what the Iwi elder punctured the day before, and then getting a sap sample. To do this, the heroes can make either a DC 15 **Dexterity (Sleight of Hand)** check to feel for small differences in the previously punctured vine and then pull it into view, or a DC 13 **Wisdom (Survival)** check to recall some of the natural properties of the plant to spot it visually. As long as one hero succeeds at this check, they are able to recognize the vine, which allows them to collect the sample and head back to camp. If they do not, they accidentally disturb a **Vine Strangler** (see: Supporting Cast in Part VI) attracted to the area by the smell of the decomposing ant, which immediately initiates combat against the team.

If the heroes did not obtain the correct vine and were forced to fight, they can try again after the battle. Even on a failed check the second time, there is still a 10 percent chance they accidentally succeed in getting what they need. Otherwise, this sap doesn't have the right properties to positively affect the serum's potency.

THE RESULTS ARE IN

Once all of the components that the heroes can provide are brought back to the lab, the scientists take some time to analyze them. A few hours later, Cross excitedly calls them to meet with him and his head lab assistant once again.

"Great job team. We have been able to synthesize everything, and we think it will be effective against the fungus. Lab tests are great and all, but this is going to require in-situ proving as well—in the form of a field test. Go back to your bunks and gear up!" Cross sends you off with a sparkle of hope in his eyes.

12: FIELD TEST

SUMMARY

Now that the team has finished synthesizing an antifungal serum, it needs testing. Fortunately, a small branch of

an infected Snarehunter colony is relatively close to the Monarch base camp for the heroes to target.

RECONNAISSANCE IN FORCE

When the team is ready, Ray Cross is finishing up at the centrifuge and carefully preparing eight tranquilizer darts filled with the new concoction. He offers the team two tranquilizer rifles, and—if any of the heroes carry a bow and arrows—introduces them to the camp's fabricator/welder, who is happy to turn any number of the darts into tranquilizer arrows.

Once the heroes are set to go, Ray has a quick word with them while holding a small tablet computer in-hand, displaying a map of the area.

"Alrighty! Here we go. You're going to be retracing your steps a bit from yesterday. There are some anthills in a clearing not too far from the area you walked through to get here. Just follow this ridge and you can't miss it. We sent a pair of people out to scout the area, but they haven't checked in since they left...so keep an eye out for them. And be careful, okay? Remember, this is a test of serum efficacy, not bug-zapping. Our head honcho should be here by the time you get back, so here's hoping you get some good data out there!"

ANT, EAT HER

No checks are needed for the heroes to return to the area they traversed the previous day, but branching off from the main trail at the easiest point requires at least one of them to succeed at a DC 15 *Intelligence (Investigation)* or *Wisdom (Survival)* check. If any of the heroes were successful the day before at identifying the slightly rancid Shocker Squid meat, they gain advantage on this check on account of the smell lingering in the area. If nobody is successful at this check, they still reach their destination, but only after climbing up a steep scree slope. This results in the heroes being extremely out of breath, suffering the Exhausted condition for the first round of combat.

When they arrive at their destination, the heroes find themselves at the edge of a large clearing with a 10-foot tall ant hill in its center. **Four Snarehunter Builders** (see New Monsters at the end of the adventure), all showing the telltale signs of fungal infection, wander aimlessly about on the surface near the colony entrance. The infection has driven them into a near-frenzy, and they attack as soon as the heroes are in sight. The singing ants who have not yet succumbed to the infection do not currently recognize them as part of the colony, and do not come to their aid when combat begins.

In addition to their frenzy, the fungal infection has a unique effect on Snarehunters: hardening their chitin. For most types of Snarehunters, this gives them the equivalent of Personal Armor: Save +2, AV 2.

During combat, the Snarehunter Builders attack randomly, without coordination or reason. If they are shot with a tranquilizer dart or arrow, they must make a DC 18 Constitution saving throw. Failure means the serum immediately begins purging their symptoms. If this occurs, they become non-combative one round after being injected, and retreat to the ant hill (though they turn and fight if attacked after they have taken actions to retreat).

If the serum was based on mundane antifungal medicines only, the ants make their saving throws without any adjustments. If the serum was crafted either with aid from the Iwi or with data from the Sker Buffalo, the saving throws are made with a -2 penalty. If the serum was synthesized at its highest potency (with influence from both the Iwi and the Sker Buffalo), these saving throws are made with disadvantage in addition to the -2 penalty.

Once all of the ants have been driven away or killed, the heroes find the gooey remains of the two Monarch scouts sent to check this area out nearby. Even though Snarehunters

rarely target humans, it is apparent that the infection-induced frenzy is enough to override their normal behavior patterns.

13: OFFENSIVE COUNTER-AIR

SUMMARY

After heading back to the Monarch encampment to report how well their new serum worked against the nearby Snarehunters, the team receives reports about a titanic Snarehunter Queen emerging from one of the larger colonies onto the surface. What's more, Kong has been detected heading that way, too. The heroes are quickly loaded up onto a modified military aircraft and dispatched to assist Skull Island's guardian in combat.

SIDEBAR: FLYING HIGH

Encounter 13 uses a modified version of the Vehicle rules from Chapter 11 of the *Everyday Heroes Core Rulebook*. This was done to increase the overall durability of the Helicopter and give the feeling of the vehicle slowly deteriorating under the Snarehunter's assault.

Feel free to evolve this encounter into full-on vehicle combat using those rules if your players would enjoy that better. As written, this encounter provides the heroes with a way to feel invincible for a little while, aided by some of the heavy-duty military equipment procured by Monarch.

SITREP

The heroes return to base camp to find **Houston Brooks**, Monarch's highest-ranking official in the region, holding their lab notes from earlier in one hand, while looking over several networked computers that are chewing on data from a seismic array scattered all over Skull Island.

Monarch administrator and Skull Island expert Houston Brooks nods to you as you enter the blissfully air-conditioned room. *"I had a moment to look over what you and Cross came up with just a bit ago. It definitely sounds promising. While we wait for these data to finish compiling, tell me how your field test went?"*

After the heroes have an opportunity to do so, Brooks continues.

"Excellent work, and good data collection out there! I'm sure glad we have you folks here with us,

especially given what's happening now." He nods to a projector, where a computer-wireframe map of Skull Island is rendering along with several blue and red data points, several of them radiating wave-forms on the image. *"We're a long way from seismic charges these days, although what we do have is sort of halfway between EarthScope's USArray project and the Army's Operation Igloo White back in Vietnam, when they tried to use seismometers and geophones..."* He stops short as the map is completed, revealing a series of red flashes moving in a deliberate pattern.

Brooks points to the trail. *"Well, no more time for history class. That's Kong right there, who we track with our own seismic array. And that,"* he points to an isolated blue data point that pulses, *"is one of the bigger Snarehunter colonies. If this fungal infection has worked its way up to a queen, that's bad news. There's no way a queen, or even an entire colony, could seriously injure Kong...but we don't know if he can get infected or not. Given how maddened and frenzied some of these superspecies seem to get, we have to help out Kong on this one and make sure the fight he's heading towards is as short as possible."*

Brooks gives you all a little smile. *"Want to take our big guns out for a spin?"*

PRE-FLIGHT

The heroes are led outside to where the base's only heavy-duty aircraft, a modified Boeing V-22 Osprey, is being prepared to act as a flying gunship. As the team gets on board and works on pre-flight checks, Brooks instructs them to fly to Kong's location. He'll monitor them from the aircraft's camera and send further instructions, if needed, once they arrive.

At this juncture, the heroes should decide who is taking which seat. In the event that none of the heroes feel confident in piloting the craft, a Monarch base pilot (Dexterity +3, Vehicles +5) volunteers to fly for them. The pilot is responsible for making **Dexterity (Vehicles)** checks, Dexterity saving throws, and deciding when to hover or take evasive maneuvers. The co-pilot will be called into action to help stabilize the craft if it takes any damage to its rotors (Strength saving throws) and possibly also to take over for the pilot if they are disabled. The crew chief rolls any Constitution saving throws for the MV-22 if it takes damage to its airframe. These three heroes are also able to access integrated heavy weapons built into the Osprey's fuselage. Heroes unassigned to these three roles are able to act as door gunners, also wielding heavy weapons.

THE MODIFIED V-22 HAS THE FOLLOWING STATISTICS:

NAME	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
MV-22 OSPREY	24	+6	+2	+4	2	5	300 mph	Enclosed, Huge, Restricted

The pilot, co-pilot, and crew chief each have access to a single M61 Vulcan Autocannon, and door gunners are armed with M134 Miniguns (see: Integrated Vehicle Weapons in Part II). Two autocannons are aligned forward and one to the rear. The door gunners can effectively fire in a 180° arc from front to back. Even though the MV-22 is an enclosed vehicle, the crew chief and door gunners do not benefit from cover during any round in which they fire weapons.

GO FOR THE EYES!

Once the heroes are airborne, Houston Brooks gives them a heading towards the battlefield, quickly made redundant as the massive Kong is easily visible from the aircraft once it climbs up a few hundred feet. Emerging from the ground to face Kong is the Snarehunter Queen, her chitin stained by the telltale silver streaks of fungal infection. Her translucent wings flare against the backdrop of the setting sun as dozens of other large flying Snarehunters—immature queens known as Snarehunter Valkyries—begin swarming around Kong's eyes.

The heroes, even in their heavily-armed vehicle, do not have the kind of firepower to directly influence the fight between Kong and the Snarehunter Queen. However, they **do** have the ability to thin the horde of other giant flying ants who could potentially blind or distract Kong, putting him at greater risk of infection.

For this combat, the heroes face waves of **Snarehunter Valkyries**, whose numbers increase over time as they see the MV-22 as an increasing threat. The battle ends when the heroes decide to disengage and land (an action available any time after the second wave), they are knocked out of the sky by damage, or they are swatted out of the sky by an angry Kong!

GUNSHIP COMBAT

At the start of each wave (see Wave Action below), the pilot rolls for initiative against the "lead" Snarehunter, such that all heroes act together and all Snarehunters act together. Each round, the pilot decides if they will stay stationary or take evasive action. Taking evasive action makes their base Defense 12, but gives disadvantage to all gunners firing at the Snarehunters. Being stationary reduces their Defense to 5, but allows gunners to engage targets without the usual disadvantage.

If the team was successful during Encounter 10 in setting up a high-speed datalink between the *Dauntless* and

Monarch's base camp, increase these Defense values by +2, representing the frigate providing the team with advanced threat assessment data. If at least two heroes are wearing a command connect helmet, increase each of these Defense values by an additional +1, representing the heroes' ability to quickly share information about incoming attacks with each other. Even though the flying Snarehunters benefit from the increased Armor Value (AV 2) due to the infection, this should not have an effect on this encounter, due to the high Penetration Value of the integrated vehicle weapons the heroes are likely to be wielding.

If a gunner rolls a critical miss on an attack roll, or misses their target by 10 or more, their bullets strike Kong instead of one of the ants. These weapons cannot seriously injure Kong, but if the heroes hit Kong three times in a single round or shoot him in three consecutive rounds, Kong gets angry! The mighty primate lets out a deafening bellow and swings one of his massive hands, smashing the MV-22 Osprey and instantly sending it crashing to the ground before the pilot can attempt to mitigate the crash. Deep down in the recesses of his mind, Kong still hates helicopters.

Whenever the MV-22 is hit by a Snarehunter, roll 1d6 to determine the location of the damage, a modification of the Vehicle Damage chart from the *Everyday Heroes Core Rulebook*, Chapter 11:

SNAREHUNTER ATTACK:

ROLL	LOCATION
1	A random weapon
2	The body
3	The control surfaces
4	The rotors
5	The body
6	A random passenger

When a weapon is hit, it takes no damage, but instead immediately jams and gains the unreliable property. The second time the weapon is hit, it jams again and now attacks with disadvantage. If struck a third time, the weapon is destroyed.

When the body of the aircraft is hit for the first time, the crew chief must make a DC 15 Constitution save, adding

Unreliable. Firearms with the unreliable property jam on a critical miss. A jammed gun cannot fire until an action is used to clear the jam.

in the vehicle's Con bonus. If this fails, the second time the aircraft body is hit this saving throw is made with disadvantage. If the second saving throw fails, the airframe buckles and the pilot must attempt to avoid a crash. Success on any of these saving throws means the vehicle shrugged off the damage without major issues.

When the control surfaces of the aircraft are hit for the first time, the pilot must make a DC 15 Dexterity save, adding in the vehicle's Dex bonus. If this fails, the second time the control surfaces are hit this saving throw is made with disadvantage. If this second saving throw fails, the flaps and wing struts break, forcing the pilot to attempt to avoid a crash. Success on any of these saving throws means the vehicle shrugged off the damage without major issues.

When the rotors of the Osprey are hit for the first time, the co-pilot must make a DC 15 Strength save, adding in the vehicle's Str bonus, to pull stabilizing levers. If this fails, the second time the rotors are hit this saving throw is made with disadvantage. If this second saving throw fails, some of the rotor-blades snap off, forcing the pilot to attempt to avoid a crash. Success on any of these saving throws means the vehicle shrugged off the damage without major issues.

If the MV-22 is crashing, the pilot must make a **Dexterity (Vehicle)** check. A success means they land without causing harm to any of the passengers, even though the Osprey will likely never fly again. Failure means all aboard are injured as the craft slams into the ground. If the vehicle was hovering before the crash began, the DC for this check is 10. If the vehicle was taking evasive maneuvers, the DC is 15. If the pilot fails this check, the passengers inside take 7 (2d6) bludgeoning damage if the Osprey was hovering before the crash, or 11 (3d6) bludgeoning damage if it was maneuvering. Each hero that makes a DC 15 Constitution saving throw reduces this damage by half with a success. In the event of a crash, undefeated enemies depart the area, returning to aid their queen.

WAVE ACTION

As the heroes approach, a wave of **two Snarehunter Valkyries** attacks, trying to keep the flying vehicle away from their queen. As soon as this first wave is defeated, another one begins.

The second wave consists of **three Snarehunter Valkyries**. Following this wave, the heroes receive a radio call from Houston Brooks, informing them that they're doing a great job. He tells them the base is sending some additional equipment to help, and it will meet them on the ground whenever they land.

The heroes now have the option to end the aerial engagement, and/or may choose to do so at the end of any wave before starting another. If the team crashes before the end of the second wave, they still proceed to the next encounter, albeit with bodies likely as bruised as their egos.

The third and following waves are made up of **four Snarehunter Valkyries** each. After the third wave, Kong can no longer be provoked into knocking the heroes out of the sky.

SIDEBAR: RETURN OF THE KING

Encounters 13 and 14 take place extremely close to where Kong is engaged in hand-to-hand combat with the Snarehunter Queen. Each round where the heroes are fighting off swarms of infected ants, GMs can present players with a cinematic vision of how the clash of these two Titans is developing. Even if playing background music during your game sessions is not the norm, this is a perfect place to use the climactic “Ein Heldenkongen” track from the *Kong: Skull Island* movie score.

Ways to describe these gargantuan forces include, but are not limited to:

- 💀 The rapid beats of the queen ant’s wings creates severe turbulence that buffets Kong as he approaches her.
- 💀 Kong unleashes punches and elbows on his foe, the sounds of these impacts echoing for miles.
- 💀 The Snarehunter Queen’s silver-streaked gaster/posterior slams into Kong’s chest, knocking him back several titanic paces.
- 💀 The giant primate gives a concerned look towards the heroes when their aircraft first becomes damaged, so long as they haven’t shot him too many times.
- 💀 Grabbing hold of the queen’s legs, Kong slams her into a nearby mountain, displacing boulders bigger than the team’s aircraft.
- 💀 Picking up a tree or large hunk of rock, Kong shatters this improvised weapon over the queen ant’s head, momentarily stunning her.
- 💀 Snarehunter Valkyries that the heroes haven’t shot down yet start biting Kong near his eyes, causing him to squint and swing his arms wildly, giving the queen a new angle of attack.
- 💀 Recovering, Kong beats his meaty fists into the queen’s armored thorax over and over, but isn’t able to fully break through.
- 💀 Finding an opening, the Snarehunter Queen’s razor-sharp mandibles slice open a gash on the guardian Titan’s arm, staining his fur crimson with blood.
- 💀 Enraged, Kong unleashes a primal roar, charging towards the queen ant at full speed.

During both of these encounters, try and find a rhythm to make it seem like Kong is part of the initiative order alongside the team, so they can truly be the heroes risking it all to save Kong and the whole of Skull Island!



14A: PINS AND NEEDLES

SUMMARY

Landing (or crashing) after their aerial battle on a wide open plain, the heroes must continue to aid Kong in his fight against the Snarehunter Queen and her brood. A brave Monarch security officer drives to meet the team on the battlefield, delivering special weapons and all of the serum the base was able to synthesize. Now it’s up to the heroes to get the serum into the Snarehunter Queen herself, weakening her so Kong can deliver the finishing blow!

SPECIAL DELIVERY

Despite your proximity to the battle between Titans, you have a moment to catch your breath as you get your feet back on solid ground. A minute or two after your return to Earth, a tan off-road vehicle comes rushing towards you with a single occupant inside: Monarch security officer Aaron Brooks, Houston’s son. He waves as he approaches, but is already out of the driver’s seat and moving to unload cargo the moment the wheels stop rolling.

“Hey. Sorry for a drive-by delivery, but we need to get you set up fast! The team back at camp has a hypothesis based on watching your battle in the air. You already know about the fungal infection hardening the chitin on these damned ants—that’s probably why Kong hasn’t been able to finish the queen off yet. So, we concentrated all the serum the lab was able to make into these special tranquilizer darts, then used the old seismic charges from the 70s and some ingenuity to



kit-bash some special rockets for you. You need to hit her with the explosives to soften her up, then hit the weak spot with the serum!"

Aaron finishes depositing the weapons, then offers each of you a brief, firm handshake before hopping back in his vehicle. *"I know you can make it happen. Good hunting!"*

TWO SHOTS, ONE KILL

To help Kong finish off the infected queen, the heroes need to inject her with the serum they devised with Ray Cross earlier in the day. Aaron has left the team with one rocket launcher, six rockets, a modified sniper rifle for firing oversized tranquilizer darts, and four special darts filled with the concentrated doses of serum. Base statistics for these weapons can be found in the *Everyday Heroes Core Rulebook*, Chapter 6.

For this encounter, the Snarehunter Queen is within the nominal firing range of both weapons. Loading each of these weapons takes an action, which can also be accomplished by a hero adjacent to the one firing it. In order to successfully inject the queen with the serum, she must be hit by the sniper rifle within one round of being struck by the rocket launcher.

Due to the titanic scale of the battle between Kong and the queen, there is no chance of accidentally hitting Kong with either the rocket launcher or the sniper rifle. A hero intentionally targeting Kong with the sniper rifle has no effect. Shooting Kong with a rocket launcher immediately

undoes any goodwill the heroes may have earned in the previous encounter. This is quickly followed by all living creatures within 50 feet of the rocket launcher making a DC 20 Dexterity save to avoid getting crushed to death beneath Kong's foot alongside the aircraft and heavy weapons which are automatically destroyed. If this turn of events occurs, immediately proceed to Encounter 14b.

Rather than attempting to deal damage, the heroes are simply hoping to strike a blow at a weak spot in the queen's natural armor. The Snarehunter Queen has an effective Defense of 18, but thanks to the efforts the heroes put into thinning the ranks of her Valkyries, she takes a penalty to this value equal to the number of waves the heroes defeated during Encounter 13. Once the queen is shot by a tranquilizer dart, she must fail a DC 18 Constitution saving throw for the heroes to successfully inoculate her.

How susceptible she is to the serum's effects is determined by how well the heroes did in crafting the original formula. The queen has a Constitution save of +8. If the serum was based on mundane antifungal medicines only, she rolls this save without any adjustments. If the serum was crafted either with aid from the Iwi or with data from the Sker Buffalo, she makes her saving throw with a -2 penalty. If the serum was synthesized at its highest potency with influence from both the Iwi and the Sker Buffalo, the queen makes her saving throws with disadvantage in addition to the aforementioned penalty.

If the Snarehunter Queen fails a Constitution saving throw versus the serum, proceed directly to “A Stoic Nod” in Encounter 15.

ANT ANOTHER THING

To the team’s (probable) dismay, they do not get all the time in the world to take their shots at the queen ant. Sensing threats in the area, Snarehunter Guardians emerge from the ground and harass the heroes in endless waves, attacking until the heroes succeed at getting the serum to take effect in the queen, or until the heroes flee.

The heroes must face **two Snarehunter Guardians**, who arrive in the area almost immediately after Aaron Brooks departs. Each time a guardian is killed, a new one emerges from the ground at the start of the next round to join the battle. GMs might include other variants of Snarehunters like Valkyries and Builders in these waves in place of Snarehunter Guardians to mix things up a little bit. The crux of the issue is that the heroes must divide their attention between defending themselves and striking at the queen. If the heroes have any of the original serum left from Encounter 12, they can use these regular darts and/or arrows on their attackers. These attacks don’t work against Snarehunter Guardians, however, whose absolute armor value of 2 is too thick for the darts to penetrate. Unlike during the heroes’ field test, Snarehunter Builders and Valkyries freed from infection continue to attack in order to defend their queen (but do lose their Armor Value).

If the heroes ended Encounter 13 with an intact aircraft, one of them can hop back inside and use a single M134 Minigun to aid in fighting off the attacking Snarehunters on the ground.

Should the heroes flee or fire all four of their serum sniper darts without success, proceed to Encounter 14b, below. If this occurs, there is no time for them to restart their aircraft.

14B: EVACUATE OR COMMISERATE (CONDITIONAL)

SUMMARY

The heroes have failed to get the antifungal serum to weaken the Snarehunter Queen, forcing the team to fall back to basecamp. From here they need to evacuate other Monarch agents before the fight reaches them. Whether they succeed or fail determines the fate of Monarch’s future on Skull Island.

FALL BACK!

The mission has failed. Despite the heroes’ best efforts, they were unable to clear the infection from the queen and her minions. With the fungus ripping through the Snarehunters, they continue to flourish and frenzy, gaining the upper hand in their fight against Kong. As they swarm all around

him, the mighty primate is forced closer and closer to the ocean and the Monarch base. With the battle between king and queen coming dangerously close to home, the heroes need to race back to camp as fast as they can and evacuate as many people as possible before it’s too late. Doing this will not be easy, requiring the heroes to claw their way through a series of obstacles. Their successes as they go along determines the fate of the base, the people in it, and their very lives.

This encounter uses a modified version of the chase rules presented in Chapter 11 of the *Everyday Heroes Core Rulebook*. For these challenges, each hero needs to choose one of the options and make the appropriate check. For the group to get past an obstacle, they need to succeed at a number of checks equal to half (rounded up) of the number of heroes. All checks are **DC 15**. Every hero **must** take an action each round. They can choose between making a roll themselves or taking the Help action on behalf of an ally. However, they should be judicious with these choices as time is of the essence. If they don’t, they could be at risk of not fully evacuating the base in time.

The following sequence of events is tailored to the pregenerated heroes’ abilities, so that even in failure they have the ability to see how their actions impact Kong’s fight with the Snarehunter Queen. If your players have created their own heroes, you may choose to allow other solutions to the obstacles presented, or even substitute your own.

Your last shot at neutralizing the fungal infection in the Snarehunter Queen has failed, and the fight between her and Kong takes a turn for the worst. She has taken the high ground, and is forcing Kong back towards the Monarch base. If these two Titans end up fighting there, it could destroy everything—facilities, vehicles, even people. Their only hope is for you to get back there as quickly as possible and organize an evacuation. You have to move quickly, now, or else the brawling giants might beat you there!

SIX-LEGGED TERRAIN

As you turn and start to head back to base, you realize your path is swarmed by Snarehunters. You need to find your way around them, and quickly!

Challenge. *Strength (Athletics)* or *Wisdom (Survival)*

1. Shove through the ants, pushing past their legs with brute force. *Strength (Athletics)*
2. Avoid getting tripped up, or smashed into the ground, as the legs of the Singing Ants stomp all around you. *Wisdom (Survival)*

LET US IN!

Exiting the battleground, you find yourself back on the road. You see Aaron Brooks ahead of you, driving back towards camp in a familiar off-road vehicle. Grabbing a ride with him would save you precious time in getting back, but he doesn't seem to be slowing down!

Challenge. *Constitution (Endurance)* or *Dexterity (Acrobatics)*

1. Run after Aaron, keeping in sight of his rearview mirrors until he takes notice of you. **Constitution (Endurance)**
2. Use the road to get a running start, then jump into the vehicle as Aaron slows down to take a hard turn. **Dexterity (Acrobatics)**

EVERYBODY OUT!

Passing through the open gates of the camp, you need to spread the word that people need to move out—now! Getting to the base's public address microphone is the easy part. Now you have to get people to listen to you without panicking.

Challenge. *Charisma (Persuasion)* or *Intelligence (Investigation)*

1. Convince the inhabitants of the camp that they need to go, immediately, in order to avoid being crushed as the fight approaches. **Charisma (Persuasion)**
2. Using a pair of binoculars, you look back towards the way you came and figure out how much time is left, then convey that over the PA system. **Intelligence (Investigation)**

WALKING WOUNDED

While the rest of the camp is quickly pulling together and leaving, one of the medics tells you there are still people in the infirmary planning to take their chances rather than trying to run. The medic asks you to convince them otherwise.

Challenge. *Wisdom (Arts & Crafts)* or *Intelligence (Medicine)*

1. Create emergency stretchers for the patients who cannot walk using bed sheets and IV poles. **Wisdom (Arts & Crafts)**
2. Evaluate the patients' wounds and tell them they are not in life-threatening danger unless they stay, helping advise them on how they can avoid hurting themselves while still making a break for it. **Intelligence (Medicine)**

WAIT, NOT THAT WAY!

As you exit the infirmary, most of the camp is moving for the exit closest to the beach and furthest from

the fight. However, you see a few people heading towards the wrong exit, convinced it will be faster to go around that way to get to the beach, forgetting that's the exact direction the two Titans and their earth-shattering brawl are coming from!

Challenge. *Charisma (Intimidation)* or *Intelligence (Natural Sciences)*

1. Yell to the scientists that they are heading straight towards their deaths if they don't turn around and head for the beach with everyone else. **Charisma (Intimidation)**
2. Run up to the pair and quickly explain to them that while it seems shorter, mathematically, they are forgetting about the megafauna coming from that direction—things that will certainly slow them down or crush them. **Intelligence (Natural Sciences)**

WHAT HAPPENS NOW?

How things end from here depends on how well the heroes comported themselves during the evacuation. If the heroes succeeded at overcoming all of the obstacles in 6 rounds or less, proceed to "A Noncommittal Grunt" in Encounter 15. If they did not, proceed instead to "A Hint of Rage" in Encounter 15, below.

15: ALL'S WELL THAT ENDS...WELL?

SUMMARY

On an island full of unique lifeforms, lorded over by superspecies and dominated by the Titan Kong, humans have little hope of altering Skull Island's destiny. The heroes' actions over the last few days might not be any different in these respects, but their own lives will undoubtedly be changed forever. Based on the outcome of Act III's encounters, three possible conclusions are presented below. Because no tale is ever told the same way twice, GMs can modify these epilogues to fit best for the players at your table and your collaborative storytelling experiences.

A STOIC NOD

You are too far away to hear the satisfying **thump** as the high-powered rifle injects the Snarehunter Queen with the concentrated antifungal serum, but the effects are obvious within moments. The titanic ant's chitin fades in color, losing some of the contrast between it and the silvery streaks near her mouth as well. Kong seems to sense that the tide has turned, and swings out an open hand to wrap around her neck. As the queen's wings convulse, Kong bellows a primal roar while grabbing onto her barbed antennae with his other hand, chest muscles rippling as he tears her head completely away from her thorax! Viscera pours from her still-twitching

body as Kong lets it fall, unleashing another howl heard all over the island as he raises her severed head triumphantly!

A moment later, he takes a deep breath as all of the other Snarehunters flee the scene. Kong looks down at all of you, staring for a very, very long moment... and then gives you a slow nod.

The ground shakes as Kong turns to walk away, heading towards the northern reaches of his home, just as Aaron Brooks arrives once more, this time with his father in the passenger seat. Houston Brooks comes over to join you, smiling as he cleans his glasses. *"It seems to me that this makes you Kong experts, at least as much as any of us can be. I'd say you have important careers ahead of you now, here on Skull Island."*

A NONCOMMITTAL GRUNT

Your heart is racing as you evacuate base camp. On the far side of the facility, you see one of the Snarehunter Queen's spined tarsi—sharp enough to skewer a human—smash through several tents... way too close for comfort. As her fight with Kong rages on, your team regroups a few minutes later, joined by Houston Brooks. While urgently doing a headcount of the Monarch personnel gathered nearby, he calls out, *"Are we missing anyone? Has anyone seen..."* He looks crestfallen for a moment, before his son Aaron emerges from the treeline, helping an injured Ray Cross who is sporting a sprained ankle. *"I'm here, Dad. Thanks to the team here, I think we got everyone out in time."*

Houston Brooks gives you a thankful smile, but sighs in resignation as he looks towards where Kong seems to finally have the upper hand over the Snarehunter Queen, who is probably still alive only thanks to her fungal-enhanced chitin. *"It's always going to be like this, you know. We humans have to learn to do better than we have in the past, if we ever want to get ahead of the next big disaster."*

As if to punctuate his sentiment, the massive Kong unleashes a primal roar, finally getting his hands wrapped around a thinner spot on the queen's body, just above her thorax. With a sickeningly loud and wet **snapping** sound, he breaks her neck, nearly twisting her head completely off. Clearly frustrated by the long fight, Kong simply throws her twitching-but-lifeless body to the ground, crushing most of the

Monarch base camp in the process. Without even turning his head, Kong lets out a simple grunt before stalking away, back to the northern reaches of the island.

"Bases we can rebuild," Houston says to you as the gathered Monarch personnel nod in agreement. *"But lives are something we can't replace. You did some great work over these last few days, and we're lucky to have experts like you here on Skull Island."*



A HINT OF RAGE

It's all gone wrong, and you have to put every effort towards pure survival at this point. Monarch personnel flee the camp, but most of them don't make it far. The fight between Kong and the Snarehunter Queen, her chitin hardened thanks to the fungal infection, rages directly above your stalled evacuation efforts. You see colleagues sent flying through the air by a sweep of the queen ant's spined tarsi, another crushed beneath one of Kong's feet, and more still being set upon by frenzied ants that have followed the chaotic melee back here.

Trying your damndest to keep it together, you race to get away from the death and destruction all around. You make it out of there...but you're one of the few. When you get to the beach, you see Houston and Aaron Brooks performing first aid on a bloody Ray Cross, who may or may not be okay.

Behind you, an enraged Kong has one eye closed up from ant bites and is covered in new scratches and cuts all along his arms and torso. Finally, and with great effort, Kong gives up beating on the armored ant and instead grabs her by the head, shoving both of his gigantic thumbs through her compound eyes in brutal fashion with a disgusting **popping** sound that you can almost feel in your chest. As her twitching body falls, crushing what remains of the Monarch camp, Kong pounds closed fists against his chest, howling to the sky and to all who still survive to witness his power. Growling and gingerly touching his wounds, he storms away to the north.

You've managed to live through the events of the day, one of the few who did. But now a new burden awaits you—living with the consequences of what happened here, on this sliver of Skull Island.

PART VI: THE CAST

Adventures on Skull Island are very much about all the fantastic and dangerous creatures that you can encounter. We've packed these pages with every creature to appear in association with the island to date - and a few brand new superspecies to surprise and challenge the heroes in your game. Don't be shy about using your own imagination to introduce new and fantastic dangers to the wilds of Skull Island!

SUPPORTING CAST

"Skullcrawlers... I've never said that name out loud before, it sounds stupid now that I say it. Just... you call them whatever you want."

HANK MARLOW

Kong: Skull Island is very much a creature feature, and there is quite an array of people and monsters standing by to populate your adventures. You will recognize most of them from the film and comics, but there are a few brand-new critters here as well, plus a collection of NPCs from the organizations active on Skull Island.

HUMANS



APEX AGENT

CR 1/2

Medium person (human)

Defense 13

Hit Points 17 (3d8 + 4)

Armor Medium Ballistic Vest (AV 3, Ballistic)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	13 (+1)	15 (+2)

Saves Dex +4, Con +5

Skills Vehicles +5, Insight +4, Intimidation +5, Investigation +4, Persuasion +5

Senses passive Perception 11

Roles Killer, Ranged

Equipment Professional suit, cell phone, briefcase, 9mm concealed carry pistol

Vital Strike. Once during their turn, if an Apex agent hits with an attack and has advantage on the attack, they deal an extra 3 (1d6) damage to the target.

ACTIONS

9mm Pistol (8 rounds; bonus reload). Ranged Attack: +4 to hit, PV 2, range 100/200 ft., one target. **Hit:** 6 (1d10 + 2) ballistic damage, semi-automatic.

Unarmed Strike. Melee Attack: +2 to hit, PV 1, reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage.

Apex agents exist to make sure the shareholders' interests are seen to in any operation. They are the eyes and ears of the Board of Directors and report back everything to their handlers. When things get really out of hand, they also act as the Board's hands, cleaning up messes.

APEX FIELD RESEARCHER

CR 1/4

Medium person (human)

Defense 13

Hit Points 17 (3d8 + 4)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	9 (-1)	11 (+0)

Saves Int +5

Skills Computers +5, Medicine +5, Natural Sciences +5, Perception +1, Social Sciences +5

Senses passive Perception 11

Roles Fodder

Equipment Civilian clothing, personal cell phone, M-FAD tool, pocket stuff

Genius. Apex field researchers have 2 genius points for enacting plans. They regain their genius points after a long rest.

ACTIONS

Overload (2/Encounter). When an Apex field researcher enacts this plan as an action, they cause any electronic device within 120 feet that they can see or that they have access to via a network to short out, shocking anyone nearby. Each combatant within 5 feet of the device must make a DC 11 Dexterity saving throw, taking 10 (3d6) electrical damage (PV 4) on a failed save, or half as much on a successful one.

Unarmed Strike. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

The scientists of Apex and Monarch are not all that different. They are driven both by the joy of discovery, and the mission to preserve and elevate humanity. While they have access to similar technology, Apex scientists are more likely to be armed.

APEX SECURITY

CR 2

Medium person (human)

Defense 15

Hit Points 46 (6d8 + 18)

Armor Medium Ballistic Vest (AV 3, Ballistic)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (-)	9 (-1)	12 (+1)

Saves Str +5, Con +5

Skills Athletics +5, Insight +1, Intimidation +3, Perception +1, Vehicles +4

Senses passive Perception 11

Roles Melee, Tank

Equipment Apex security uniform, radio earpiece, medium ballistic vest, security helmet, stun gun, 9mm pistol, handcuffs, cell phone

ACTIONS

Multiattack. They make two attacks.

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Stun Gun. *Melee Attack:* +5 to hit, PV 0, reach 5 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 13 Constitution saving throw or be Stunned until the end of its next turn.

9mm Pistol (21 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d10 + 2) ballistic damage, semi-automatic.

REACTIONS

Take A Bullet. When an ally within 5 feet is hit by an attack, Apex security can cause the attack to hit themselves instead.

Because Apex is a company, and not a quasi-government organization, they don't have soldiers. But they do have security forces that are every bit as well-trained, if not quite as well-armed, as soldiers. Their mission is to defend Apex personnel and property from any and all threats.



IWI HUNTER

CR 2

Medium person (human)

Defense 15

Hit Points 40 (6d8 + 12)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (-)	13 (+1)	9 (-1)

Saves Str +4, Dex +5

Skills Acrobatics +5, Athletics +4, Perception, +3, Stealth +4, Survival +4

Senses passive Perception 13

Roles Killer, Melee

Equipment Iwi garb, sandals, Iwi spear, food and water

Vital Strike. Once during their turn, if they hit with an attack and they have advantage on the attack, they can deal an extra 7 (2d6) damage to the target.

ACTIONS

Multiattack. Iwi hunters make two attacks on their turn.

Spear. *Melee or Ranged Attack:* +5 to hit, PV 1, reach 10 ft. or range 20/60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Hunters for the Iwi have exceptional skill in stalking their prey, avoiding predators, and bringing food home for their community. They will avoid conflict with other parties of humans unless the other party attacks first, or is found to be threatening Kong in some way.

IWI ELDER

CR 1

Medium person (human)

Defense 14

Hit Points 34 (6d8 + 6)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (-)	13 (+1)	15 (+2)	17 (+3)	16 (+3)

Saves Wis +5, Cha +5

Skills Insight +5, Medicine +4, Persuasion +5, Survival +5

Senses passive Perception 13

Roles Leader, Melee

Equipment Iwi robe, sandals, Iwi spear, face paint, food and water, Iwi medicine (first aid kit)

Inspiration. Allies that can see and hear the elder add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

ACTIONS

Spear. Melee or Ranged Attack: +3 to hit, PV 1, reach 10 ft. or range 20/60 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

The Iwi don't have a formal system for choosing their leaders. Members of the community simply follow the advice of those they deem wise, and those they turn to do their best to provide leadership and guidance.

IWI SCOUT

CR 1/2

Medium person (human)

Defense 16

Hit Points 23 (4d8 + 6)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (-)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	9 (-1)

Saves Dex +5, Int +4

Skills Acrobatics +5, Athletics +4, Perception +5, Stealth +8, Survival +5

Senses passive Perception 15

Roles Leader

Equipment Iwi garb, sandals, food and water

Genius. Iwi scouts have 3 genius points used to enact plans. They regain their genius points after a long rest.

ACTIONS

Coordinated Maneuvers (Plan). When Iwi scouts enact this plan as a bonus action, they and each ally that can see or hear them can immediately move up to their movement speed. Opportunity attacks made in reaction to this movement have disadvantage. During a foot chase, each affected

ally gains advantage on **Strength (Athletics)** checks until the start of the planner's next turn.

I Lured you Into Danger (Plan). Scouts can enact this plan as a reaction when an opponent that is within 30 feet of them and that they are aware of moves closer to them, causing the opponent to stumble into a dangerous insect, terrain, or natural hazard. The target must make a DC 13 Dexterity saving throw, taking 2d6 bludgeoning damage (PV 1) on a failed save, or half as much on a successful one. In addition, on a failed save, the target falls Prone and their movement speed is reduced to 0 until the end of the current turn, ending their movement.

They Will Never See Us Coming (Plan). When they enact this plan as an action, the Iwi scout and any allies they choose that can see or hear them gain a +5 bonus to **Dexterity (Stealth)** checks. This effect lasts for 10 minutes, or until they enact this plan again.

Iwi scouts are masters of stealth and survival. Their work is to monitor proximate dangers to their community and to collect valuable resources from the environment. They almost never carry weapons and will flee or hide when attacked. They are exceptional guides, but won't tolerate anything beyond subsistence hunting and self-defense in any party they are leading.



MONARCH DEFENSE OFFICER

CR 2

Medium person (human)

Defense 15

Hit Points 33 (6d8 + 6)

Armor Monarch Life-protect Vest (AV 3, Ballistic)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	16 (+3)	10 (-)	9 (-1)

Saves Con +3, Int +5

Skills Athletics +4, Computers +5, Mechanics +5, Vehicles +4

Senses passive Perception 10

Roles Ranged, Tank

Equipment Monarch battle fatigues, Monarch life-protect vest, SMG, 2 flashbang grenades, M-FAD tool, command connect helmet, drone (see Core Rulebook for drone stats)

Gunner. They do not suffer disadvantage when making ranged attacks from vehicles or when mounted.

ACTIONS

Multiattack. They make two attacks, only one of which may be with a grenade.

SMG (50 rounds; bonus reload). Ranged Attack: +4 to hit, PV 3, range 350/700 ft., one target. *Hit:* 7 (1d10 + 2) ballistic damage, full-auto.

Flashbang (2/Long Rest). Thrown Explosive Attack: +4 to hit, PV N/A, range 80 ft. Effect: Each combatant within 30 feet of the explosion takes 1d4 explosive damage and must succeed at a DC 13 Constitution saving throw or be Deafened and Stunned until the end of their next turn.

Monarch Defense personnel are one part soldier and one part technologist. They operate the latest in anti-Titan armaments in an effort to defend humanity. Often, they find themselves badly outmatched, but they will never fail to rise to the challenge.

MONARCH TACTICAL OFFICER

CR 1/2

Medium person (human)

Defense 15

Hit Points 27 (4d8 + 8)

Armor Monarch Life-protect Vest (AV 3, Ballistic)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	12 (+1)	9 (-1)	10 (-)

Saves Dex +4, Con +4

Skills Acrobatics +4, Athletics +4, Mechanics +4, Medicine +3, Vehicles +5

Senses passive Perception 9

Roles Ranged, Tank

Equipment Monarch battle fatigues, Monarch life-protect vest, 9mm service pistol, first aid kit, 2 smoke grenades, command connect helmet

ACTIONS

9mm Pistol (21 rounds; bonus reload). Ranged Attack: +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d10 + 2) ballistic damage, semi-automatic.

Smoke Grenade (21/Long Rest). Thrown Explosive Attack: +4 to hit, PV N/A, range 80 ft. Effect: The grenade creates a cloud of smoke with a 15-foot radius from the explosion. The area covered by the smoke has no visibility for 1 minute.

Quickness. They can dash or disengage as a bonus action.

Tactical officers are first responders who rush into dangerous Titan hot spots in order to rescue civilians and minimize harm. While they are absolutely capable of helping out in a fight, their primary mission is to do whatever it takes to keep people safe.

MONARCH FIELD RESEARCHER

CR 1/8

Medium person (human)

Defense 13

Hit Points 13 (3d8)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (-)	10 (-)	16 (+3)	14 (+2)	12 (+1)

Saves Int +4, Wis +4

Skills Computers +5, Medicine +5, Natural Sciences +5, Perception +4, Social Sciences +5

Senses passive Perception 14

Roles Fodder

Equipment Civilian clothing, personal cell phone, M-FAD tool, pocket stuff

Genius. Monarch field researchers have 2 genius points used to enact plans. They regain their genius points after a long rest.

ACTIONS

Adrenaline Shot. As an action, the field researcher can enact this plan to inject themselves or a willing or Unconscious ally within 5 feet of them with an adrenaline shot. The target gains temporary hit points equal to 1d6 + 3. If the target is at 0 hit points, they also regain 1 hit point.

Most Monarch scientists have little to no interest in getting into a fight. They want to collect data and do research. Their work could save thousands or perhaps millions of lives, and that's too much to risk trying to play soldier.

SUPERSPECIES

Superspecies is a catch-all term coined by Monarch to describe the Titans and other creatures they were discovering. As time went on, it was refined to refer to plants and animals that have origins in Hollow Earth or were formerly thought to be cryptozoological species prior to confirmed evidence of their existence.

BUTTERFLY BUSH

Cryptozoological Classification: *Tinea mortis*

Height: 3-10 feet

Classification: Flora/fauna

Sub-Division: Shrub

Predation: Parasitic

Habitat: Beaches, forests and highlands of Skull Island

Despite its innocuous name, the butterfly bush is a nasty flora/fauna species with a rather insidious lifecycle. It took Monarch some time to piece it together. The mature plant is a harmless deciduous bush between 3 and 10 feet tall. It grows in firm or sandy soil, but not in wetlands. It gets its name from its unique flowers. They are blue/green in color and once pollinated and matured, they take flight. They will also take flight if the bush is attacked by an animal.

The flowers flutter far and wide, seeking a suitable animal host. The flowers seek out small to large sized terrestrial or airborne creatures, attempt to land on them, and implant a seed under their skin. Having done this, the flower dies. The seed is near microscopic and difficult to detect immediately after implantation. Suppressing the victim's immune system, the seed sends tiny filaments throughout the victim. Within two weeks the seeds filaments reach the victim's brain and the plant takes complete control over the victim's body.

At this stage, the victim's body starts to produce sprouts from their exposed flesh allowing the plant to collect sunlight and continue growing. During this time, the still living victim, under the plant's control, seeks out a suitable environment in which to eventually take root. The victim remains aware, but has no way to stop this. Once a suitable location is found the plant kills the host and continues growing from its corpse into a mature butterfly bush.

BUTTERFLY BUSH

CR 2

Medium monster (superspecies)

Defense 10

Hit Points 18 (4d6 + 4)

Armor None

Speed 0 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	10 (+0)

Skills Athletics +11, Perception +6, Stealth +6

Senses NA

Roles NA

Plant. They are immune to psychic damage. They cannot be Deafened, Distracted, Encumbered, Frightened, Paralyzed, made Prone, Sickened, Stunned, or be made Unconscious. They cannot gain levels of Exhaustion or Intoxication. Plants cannot be influenced by Charisma ability checks, or otherwise influenced through communication.

ACTIONS

Butterfly Swarm. When damaged, the bush releases 10 mature butterfly flowers which will attack any nearby people or animals.

Note: The CR for the Butterfly Bush includes the danger posed by all of its Butterfly Flowers.

BUTTERFLY FLOWER

CR 1/8

Tiny monster (superspecies)

Defense 14

Hit Points 2 (1d4)

Armor None

Speed 20 feet flying

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (0)	2 (-4)	10 (+0)	10 (+0)

Skills Athletics +11, Perception +6, Stealth +6

Senses NA

Roles NA

Plant. They are immune to psychic damage. They cannot be Deafened, Distracted, Encumbered, Frightened, Paralyzed, made Prone, Sickened, Stunned, or be made Unconscious. They cannot gain levels of Exhaustion or Intoxication. Plants cannot be influenced by Charisma ability checks, or otherwise influenced through communication.

ACTIONS

Infect. Melee Attack: +4 to hit. Hit: Victim is infected with Butterfly Bush disease and the Butterfly Flower dies. The victim feels a slight sting but the attack leaves no visible mark and deals no damage.

BUTTERFLY BUSH DISEASE

Mode of Transmission. Infection by Butterfly Flower.

Contraction Rate. Moderately infections: DC 10

Onset Time. 4 days

Stage 1 Symptoms (4 to 14 days). Victims will experience mild muscle soreness, mild fatigue, and patches of itchy, irritated skin.

DEATH JACKAL

Cryptozoological Classification: *Spinae mortern*

Length: 6-12 feet

Classification: Necroserpere

Sub-Division: Canus

Predation: Carnivorous

Habitat: Skull Island

Death Jackals are one of the more populous and widespread superspecies found on Skull Island. Their anatomy appears reptilian, with scaly skin, fleshy spines on their back and muzzle, and dinosaur-like hind legs and foreclaws. On the other hand, their behavior is much more mammalian, as they are highly energetic, warm blooded, and give birth to live young. Their biology is just plain bizarre, with milky white blood and heredity unlike any of the terrestrial analogues they resemble.

The most remarkable trait of the Death Jackals is their insatiable hunger and frenzied behavior. They are practically always on the hunt, from the moment they are born to the moment they die. They don't seem to have any need for sleep, and hunt both night and day. They will not just attack prey species, but quite commonly attack and eat other Death Jackals. While they can be found hunting in groups, these associations rarely last long, as they eventually turn on one another. There have even been reports of Death Jackals attempting to eat themselves, often biting off their own tails.

The one exception comes when a female is pregnant. They become far more docile, and seek secluded caves to give birth to their young which are left to fend for themselves, often cannibalizing one another until only one remains to leave the cave.

Stage 2 Symptoms (15 to 30 days). Victim completely loses control over their own body. Leaves and shoots emerge from the victim's skin. Victim will actively seek an ideal growing location for the new butterfly bush. Victim will be hostile to any party seeking to attack or restrain them. Victim no longer speaks. The Victim now has the Plant trait, They are immune to psychic damage. They cannot be Deafened, Distracted, Encumbered, Frightened, Paralyzed, made Prone, Sickened, Stunned, or be made Unconscious. They cannot gain levels of Exhaustion or Intoxication. Plants cannot be influenced by Charisma ability checks, or otherwise influenced through communication. Their Intelligence is treated as being 2, and their Wisdom and Charisma are treated as 10.

Stage 3 Symptoms (Death). When the victim finds a suitable growing spot, they lie down and then die, allowing the plant to grow from their corpse.

Diagnosis Treatment. A DC 15 Intelligence (Medicine) check made to identify the disease. Anyone who has experience treating the disease has advantage on this check. The check can be made once per day. Recovery is not possible without diagnosis and treatment. If the disease is discovered in the first 24 hours, a DC 10 Intelligence (Medicine) check to identify and remove the parasitic seed will treat the disease. After 24 hours, the DC is 15 and requires a chemical diet that leaves the victim Sickened until they complete a long rest. During stage 2, the DC is 20, requiring surgery in a hospital setting and a 1 week recovery time. Note that a stage 2 victim will strenuously resist any treatment.

Note: Explorers on Skull Island may encounter animals and monsters infected by the Butterfly Bush. While they are not infectious, they remain dangerous and have the immunities granted by the Plant trait. This raises their effective CR by 1.



DEATH JACKAL

CR 3

Large animal

Defense 15

Hit Points 59 (7d10 + 21)

Speed 50 feet

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	5 (-3)	14 (+2)	2 (-4)

Saves Dex +5, Con +5

Senses passive Perception 12, Nightvision

Roles Killer, Melee

Keen Smell. They have advantage on **Wisdom (Perception)** checks that rely on smell.

Spines. Any combatant that attacks them unarmed or grapples with them takes 7 (1d8+3) piercing damage PV 2.

ACTIONS

Multiattack. They can attack up to twice per turn, only one of which can be a Pounce attack.

Bite. *Melee Attack:* +6 to hit, PV 3, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Pounce. They leap 20 feet straight toward a target and make a Claw attack. If the attack hits, the target must make a DC 13 Strength saving throw or fall prone. If the target is Prone, the Death Jackal can use a reaction to make an additional Bite attack.

LEAFWING

Cryptozoological Classification: *Icarus folium*

Wingspan: 3-5 feet

Classification: Florafauna

Sub-Division: Reptilia-Aves Hybrid

Predation: Omnivorous

Habitat: Mountain forests and skies of Skull Island

Leafwings are ubiquitous in the daytime skies of Skull Island. Superficially, with their patagium wings and bony snout, they most resemble a Pterodactyl. Genetically they are one of the island's many florafauna species, with traits of animal and plant blended together. They draw sustenance both from predation and through photosynthesis.

During the day, they circle the skies of Skull Island, absorbing the sunlight and keeping an eye out for potential prey. While not especially large, they flock in large enough numbers that they can easily overwhelm stronger foes. Their most dangerous weapon is the bony, saw-like rostrum, sharp enough to cut through flesh and bone with ease.

Making matters far worse are the poisonous waxy secretions that ooze from pores in their skin. The substance has strong hallucinogenic properties. Not only does this make eating them dangerous, but they also rub the substance onto their rostrum, turning it into a poisoned blade. If their strikes aren't enough to kill a target, they let the poison drive it mad and then swoop in for the kill.

At night, Leafwings roost in large numbers in the cool jungle highlands. The Iwi hunt them in this vulnerable state in order to collect the poisonous wax, which hardens in the night into a yellow crust. The Iwi have learned to make medicine and ritual intoxicants from this substance, and also use it to create their unique face paints.



LEAFWING

CR 1/2

Medium monster (superspecies)

Defense 13

Hit Points 19 (4d8)

Armor None

Speed 60 feet flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	2 (-4)	6 (-2)	5 (-3)

Saves Dex +5

Skills Acrobatics +5, Perception +2

Senses passive Perception 12

Roles Fodder, Melee

Carried Away. If two of these creatures score a hit with a claw attack in the same round, they lift the victim 30 feet from the ground. The victim can make a DC 12 Strength saving throw to avoid this. Once carried away, the victim can make a **Strength (Athletics)** contest as an action to force their release.

Psychedelic Poison.

NAME	DELIVERY	EFFECT	DC	SAVES
LEAFWING WAX	Injury, Ingestion	Sickened for 1 hour	13	Save to avoid

ACTIONS

Claws. *Melee Attack:* +5 to hit, PV 1, one target. *Hit:* 5 (1d4 + 3) piercing damage and target is grappled

Rostrum. *Melee Attack:* +5 to hit, PV 2, one target. *Hit:* 8 (1d10 + 3) slashing damage plus psychedelic poison.

DREAM SLIME

Cryptozoological Classification: *Somnium mucosae*

Radius: up to 30 feet

Classification: Florafauna

Sub-Division: Slime Mold

Predation: Carnivorous

Habitat: Bamboo forests, forests, and wetlands of Skull Island

Dream slime is a colony of single cell organisms that feed on carrion and sleeping animals. Its cells display muscle-like properties that allow it to flex and flow along the ground in undulating waves and crush prey. It appears to be a carpet of yellow-brown goop that undulates and flows over surfaces. Dream slime does not move quickly enough to catch prey, instead it specializes in feeding on either corpses or sleeping victims.

The slime emits an airborne chemical that, when inhaled, causes a sleeping animal or person to have vivid dreams from which they find it impossible to awaken. This allows the slime to slowly flow over the sleeping victim and crush or suffocate them to death while they dream. When a dream slime reaches sufficient size, it will split into two.

Since dream slime lacks any vital organs or body parts, killing them entirely is difficult without fire, acid, or some other means to eradicate it. Chopping it into sufficiently small pieces will render it effectively harmless. It will also starve if deprived of nutrients for a week or more.

DREAM SLIME

CR 1/2

Large monster (superspecies)

Defense 10

Hit Points 30 (4d10 + 8)

Armor None

Speed 10 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	4 (-3)	12 (+2)	0 (-5)	0 (-5)	10 (+0)

Skills Athletics +6

Senses passive Perception 5

Roles Melee, Shadow

Plant. They are immune to psychic damage. They cannot be Deafened, Distracted, Encumbered, Frightened, Paralyzed, made Prone, Sickened, Stunned, or be made Unconscious. They cannot gain levels of Exhaustion or Intoxication. Plants cannot be influenced by Charisma ability checks, or otherwise influenced through communication.

Slime. Slimes can only be truly killed by fire or acid damage. They are immune to piercing, ballistic, and bludgeoning damage. Other types of damage simply divide the organism into smaller, but relatively harmless organisms. When a slime is reduced to 0 hit points in this way, it no longer poses a threat, even though it is not technically dead. Its remains can be easily burned away in this state.

Dream Gas. The Dream Slime emits Strong Dream Gas Poison at all times. This hallucinogenic gas only affects already sleeping people and animals.

Strong Dream Gas Poison.

NAME	DELIVERY	EFFECT	DC	SAVES
DREAM GAS	Inhalation	Sleeping victims will remain unconscious for 6 hours after exposure.	15	Save to avoid

ACTIONS

Grapple. Special Attack: Strength (Athletics) vs target Strength (Athletics) or Dexterity (Acrobatics) contest. On success, the victim is Grappled. Success is automatic when targeting an incapacitated target.

Constrict. Grappled creatures take 8 (1d8+4) bludgeoning damage (ignores armor) and cannot breathe while they remain grappled.

MIRE SQUID

Cryptozoological Classification: *Gigantus leviaprus*

Length: 90-110 feet

Classification: Megalopod

Sub-Division: Architeuthis Hybrid

Predation: Omnivorous

Habitat: Skull Island freshwater lakes and estuaries

The Mire Squid is an enormous cephalopod that, having eight massive tentacle-like arms and lacking the squid's tentacles, is closer to octopus than squid. Like a squid, however, they have a body mantle. They live primarily in freshwater bodies on Skull Island but can also be found in brackish estuaries. They are ambush predators that attack both aquatic and terrestrial species, and can even snatch flying creatures that come within reach of their tentacles.

While its potential overall length could qualify it as a titan-class organism, the Mire Squid is a comparatively fragile superspecies that seems largely limited to its native environment, and is thus classified as a superspecies. Nonetheless, they pose an extreme danger to Monarch personnel and should be avoided at all costs.

In addition to the Mire Squid's powerful tentacles, it has a fearsome beak that can both tear apart prey and create a powerful water vortex to suck creatures into its mouth. Like its smaller cousins, the Mire Squid can emit a cloud of black ink to blind prey. Unlike other cephalopods, it super-heats this ink such that it briefly boils the water around it, making this both an offensive and defensive weapon.

Unfortunately for the Mire Squids, Kong has a taste for these creatures, and he has helped keep their populations in check. Sirenjaw also prey on Mire Squid, though battles between the two species can go both ways depending on their respective age and size.

MIRE SQUID

CR 10

Gargantuan monster (superspecies)

Defense 16

Hit Points 157 (15d12 + 60)

Armor None

Speed 100 feet swimming

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	18 (+4)	14 (+2)	10 (+0)	8 (-1)

Saves Str +11, Con +8

Skills Athletics +15, Stealth +14

Senses passive Perception 10

Roles Loner, Melee

Hardcore. When they fail a saving throw, Mire Squids can choose to take 20 damage to automatically succeed

on that saving throw instead. This damage cannot be reduced or prevented.

Multigrapple. When grappling, the Mire Squid can grapple multiple opponents, or grapple a single opponent multiple times. They can make any number of attempts to grapple a given opponent, but can only successfully grapple them a number of times as shown on the chart below. Each successful grapple requires a separate escape attempt by the target in order to break free.

MIRE SQUID GRAPPLING ATTACK:

TARGET SIZE	MAXIMUM NUMBER OF ARMS
MEDIUM OR SMALL	1
LARGE	2
HUGE	4
GARGANTUAN	8

CINEMATIC ACTIONS (6)

Tentacle Grapple. Special *Melee Attack*: Reach 30ft, **Strength (Athletics)** vs target **Strength (Athletics)** or **Dexterity (Acrobatics)** contest. On success, the defender is grappled. If the grappled defender is size Large or smaller, the attacker can move the target to any location within 30 feet of the attacker including above or below the water. This action can be performed up to six times before their next turn.

Constrict. Special *Melee Attack*: automatic hit, 25 (4d8 + 7) AV 5 bludgeoning damage against a grappled opponent. This action can only be made against a target once for each arm currently grappling them. This action can be performed up to six times before their next turn.

Throw. Special *Melee Attack*: They can throw a grappled target size Large or smaller up to a distance of 100 feet. The victim can make a DC 18 Strength saving throw to avoid being thrown. If they fail, they are thrown violently, falling prone and taking 45 (10d8) bludgeoning damage on impact. If thrown into the water the damage is halved. If they succeed, they automatically break free of the grapple. If the victim was held in the air, they fall from the height they were held.

Bite. *Melee Attack*: +11 to hit, PV 5, one target. **Hit**: 29 (4d10 + 7) slashing damage.

Squirt Ink. This attack can only be used against targets in the water. The Mire Squid creates a boiling-hot ink cloud in a 40-foot radius area directly behind it. This area has zero visibility and deals 14 (4d6) fire damage to all creatures in the area at the time of the attack. No saving throw is allowed, and only targets that normally swim can dive for cover. This action can only be performed once per encounter.

Siphon. Mire Squids can create a vortex in the water that pulls in all size Large or smaller unanchored creatures from up to 50 feet away, ending up adjacent to themselves. Creatures can make a DC 18 **Strength (Athletics)** check to avoid being pulled.

MOTHER LONGLEGS

Cryptozoological Classification: *Arachnida malum*

Height: 18-23 feet

Classification: Florafauna

Sub-Division: Arachnid

Predation: Carnivorous

Habitat: Exclusive to bamboo forests, primarily found in the north side of Skull Island

Discovered during Monarch's first mission to Skull Island, Mother Longlegs are among the most terrifying of the island's superspecies. They most resemble the terrestrial spider commonly known as the daddy longlegs, but only superficially. Eight massive legs closely resembling the stalks of mature bamboo support a lightly-armored body held in the upper levels of the forest canopy.

The Mother Longlegs is an ambush predator that relies on its camouflage to take victims by surprise. Its primary weapons are its powerful legs, each of which ends in a sharpened spur. The spur can both inject venom in its victims and impale them to the forest floor. The legs can also use a plant-like vascular network to suck moisture from the soil, or from its prey. Once the prey is incapacitated, the Mother Longlegs may crack open its abdomen, extending ropy muscle fibers to grab its victims, drawing them up directly into its stomach chamber for more complete digestion. Larger prey are cut into smaller pieces by a pair of short arms ending in pincers. Once drained of usable nutrients, the inorganic remains are simply dropped out by opening the stomach chamber once again. More cynical guides have referred to this process as being "raptured" due to the piles of clothing and gear left behind.

Mother Longlegs is the go-to creature described to new visitors to Skull Island to impress upon them just how dangerous and terrifying the island's flora and fauna can be. As a result, the bamboo forests are one of the least-explored biomes on the island.

Studies of the superspecies have revealed that the Mother Longlegs are natural, self-reproducing clones with their young living on their back, feeding on small parasites until they are large enough to hunt for themselves. Adults tend to be solo predators, and fight over territory with smaller mothers being pushed out of the forest where they are easy pickings for other superspecies.

MOTHER LONGLEGS

CR 8

Huge monster (superspecies)

Defense 16

Hit Points 126 (11d12 + 55)

Armor None

Speed 80 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	2 (-4)	10 (+0)	10 (+0)

Saves Str +8, Dex +3, Con +8

Skills Athletics +11, Perception +6, Stealth +6

Senses passive Perception 16

Roles Loner, Melee

Hardcore. When they fail a saving throw, they can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Out of Reach. The body of the Mother Longlegs is 20 feet above the ground so most non-flying melee combatants can only attack the legs. These legs have Damage Resistance 10 to all types of damage except for slashing. A critical hit with a slashing weapon, or any attack dealing 20 or more slashing damage, severs and disables a leg.

Limited Legs. A Mother Longlegs has eight legs and can attack with up to four of them each round of combat. The other four are needed to stand. If four of its legs are disabled (see above), it flees combat. If five are disabled, its body falls to the ground, allowing melee attacks on its body.

Swallowed Whole. Victims in the Mother Longleg's stomach take 12 (2d6 + 5) acid/bludgeoning damage at the beginning of Mother Longleg's turn until the creature is killed. While in the stomach, the victim can make attacks with firearms only. The victim is unable to breathe.

Strong Paralytic Poison:

NAME	DELIVERY	EFFECT	DC	SAVES
MOTHER'S MILK VENOM	Injury	Paralysis for 1 hour	14	Save to avoid, Save ends

CINEMATIC ACTIONS (4)

Stab. *Melee Attack:* +8 to hit, PV 3, reach 20 ft., one target.

Hit: 16 (2d10 + 5) piercing damage plus strong paralytic poison. This action can be made up to 4 times before their next turn. This is reduced by the number of Mother Longleg's disabled legs.

Tendril Grapple. Special Attack: **Strength (Athletics)** vs target **Strength (Athletics)** or **Dexterity (Acrobatics)** contest. On success, the victim is Grappled and pulled 15 feet up towards the attacker's stomach. Success is automatic when targeting an incapacitated target.

Claws. This attack can only be used on grappled opponents and has advantage on grappled opponents. *Melee Attack:* +8 to hit, PV 2, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus strong paralytic poison. This action can be made up to 2 times before their next turn.

Ingest. Target that is currently Grappled is drawn into the attacker's stomach (see Swallowed Whole, above).

PSYCHOVULTURE

Cryptozoological Classification: *Vultura insanus*

Wingspan: 5-9 feet

Classification: Ctenochasmatoidea

Sub-Division: Reptilia Aves Hybrid

Predation: Omnivorous

Habitat: Skull Island sky (nocturnal)

Nocturnal counterparts of the diurnal Leafwings, Psychovultures dominate the night skies of Skull Island. They most resemble giant bats, though their hind limbs are considerably larger and more muscular, allowing them to stand erect, leap into the air, and grab prey items from the waters around Skull Island.

With both echolocation and infra-red thermal vision, these creatures are perfectly adapted for night hunting. Their vision is so sensitive they can effectively see prey up to two feet under the surface of the ocean. They are omnivorous, and consume both fruit and small prey items like squirrels, ocean birds, and fish.

Their name comes from a peculiar behavior that drives them into a psychotic frenzy of violence. By consuming a local pufferfish found in the coastal waters of Skull Island, they enter a state of frenzy in which they attack any living creature they can find, heedless of the danger or their suitability as prey. This often results in Psychovultures attacking one another. Psychovultures seem to seek out these pufferfish once they have tasted one for the first time.

Psychovultures swarm in huge numbers in the night skies of Skull Island, taking wing as the sun sets. While they generally hunt alone, they do screech an alarm when threatened, calling in more Psychovultures if any are nearby.

PSYCHOVULTURE

CR I

Medium monster (superspecies)

Defense 14

Hit Points 23 (4d8 + 4)

Armor None

Speed 60 feet flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	6 (-2)	5 (-3)

Saves Dex +6

Skills Acrobatics +6, Perception +6

Senses passive Perception 16

Roles Fodder, Melee

Echolocation and Heat Vision. Psychovultures gain advantage on all active perception checks in darkness, and disadvantage on all perception checks in full sunlight. They cannot be blinded unless also deafened. Finally, they can see in conditions with no visibility.

Carried Away. If two of these creatures score a hit with a claw attack in the same round, they lift the victim 30 feet off the ground. The victim can make a DC 12 Strength saving throw to avoid this. Once carried away, the victim can make a **Strength (Athletics)** contest as an action to force their release.

ACTIONS

Claws. *Melee Attack:* +4 to hit, PV 1, one target. *Hit:* 7 (1d6 + 4) piercing damage and target is grappled

Screech. The Psychovulture can emit a loud screech. Other creatures within 10 feet must make a DC 12 Constitution saving throw or be deafened until the end of combat. The first time this is used in combat by any Psychovulture, 1d6-2 Psychovultures are called to join the combat two rounds later. Treat results less than zero as zero.

SNAREHUNTERS (SINGING ANTS)

Cryptozoological Classification: *Cantus formica*

Length: 1-3 feet

Classification: Megafauna

Sub-Division: Formicidae

Predation: Omnivorous

Habitat: Skull Island forests

Snarehunters, commonly known as Singing Ants, are found in nearly every forested area of Skull Island. Most explorers hear the ants before seeing them, as their bird-like songs carry throughout the forest. What they soon discover is that these melodious calls are signals to other ants they have discovered a viable food source or sensed a threat to the colony. Either way, it means trouble.

Snarehunters live in massive colony mounds, much like common ants do, and they are divided into castes, each of which is evolved to serve a specialized service to the overall colony. The smallest foragers are only the size of a small dog, but their queens can reach titanic scale, buried deep within their mounds. Nearly every one of them has a poisonous bite, that while, not lethal on its own, is intensely painful to most animals.

Snarehunters get their name from their unusual appearance. Their backs are covered in a mossy growth and their antennae closely resemble the stems of a dead shrub. This camouflage allows them to lie on the ground, unnoticed to both predators and prey. From below their bodies are black with bioluminescent spots, blending into a starry sky.

Individually, Singing Ants are a painful hazard—collectively, they are one of the top predators on Skull Island and there is no animal that is entirely safe from them. Of all the creatures on Skull Island, only mighty Kong could survive an assault on one of their hives. Humans are not natural prey for the ants, but they are not shy about going for a “taste test” to find out if they would make a good meal. The

wise explorer kills any ant that bites them before it can sing its “dinner-bell” song.

SNAREHUNTER BUILDERS

CR 1

Small monster (superspecies)

Defense 14

Hit Points 19 (3d8 + 6)

Armor None

Speed 20 feet, 20 feet climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	5 (-3)	2 (-4)	2 (-4)

Saves Con +5

Senses passive Perception 6

Roles Fodder, Melee

Painful Venom:

NAME	DELIVERY	EFFECT	DC	SAVES
PAINFUL VENOM	Injury	Stunned until end of next turn	11	Save to avoid

ACTIONS

Bite. *Melee Attack:* +4 to hit, PV 2, one target. *Hit:* 10 (1d10 +4) piercing damage plus Painful Venom

Earthen Barrier. The ant does not fall Prone when it dives for cover, but it can only do this when standing on loosely packed soil or other non-solid ground.

Similar in appearance and size to foragers, Singing Ant Builders are rarely seen above-ground. Within the colony, they are responsible for bringing food to the Queen and building new tunnels. They only emerge when the entire colony is under threat or they are under some sort of deleterious effect.

SNAREHUNTER FORAGER

CR 1/4

Small monster (superspecies)

Defense 11

Hit Points 11 (2d8 + 2)

Armor None

Speed 20 feet climbing

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	5 (-3)	2 (-4)	2 (-4)

Saves Con +4

Senses passive Perception 6

Roles Fodder, Melee

Painful Venom:

NAME	DELIVERY	EFFECT	DC	SAVES
PAINFUL VENOM	Injury	Stunned until end of next turn	11	Save to avoid

ACTIONS

Bite. *Melee Attack:* +3 to hit, PV 2, one target. *Hit:* 5 (1d4 + 3) piercing damage plus Painful Venom

Calling Song. The turn after an ant has bitten a target, it can sing a short song to call other ants in the area. Four rounds after the song, on the ant's initiative, 1d6-2 Snarehunter Foragers answer the call. Each ant only sings once during an encounter.

Foragers are among the smallest type of singing ant, and also the most common. They explore the environment around the nest looking for food and threats. When they encounter something of significance they investigate, and then sing a chirping-musical song to alert other Snarehunters in the area who respond or relay the song back to the nest. When a food source is discovered, the foragers bite off pieces and carry it back to the nest.

SNAREHUNTER GUARDIAN

CR 3

Medium monster (superspecies)

Defense 15

Hit Points 51 (6d8 + 24)

Armor None

Speed 20 feet climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	5 (-3)	2 (-4)	2 (-4)

Saves Str +6, Con +6

Senses passive Perception 6

Roles Melee, Tank

Strong Painful Venom:

NAME	DELIVERY	EFFECT	DC	SAVES
STRONG PAINFUL VENOM	Injury	Stunned until end of next turn	13	Save to avoid

ACTIONS

Bite. *Melee Attack:* +6 to hit, PV 3, one target. *Hit:* 17 (2d12 + 4) piercing damage plus Strong Painful Venom

The Snarehunter Guardians are only found close to a singing ant nest. They resemble the foragers but are considerably larger, more heavily armored, and are far more aggressive. They attack any creature that is not a singing ant that comes within 100 meters of the nest.

SNAREHUNTER VALKYRIES

CR 2

Large monster (superspecies)

Defense 14

Hit Points 36 (4d8 + 18)

Armor None

Speed 20 feet, 20 feet climbing, 60 feet flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	2 (-4)	2 (-4)

Saves Str +6, Con +6

Senses passive Perception 6

Roles Killer, Melee

Strong Painful Venom:

NAME	DELIVERY	EFFECT	DC	SAVES
STRONG PAINFUL VENOM	Injury	Stunned until end of next turn	13	Save to avoid

ACTIONS

Bite. *Melee Attack:* +6 to hit, PV 3, one target. *Hit:* 15 (2d10 +4) piercing damage plus Strong Painful Venom

Singing Ant Valkyries are queen ants who are not yet fertile, capable of taking to the air on gossamer wings. They are never seen outside of a colony except when old enough to depart and form new colonies of their own, or in defense of their own queen.

SHOCKER SQUID

Length: 3-8 feet

Classification: Cephalopoda

Sub-Division: Ommastrephidae

Predation: Carnivorous

Habitat: Coastal waters around Skull Island

Shocker Squid are a common sight in the ocean waters surrounding Skull Island. Monarch does not classify them as a superspecies, as their DNA indicates they are close cousins to the Humboldt squid. Nonetheless, they are unique to Skull Island and have a remarkable electrogenic ability that makes them worthy of the name.

Shockers have a thick, missile-shaped mantle, eight arms, and two longer tentacles ending in thick, flattened pads. They swim by siphoning water through their mantle and propelling themselves through the water. They are able to change the color and patterns on their bodies, usually with darker patterns on the top side and lighter patterns on their underside. They can also produce bioluminescence in their mantles, making them glow a ghostly blue light.

Their name comes from the powerful electrogenic pads at the end of their tentacles, which generate charges of up to 700 volts discharged through touch. This is enough to stun larger prey items and to kill smaller ones. Shocker Squids are generally encountered in large numbers, though it is possible to find one separated from its school. Their level of aggression varies wildly, with some divers reporting them to be "friendly," while others have been attacked in a violent feeding frenzy.

SHOCKER SQUID

CR I

Medium animal

Defense 13

Hit Points 27 (5d8 + 5)

Speed 30 feet swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	7 (-2)	5 (-3)	5 (-3)

Saves Dex +5

Skills Stealth +7

Senses passive Perception 12, Nightvision

Roles Fodder, Melee

ACTIONS

Shock. *Melee Attack:* +5 to hit, ignores armor, one target. *Hit:* 9 (1d12 + 3) electrical damage, target must make a DC 11 Constitution Saving Throw. If they fail, they are stunned until the end of their next turn.

Bite. *Melee Attack:* +4 to hit, PV 1, one target. *Hit:* 4 (1d4 + 2) slashing damage.

Ink Cloud (1/Short Rest). A 20-foot radius cloud of ink extends all around them if underwater. The area has no visibility for one minute, although a significant current disperses the ink. After releasing the ink, they can use the Dash action as a bonus action.

SIRENJAW

Cryptozoological Classification: *Gigantus crocodilaid*

Length: 45-65 feet

Classification: Megafauna

Sub-Division: Siren

Predation: Omnivorous

Habitat: Southern Skull Island lakes and rivers

Sirenjaws are massive, crocodilian megafauna found in lakes and the large freshwater rivers of Skull Island. Their behavior is similar to crocodiles and alligators, though as they grow older they tend to be more solitary than conventional species. Mature Sirenjaws are so sedentary that vegetation grows to cover most of their upper surface. Their stone-like bodies, covered with this often-lush vegetation, come to resemble an island or a portion of the shoreline. The older they get, the less they move, sometimes remaining stationary for weeks.

Their jaws are somewhat shorter and broader than mundane crocodilians and when left open resemble a small, partly-submerged cave. Unwary prey sometimes take shelter there, meeting a quick death within its jaws. Smaller creatures sometimes take residence on the creature's back. If they are large enough to make a good meal, the Sirenjaw may tip over and consume the creature while it struggles in the water. Animals too small to be worth the effort, or those capable of hanging onto the vegetation, can find some

measure of protection in these mobile habitats, as the Sirenjaw eats potential predators.

While Sirenjaws are not territorial, the older they are the more likely they will be found alone simply due to competition for food. While they are near the top of the Skull Island food chain, younger Sirenjaws are still prey for a number of the island's predators.

SIRENJAW

CR 12

Gargantuan monster (superspecies)

Defense 20

Hit Points 185 (10d20 + 100)

Armor Absolute AV 3

Speed 80 feet (land or water)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-3)	30 (+10)	6 (-2)	8 (-1)	4 (-3)

Senses passive Perception 09

Roles Loner, Melee, Tank

Hardcore. When they fail a saving throw, they can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

ACTIONS

Bite. *Melee Attack:* +14 to hit, PV 6, reach 15 ft., one target size Large or larger. *Hit:* 65 (10d10 + 10) piercing damage. Target is also automatically Grappled until the start of the attacker's next turn. If they are size Huge or smaller, the Sirenjaw can freely carry the victim while they remain Grappled.

Thrash. By thrashing wildly, the Sirenjaw endangers every creature within 20 feet of them. Creatures in the affected area must make a DC 18 Dexterity saving throw. If they fail, they take 35 (10d6) bludgeoning damage, are thrown 30 feet away from the Sirenjaw, and fall prone. If they succeed they take half damage and suffer no other effects.

SKER BUFFALO

Cryptozoological Classification: *Skerry bubalis*

Height: 38-45 feet

Classification: Megafauna

Sub-Division: Bovide

Predation: Herbivorous

Habitat: Skull Island wetlands

Sker Buffalo are one of those rare superspecies of Skull Island that are not generally aggressive or threatening to human explorers. They are purely herbivorous and only become aggressive when attacked or threatened. Due to their enormous size, they almost never find humans a credible threat unless attacked with significant firepower or

explosives. Once enraged, they are nearly unstoppable and demolish nearly any ground vehicle or manmade structure with ease.

They most resemble a musk-ox of insane proportions. They have a stocky bull like profile, but are covered in a thick mat of fur and vegetation giving them a shaggy appearance. Their bull-like head sports massive horns that spread from the center of their forehead up to 20 feet to either side.

Like many of Skull Island's superspecies, Sker Buffalo are considered a kind of florafauna. Their armored backs and flanks are covered by vegetative growths which exchange nutrients with the Sker via a connection between their roots and its circulatory system. These growths also provide them with oxygen allowing the Sker Buffalo to remain submerged fully underwater for days at a time, where they happily munch on aquatic vegetation and expend less energy.

Monarch has done its best to keep any images and descriptions of the Sker from leaking to the public so as to avoid trophy hunters from seeking out Skull Island.

SKER BUFFALO

CR 12

Gargantuan monster (superspecies)

Defense 18

Hit Points 205 (10d20 + 100)

Armor Absolute AV 3

Speed 100 feet land

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	3 (-4)	10 (+0)	6 (-2)

Saves Wis +4

Skills Athletics +18

Senses passive Perception 10

Roles Loner, Melee, Tank

Hardcore. When they fail a saving throw, Sker Buffalo can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Tidal Surge. If combat is taking place near a large body of water, moving into or out of the water triggers a Tidal Surge Combat Complication in the next round of combat. They are unaffected by the Tidal Surge.

ACTIONS

Ram. *Melee Attack:* +14 to hit, PV 6, one target size Large or larger. *Hit:* 76 (12d10 + 10) bludgeoning damage.

Trample. Sker Buffalo moves up to 100 feet through any creature size Huge or smaller in their path (20-foot width). All creatures in the path must make a DC 18 Dexterity saving throw or take 50 bludgeoning damage. A successful save avoids all damage. Victims may choose to use Dive for Cover before making the saving

throw to avoid all damage. Sker Buffalo do not provoke opportunity attacks when trampling.

SKULLCRAWLER

Cryptozoological Classification: *Cranium reptant*

Length: 12-95 feet

Classification: Necroserpere

Sub-Division: Salamandra

Predation: Carnivore

Habitat: Hollow Earth and Skull Island thermal vents

The most terrifying superspecies on Skull Island is also one of the strangest. Crawling with surprising speed on two massive arm-like limbs, the Skullcrawler's signature skull-faced head is little more than a set of massive jaws. Trailing behind it is a serpentine body capable of delivering crushing blows and restraining prey while it devours them alive. Within its slaving maw is a tongue capable of reaching out and grabbing smaller prey items with incredible speed and accuracy.

Skullcrawlers as small as 10 feet in length have been witnessed, up to the massive Alpha defeated by Kong, estimated to be at least 100 feet long at the time of its death. How long it took for the Alpha to reach titanic scale is unknown, but it's clear that there are plenty of these creatures and all of them at least have that potential, given sufficient time and prey. (The statistics below are for a 30-foot-long Skullcrawler.)

The Skullcrawlers behave more like invaders than inhabitants of the Skull Island ecosystem. They issue forth from the sulfur and methane vents in a valley known as the Bone Graveyard where the bones of their innumerable victims lie scattered over the barren terrain. Their actual lair is thought to be somewhere underground, possibly in Hollow Earth. While above ground they are always on the hunt, eating any living thing that crosses their path. Whether they are in a constant state of hunger, or are simply driven by the desire to annihilate all other life, is not clear.

Mercifully, most Skullcrawlers hunt alone, but for those foolish enough to voluntarily enter their territory there is a chance of encountering any number of

them. The very few living witnesses to such events seem to indicate they coordinate with one another in these instances, showing an unsettling level of intelligence.

The records of the Iwi show a centuries-long rivalry between Kong's ancestors and the Skullcrawlers. And while Kong seems to have prevailed over them in the end, they appear to be responsible for leaving Kong an orphan and possibly the last of his kind.

SKULLCRAWLER

CR 13

Gargantuan monster (superspecies)

Defense 18

Hit Points 185 (10d20 + 70)

Armor Absolute AV 2

Speed 60 feet

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	25 (+7)	8 (-1)	14 (+2)	8 (-1)

Saves Str +14, Con +12, Wis +7

Skills Athletics +19, Perception +7, Survival +12

Senses passive Perception 17

Roles Loner, Melee

Hardcore. When they fail a saving throw, Skullcrawlers can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

CINEMATIC ACTIONS (4)

Bite. *Melee Attack:* +14 to hit, PV 5, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage. Cannot use Tongue Grab until the creature's next turn.

Tongue Grab. *Melee Attack:* +14 to hit, PV 5, reach 25 ft., one target size Large or smaller. *Hit:* target is pulled adjacent to the creature and bitten for 31 (4d10 + 9) piercing damage. Cannot use Bite until the creature's next turn.

Claw/Stomp. *Melee Attack:* +14 to hit, PV 5, one target. *Hit:* 25 (3d10 + 9) bludgeoning or slashing damage. This action can be used up to two times before their next turn.

Tail Sweep. *Melee Attack:* +14 to hit, PV 4, one target. *Hit:* 14 (1d10 + 9) bludgeoning damage and target is pushed up to 100 feet and knocked prone.

Jump. Skullcrawlers jump up to 30 feet, ignoring difficult terrain.

Constriction. *Special Attack:* **Strength (Athletics)** vs target **Strength (Athletics)** or **Dexterity (Acrobatics)** contest. On a success, the victim is restrained and takes 20 (2d10 + 9) bludgeoning damage.

Vomit. The Skullcrawler covers a 10-foot radius area within 20 feet with acidic vomit. Each combatant in the area must make a DC 20 Dexterity saving throw, taking 20 (3d8 + 7) acid damage (PV 3) on a failed save, or half as much on a successful one.

SPIRIT TIGER

Cryptozoological Classification: *Tigris spiritus*

Length: 15 feet

Classification: Unknown

Sub-Division: Unknown

Predation: Unknown

Habitat: Skull Island forests and highlands

There is some debate as to whether Spirit Tigers are an actual creature, or are some manifestation of an entirely different animal. Monarch, true to their roots of following the lead of myth, treat them as being real, even though no live specimen has ever been captured. The Iwi claim they are quite real, calling it something that roughly translates as “mystery of the winds.” Surviving explorers who have been attacked have very tangible scars to show for their encounters.

Survivors describe the Spirit Tiger as an enormous wild cat, always with white fur and with red- or black-striped markings similar to that of a tiger. Sometimes they are described as having antlers, other times a kind of halo-like aura, and sometimes with neither. Normally they move on all four legs like a cat, but some reports indicate they can stand and walk on their hind legs as a person might. They are reported to be able to vanish at will.

Just seeing the creature is said to evoke “strange feelings” akin to a narcotic high. Those approaching or approached by the creature report overpowering disorientation and hallucinations, including the perception of hearing the animal’s heart beating inside their heads. The experience is described as being intensely pleasurable, even in the instances when victims are attacked by the Spirit Tiger. Some even show signs of addiction, with a fiery desire to return to the forests hoping to find the creature again.

All reports indicate a lone animal, hostile when attacked. Most encounters are described as peaceful, but there are some reports of Spirit Tigers launching unprovoked ambushes on Monarch teams in the deep forests and high mountains. On two occasions, well-armed teams have reported killing a Spirit Tiger only to discover the body of the beast vanished completely when it wasn’t being observed.

SPIRIT TIGER

CR 7

Large monster (superspecies)

Defense 15

Hit Points 102 (12d10 + 36)

Armor None

Speed 50 feet

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	16 (+3)	10 (-)	14 (+2)	17 (+3)

Saves Str +9, Dex +7, Wis +5

Skills Athletics +9, Perception +5, Stealth +7

Senses passive Perception 15, Nightvision

Roles Loner, Melee, Shadow

Psychedelic Presence. The Spirit Tiger exerts a multitude of psychological effects on creatures in its vicinity. Any hero within 200 feet of the Spirit Tiger must make a DC 14 Intelligence Saving Throw at the beginning of their turn. If they fail, they are subject to the Psychedelic Presence until the end of the encounter and make no further saving throws. If they succeed, they are not affected but must continue to make a saving throw each turn until they fail. The effects of the presence depend on how close the victim is to the Spirit Tiger.

Close (60 feet or less)

- ☠ The victim feels very disoriented, has visions like they were dreaming, and has two levels of temporary intoxication (half movement speed, disadvantage on all attack rolls and ability checks).
- ☠ If the victim makes an attack, they must make a **DC 14 Intelligence** saving throw before the attack. If they fail, the GM picks the target they are attacking. If they succeed, they attack normally.

Distant (65 to 200 feet)

- ☠ The victim feels a pleasant sensation and has one level of temporary intoxication (disadvantage on Dexterity, Wisdom, and Intelligence saving throws and ability checks).
- ☠ The victim cannot see the Spirit Tiger unless they make a **DC 14 Wisdom (Perception)** check. If they fail, they think the Tiger has disappeared.

Pounce. If the Spirit Tiger moves at least 20 feet straight toward a target and then hits with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked Prone. If the target is Prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Attack:* +9 to hit, PV 3, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claw. *Melee Attack:* +9 to hit, PV 2, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage.

SPORE MANTIS

Cryptozoological Classification: *Phasmid sylas*

Length: Up to 50 feet

Classification: Florafauna

Sub-Division: Ghost Insect

Predation: Carnivorous/Fungivorous

Habitat: Skull Island rainforests

The Spore Mantis is somewhat similar to the order of Phasmatodea, commonly known as stick bugs. Instead of resembling a stick or branch, it mimics the appearance of an entire fallen tree. It uses this camouflage both to hide from predators and to ambush prey. The Spore Mantis is one of the island's florafauna species, and its exoskeleton doesn't just look like thick tree bark—genetically speaking, it is more vegetable than animal. This living, six-legged carapace is animated by muscle-like vascular fibers closer to roots than animal flesh.

Inside the woody shell is a soft-bodied, grub-like animal. Its head protrudes from one end of the trunk, allowing the creature to consume fungus and small prey. Further complicating matters are the moss, fungus, and other organisms that make their home in the creature's bark. Whether these are all parasites or part of the overall creature's makeup is unclear. Some believe that at least one species of fungus it eats is somehow involved in its reproductive cycle.

Fortunately for Monarch staff, the Spore Mantis is not especially dangerous to humans. While partly carnivorous, they tend to eat smaller animals and insects. If seriously threatened, they tend to run away, though they can move very quickly and can easily trample a person in their path with the force of a semi-trailer. Killing a Spore Mantis is extremely difficult due to their thick armored bodies and massive size.

Adult Spore Mantis are largely solitary, though parents may be found with young up to 10 feet in length before they are compelled to find their own territories.

SPORE MANTIS

CR 8

Huge monster (superspecies)

Defense 16

Hit Points 125 (10d10 + 70)

Armor Absolute AV 3

Speed 120 feet

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	25 (+7)	2 (-5)	5 (-3)	3 (-4)

Saves Str +10, Con +10, Wis +0

Skills Athletics +13

Senses passive Perception 7

Roles Loner, Melee, Tank

Hardcore. When they fail a saving throw, they can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

ACTIONS

Multiattack. They can either make a bite and ram attack during their turn, or make one trample attack.

Bite. *Melee Attack:* +10 to hit, PV 2, one target, *Hit:* 12 (2d4 + 7) slashing damage.

Ram. *Melee Attack:* +7 to hit, PV 4, one target, *Hit:* 34 (6d8 + 7) bludgeoning damage.

Trample. The Spore Mantis moves up to 120 feet through any creature in their path size Large or smaller (10 foot width). All creatures in the path must make a DC 18 Dexterity saving throw or take 25 bludgeoning damage. A successful save avoids all damage. Victims may choose to use Dive for Cover before making the saving throw to avoid all damage. They do not provoke opportunity attacks when trampling.

SWAMP LOCUST

Cryptozoological Classification: *Ramus periculo*

Length: 22-28 feet

Classification: Florafauna

Sub-Division: Water Nymph

Predation: Omnivorous

Habitat: Eastern Skull Island wetlands and waterways

While they infest the wetlands and waterways of Skull Island, many are unaware of the presence of the Swamp Locust until it is too late. The lucky ones only see their legs and tail, which stick up out of the water like old tree snags. Below the surface is a massive circular gullet filled with shearing teeth attached to a long segmented body.

The Swamp Locust lays perfectly still until prey floats or swims into the "danger zone" above. At that point it strikes with fantastic speed, gripping its prey with its arms and pulling them down to be devoured. Those that are caught in its grip rarely survive, but those that manage to elude its initial attack can usually flee successfully, as the Swamp Locust is very slow to move from its ambush spot.

SWAMP LOCUST

CR 6

Huge monster (superspecies)

Defense 15

Hit Points 105 (10d10 + 50)

Speed 10 feet

STR	DEX	CON	INT	WIS	CHA
23 (+7)	14 (+2)	20 (+5)	2 (-5)	2 (-5)	1 (-5)

Saves Str +10, Con +8

Skills Athletics +10

Senses passive Perception 14

Roles Loner, Melee, Shadow

ACTIONS

Bite. *Melee Attack:* +7 to hit, PV 3, one target, *Hit:* 39 (6d10 + 7) slashing damage.

Pull Under. *Melee Special Attack:* Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics), On success, the target is grappled and pulled under the water, and the attacker can make a Bite attack as a bonus action.

VINE STRANGLER

Cryptozoological Classification: *Vitis strangulari*

Length: 9-12 feet

Classification: Florafauna

Sub-Division: Fraxinus Devourer

Predation: Carnivorous

Habitat: Skull Island rain forests

The Vine Strangler appears to be distantly related to the Mother Longlegs, as they have a very similar means of capturing and digesting prey. Both use ropy muscular tendrils to entangle victims walking beneath them, drawing them up into their open stomachs where they are suffocated and bathed in dissolving juices.

Stranglers live in the boughs of trees in the rainforest where they are well camouflaged. Their skin greatly resembles the color and texture of their home tree, while their eight vestigial legs are decorated with leaf-like growths. They move through the trees by virtue of two clawed arms and a pincer on their abdomen. These allow them to hang from the larger branches of the trees with their belly opening oriented towards the ground. They remain still, waiting for suitable prey to pass beneath them. While the creature's claws and pincer look formidable, they are only used for locomotion and holding onto the tree.

Vine Stranglers and the trees they inhabit seem to have a symbiotic relationship, with the tree providing shelter, and the stranglers fertilizing the tree with the remains of their victims. Curiously, the stranglers seem capable of sensing the location and movement of prey despite having very poor eyesight and no antennae. One theory is that the tree roots somehow signal the insects as to the location of prey as they walk beneath the tree.

Any given tree can support as many as 10 vine stranglers, with larger trees supporting greater populations.

VINE STRANGLER

CR 2

Large monster (superspecies)

Defense 14

Hit Points 45 (6d10 + 12)

Armor None

Speed 20 feet climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Saves Str +5, Dex +3

Skills Athletics +7, Perception +4, Stealth +4

Senses passive Perception 14

Roles Melee, Shadow

Swallowed Whole. Victims in the Vine Strangler's stomach take 16 (3d8 + 3) acid/bludgeoning damage at the beginning of Vine Strangler's turn while the Vine Strangler lives. The victim can make attacks with firearms only while in the stomach. The victim is unable to breathe.

ACTIONS

Tendrils Grapple. *Special Attack:* **Strength (Athletics)** vs target **Strength (Athletics)** or **Dexterity (Acrobatics)** contest. On a success, the victim is grappled and pulled into the attacker's stomach (see Swallowed Whole). Success is automatic when targeting an incapacitated target.

TITANS

The stat blocks for Titans in *Everyday Heroes* are not much different than those for any other NPC. They follow the same general guidelines based on CR. This was done so that it is relatively easy for Game Masters to create new Titans using non-Titan creatures as a starting point. Titans are fantastic enemies, generally speaking, so their stat blocks are often more complex, even for low-CR titans.

CAMAZOTZ

Monarch Designation: *Camazotz*
Cryptozoological Classification: *Titanus camazotz*
Nature: Bio-Sonic
Height: 164 ft
Wingspan: 402 ft
Behavior: Destroyer
Range: Worldwide

THE MYTH

In Mayan myth, Camazotz is a powerful divine entity associated with night, death, and sacrifice. He inhabits the underworld, a bat-human hybrid creature with a menacing appearance. The name loosely translates as "Death Bat." Monarch mythicists were unaware of Camazotz's role in Iwi cosmology until after the monster's appearance, as they had no name for the creature and instead anticipated its appearance as part of an apocalyptic prophecy, seeing it as simply something like "the Final Darkness."

THE MONSTER

Camazotz most resembles an enormous midnight-black, leaf-nosed bat, though perhaps the most horrifying and sinister manifestation of such a creature possible. Its torso and legs are disturbingly human-like, and the creature can stand and walk in a bipedal fashion. Its vast wings are best described as tattered living shadows with bare bone spikes jutting out from them at strange angles. Finally, Camazotz has a long barbed tail that it can use as a scourge.

Beyond its pure physical menace, the creature can unleash an intense and focused sonic blast capable of shattering concrete structures into crumbling dust. As if that were not enough, Camazotz seems to have the ability to command Psychovultures and other bat-like creatures. Its emergence on Skull Island was accompanied by a living storm consisting of thousands of especially massive Psychovultures.

It's not clear what Camazotz's goals are. Monarch classifies it as a Destroyer Titan and the myths surrounding the creature are uniformly dire. Kong seemed to sense its arrival and immediately attacked Camazotz. Kong at full adult size was able to best Camazotz in combat and threw its crumpled but still alive form back into the underworld from whence it came. Mercifully, this shadowy Titan has not been seen since, but it remains high on Monarch's action contingency plan list.

CAMAZOTZ

CR 7 [TITANIC]

Medium Titan (superspecies)

Defense 15
Hit Points 102 (12d8 + 36)
Armor None
Speed 5 spaces flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	8 (-2)

Saves Dex +6, Int +4
Skills Acrobatics +7, Perception +7, Stealth +7
Senses passive Perception 17, Nightvision
Roles Killer

Blood Drain. After biting another titan, Camazotz feeds on their atomic-powered blood. The victim takes 22 (4d10) damage and Camazotz gains 22 temporary hit points.

Psychovulture Swarm. When Camazotz appears on the surface of the Earth, it is accompanied by a massive swarm of Psychovultures in the midst of a massive electrical storm. The swarm of creatures appears well ahead of Camazotz's arrival, moving towards the location where he will appear. Thereafter, the swarm follows Camazotz until he is defeated.

In addition to the effects of the lightning storm combat complication, titanic opponents in the battle must make a **DC 15** Wisdom saving throw at the beginning of their turn. If they fail, they are Distracted by the swarm until the beginning of their next turn. Normal-scale participants in the battle are under attack by Psychovultures at all times until Camazotz is defeated or leaves the area. Assign one Psychovulture per normal-scale combatant.

Sonic Vulnerability. If Camazotz becomes Deafened, it is also stunned until the end of its next turn.

COMBAT COMPLICATIONS

DC 15: Psychovulture attacks, flying debris, wind gusts, shattered windows, lightning storm

ACTIONS

Bite. *Melee Attack:* +7 to hit, PV 3, reach 1, one target. *Hit:* 17 (2d12 + 4) piercing damage and blood drain.

Sonic Blast. Camazotz creates an intense sonic shock wave issuing from its mouth in a cone shaped blast up to 10 spaces long and 5 spaces wide at its longest reach. Everything in the area of effect takes 33 (6d10) explosive

damage. Any creature in the area must make a DC 15 Constitution saving throw or be Deafened for the remainder of the encounter.

Tail Scourge. *Melee Attack:* +7 to hit, PV 3, one target. *Hit:* 22 (4d8 + 4) piercing damage and suffer a bleeding effect. The victim must make a DC 15 Constitution saving throw at the beginning of each of their turns. If they fail, they gain one level of exhaustion at the beginning of their next turn. If they succeed, the bleeding effect ends.

KONG

Monarch Designation: Kong

Cryptozoological Classification: *Titanus kong*

Nature: Apex Primal Guardian

Height: 104 feet (Adolescent); 337 feet (Adult)

Behavior: Protector

Range: Skull Island

THE MYTH

Outside of Skull Island, there are no legends of massive gorilla-like creatures. The closest analogues are the persistent reports and tales of wild men or beastmen, such as Sasquatch or Bigfoot, but while they are said to be larger than men, Monarch has mostly dismissed any connection to Kong. The giants of Norse mythology have some potential as analogues, but they were not always described with a focus on their size so much as their power.

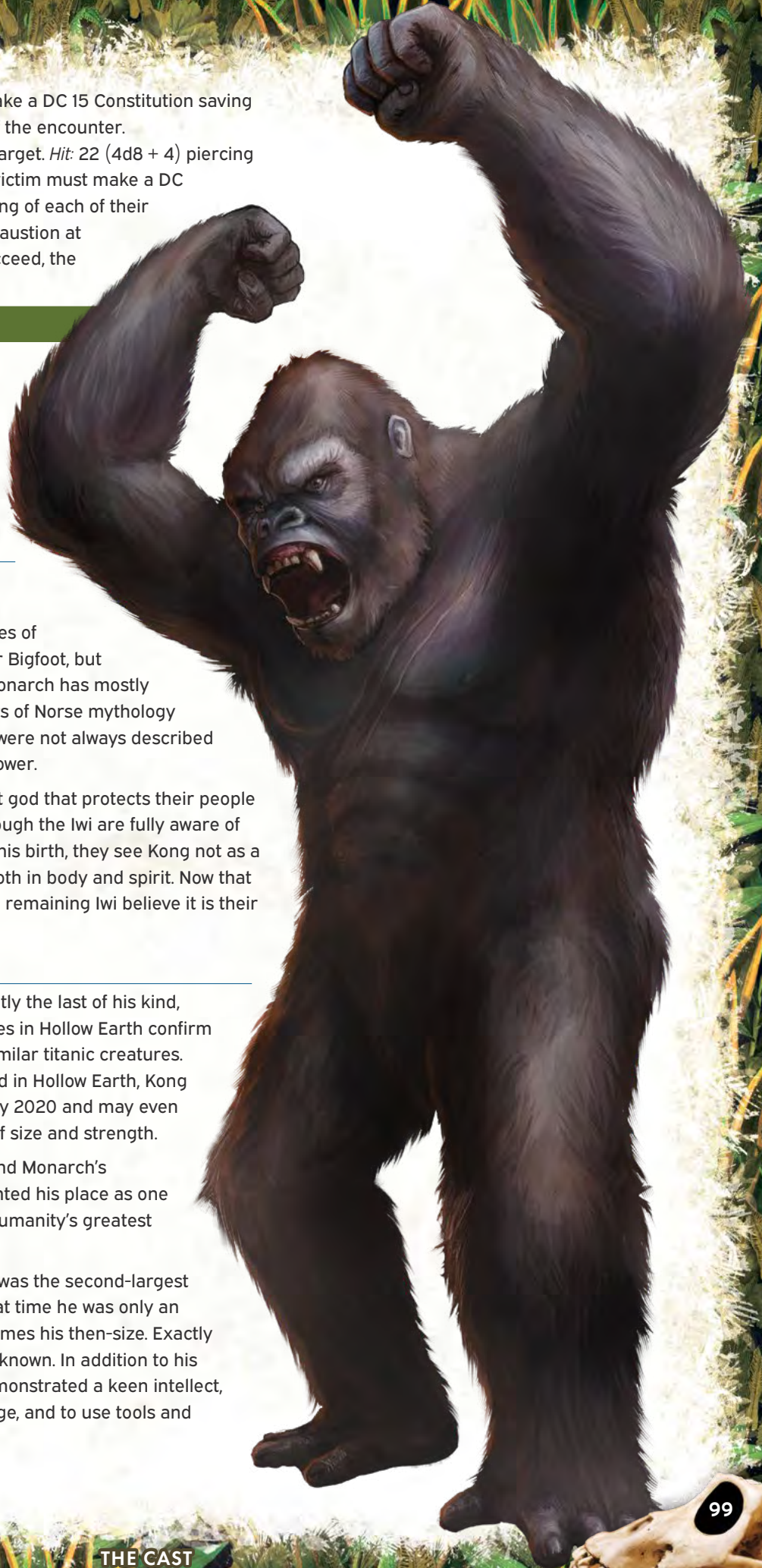
For the Iwi, Kong is regarded as a benevolent god that protects their people until the time of the Final Darkness. Even though the Iwi are fully aware of Kong's origin, their people having written of his birth, they see Kong not as a member of a species but a singular being, both in body and spirit. Now that the time of the Final Darkness has come, the remaining Iwi believe it is their time to protect him in the trials ahead.

THE MONSTER

While Monarch is certain that Kong is currently the last of his kind, records on Skull Island and recent discoveries in Hollow Earth confirm that he was once the member of a race of similar titanic creatures. Based on the scale of the artifacts discovered in Hollow Earth, Kong appears to have grown to his full adult size by 2020 and may even be exceptional among his species in terms of size and strength.

Kong's benevolent attitude towards the Iwi and Monarch's success in interacting with Kong have cemented his place as one of the Protector Titans and possibly one of humanity's greatest allies in this new age of monsters.

First encountered by Monarch in 1973, Kong was the second-largest Titan known to be living and active, but at that time he was only an adolescent and would grow to nearly three times his then-size. Exactly what triggered his sudden growth is still not known. In addition to his incredible strength and speed, Kong has demonstrated a keen intellect, including the ability to learn and use language, and to use tools and weapons in battle.



KONG (ADOLESCENT)

CR 4 (TITANIC)

Small Titan (superspecies)

Defense 16

Hit Points 65 (10d6 + 30)

Speed 8 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (-)	10 (-)	14 (+2)

Saves Str +6, Con +5

Skills Athletics +8, Acrobatics +4, Endurance +5, Intimidation +4, Perception +2, Survival +2

Proficiency Improvised Equipment

Senses passive Perception 12

Roles Hulk

Reckless Attack. At the start of Kong's turn, he can declare he is being reckless. Kong gains advantage on attack rolls until the end of his turn. His opponents gain advantage on attack rolls against him until the start of his next turn.

Savage. Kong has advantage on **Strength (Athletics)** checks made to break objects. His fists are considered PV 3 weapons (included below).

COMBAT COMPLICATIONS

DC 13: Landslide, tidal surge, falling/flying debris

ACTIONS

Unarmed Smash. *Melee Attack:* +6 to hit, PV 3, reach 1 space, one target. *Hit:* 19 (1d8 + 4 + 3d6) bludgeoning damage

Improvised Weapon Smash. *Melee Attack:* +6 to hit, PV 3, reach 1 space, one target. *Hit:* 21 (1d12 + 4 + 3d6) bludgeoning damage

Hurl Object. *Ranged Attack:* +6 to hit, PV 3, range 10/20 spaces, one target. *Hit:* 19 (1d8 + 4 + 3d6) damage type based on object thrown

BONUS ACTIONS

Unarmed Strike. *Melee Attack:* +6 to hit, PV 3, reach 1 space, one target. *Hit:* 8 (1d8 + 4) bludgeoning damage

Jump. Kong may jump up to 6 spaces, ignoring difficult terrain.

KONG (ADULT)

CR 11 (TITANIC)

Large Titan (superspecies)

Defense 18

Hit Points 162 (12d10 + 96)

Speed 10 spaces

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	26 (+8)	12 (+1)	17 (+3)	14 (+2)

Saves Dex +7, Wis +7

Skills Acrobatics +7, Athletics +13, Endurance +12, Intimidation +6, Perception +7, Survival +7

Proficiency Improvised Equipment, Historical Equipment (titanic scale)

Senses passive Perception 17

Roles Hulk

Reckless Attack. At the start of Kong's turn, he can declare he is being reckless. Kong gains advantage on attack rolls until the end of his turn. His opponents gain advantage on attack rolls against him until the start of his next turn.

Savage. Kong has advantage on **Strength (Athletics)** checks made to break objects. His fists are considered PV 5 weapons (included below).

COMBAT COMPLICATIONS

DC 16: Landslide, tidal surge, falling/flying debris

ACTIONS

Unarmed Smash. *Melee Attack:* +13 to hit, PV 5, reach 1 space, one target. *Hit:* 32 (1d10 + 9 + 5d6) bludgeoning damage

Improvised Weapon Smash. *Melee Attack:* +13 to hit, PV 5, reach 1 space, one target. *Hit:* 33 (1d12 + 9 + 5d6) bludgeoning damage

Hurl Object. *Ranged Attack:* +13 to hit, PV 5, range 10/20 spaces, one target. *Hit:* 32 (1d10 + 9 + 5d6) damage type based on object thrown

BONUS ACTIONS

Unarmed Strike. *Melee Attack:* +13 to hit, PV 5, reach 1 space, one target. *Hit:* 14 (1d10 + 9) bludgeoning damage

Grapple. Special *Melee Attack:* **Strength (Athletics)** vs target **Strength (Athletics)** or **Dexterity (Acrobatics)** contest. On success, the victim is grappled.

Jump. Kong can jump up to 8 spaces, ignoring difficult terrain.

REACTION

Roll With It. When you take damage from an attack, you can use your reaction to halve that attack's damage against you.

SKULL DEVIL

Monarch Designation: Alpha Skullcrawler

Cryptozoological Classification: *Cranium Reptant*

Nature: Devourer

Length: 120 feet

Behavior: Destroyer

Range: Skull Island

Status: Killed in 1973 (possibly more exist)

THE MYTH

Skullcrawlers are not considered Titans by Monarch, but the Alpha Skullcrawler, or Skull Devil, posed a serious threat to Kong and was massive enough that most conventional weapons were useless against it. Beyond Skull Island, Monarch research has not found any myths or legends closely corresponding to these nightmare creatures. The Iwi regard them as the servants of some greater evil, enemies of Kong, and therefore enemies of the Iwi.

THE MONSTER

(See the Skullcrawler superspecies listing for a description and further details.)

SKULL DEVIL (ALPHA SKULLCRAWLER)

CR 3
(TITANIC)

Small Titan (superspecies)

Defense 13

Hit Points 65 (10d6 + 30)

Speed 6 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	8 (-2)

Saves Str +5, Con +5

Skills Acrobatics +4, Athletics +5, Stealth +4

Senses passive Perception 11

Roles Killer, Melee

COMBAT COMPLICATIONS

DC 13: Landslide, tidal surge, falling/flying debris

ACTIONS

Multiattack. The Skull Devil makes two attacks, each of which must be different.

Bite. *Melee Attack:* +5 to hit, PV 2, one target. *Hit:* 9 (1d12 + 3) piercing damage.

Grapple. *Special Melee Attack:* **Strength (Athletics)** vs target **Strength (Athletics)** or **Dexterity (Acrobatics)** contest. On success, the victim is grappled.

Claw. *Melee Attack:* +5 to hit, PV 2, one target. *Hit:* 8 (1d10 + 3) slashing damage.

Tail Sweep. *Melee Attack:* +5 to hit, PV 2, one target. *Hit:* 9 (1d12 + 3) bludgeoning damage and target must make a DC 14 Strength saving throw. If the target fails, they fall prone.

BONUS ACTIONS

Jump. The Skull Devil jumps up to 6 spaces, ignoring difficult terrain.

SNAREHUNTER QUEEN

Monarch Designation: Alpha Skullcrawler

Cryptozoological Classification: *Cantus Silva Ant*

Nature: Insect Flourafauna Protector

Length: 130 feet

Behavior: Protector

Range: Skull Island

THE MYTH

The most well known myths of giant ants comes from Greek legend which recounts a number of stories about giant ants, mostly rumored to be found in India and said to be able to seek out gold. The Myrmekes, as they are called in Greek, were also said to have been transformed by Zeus into the Myrmidons, a Thessalonian Greek tribe.

THE MONSTER

Snarehunter queens can be found buried deep inside of singing ant nests in various locations on Skull Island. It's not clear just how large they can grow, but they are exponentially larger than any other type of Snarehunter. Monarch believes the Valkyries transform into queens under the right conditions to establish new nests. Normally, queens are not seen outside of nests, only when the hive is destroyed or under the most dire threat do they emerge. As with normal ants, the queen is the mother of all the members of the hive and focuses their energies entirely on reproduction.

SNAREHUNTER QUEEN

CR 2 (TITANIC)

Small Titan (superspecies)

Defense 14

Hit Points 44 (8d6 + 16)

Speed 4 spaces Flying, 2 spaces Crawling

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (0)	14 (+2)	10 (0)

Saves Str +5, Con +5

Skills Athletics +5

Senses passive Perception 12

Roles Killer, Melee

COMBAT COMPLICATIONS

DC 13: Flying debris, wind gusts

ACTIONS

Bite. *Melee Attack:* +5 to hit, PV 1, one target. *Hit:* 14 (2d10 + 5) piercing damage plus Strong Painful Venom

Strong Painful Venom:

NAME	DELIVERY	EFFECT	DC	SAVES
STRONG PAINFUL VENOM	Injury	Stunned until end of next turn	13	Save to avoid

KEY CHARACTERS

Kong: Skull Island has a huge cast of heroes. We've chosen to detail those characters most closely aligned with Monarch, either prior to or after the film's story. Their stats are presented as they are during the time of the film.

BILL RANDA

"I spent the last thirty years trying to prove the truth of what I learned that day. This planet doesn't belong to us. Ancient species owned this Earth long before mankind; and if we keep our heads buried in the sand, they will take it back."

BILL RANDA

Even as a child, Bill Randa had both a remarkable intelligence and vivid imagination. He was a voracious reader who excelled at both the soft and hard sciences. He attended Missouri State and soon earned his Masters in Engineering. He then enlisted in the US Navy as a naval engineer.

Bill served with distinction from 1932 to 1943. His departure was predicated by the *USS Lawton* Incident Bill was serving on the vessel when it was attacked under mysterious circumstances. Despite official accounts, Bill was convinced some kind of monster or creature attacked the ship, a view that did not sit well with his commanding officers. Frustrated, he left the service shortly thereafter, determined to investigate the incident independently and discover the truth.

Monarch approached him in 1950, both because his efforts were a little too public and because he'd made significant progress on his own. Bill quickly became a significant part of the organization, most significantly, thanks to his long and distinguished service record and talent for persuasion, as a lobbyist to Congress. Many credit his tireless efforts with building Monarch up to what it is today.

It was in pursuing the theory that areas associated with missing air and naval vessels could be connected to the theory of the Hollow Earth that Bill and his colleague, Houston Brooks, identified the location of Skull Island. Believing it could be a revolutionary discovery, they worked together to organize the 1973 expedition to the island. Sadly, this is where Bill met his fate in the maw of a Skullcrawler.

BILL RANDA

LEVEL 4

Charming | Leader

Background Bookworm

Profession Politics (Lobbyist)

Wealth 3

Defense 14

Hit Points 31

Hit Dice 4d8

Speed 30 feet

Influence 4d6

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	16 (+3)	10 (+0)	18 (+4)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Con +4, Cha +6

Skill Proficiencies Deception +6, Insight +5, Intimidation +6, Investigation +5, Natural Sciences +5, Persuasion +8, Social Sciences +5, Survival +5

Skill Expertise Persuasion

Talents Influence, Tricks, Charm, Command, Encouraging Banter

Tricks Defensive Order, Inspiring Order, Motivate

Feats Ability Score Training: Charisma +2, Skill Training: Investigation and Survival, Renaissance Thinking

ATTACKS

Unarmed. Melee Attack +3, Damage 1d4+1 bludgeoning, PV 1. Properties: finesse, light

EQUIPMENT

Clothes: Trousers, dress shirt, hiking boots, safari vest, straw Stetson hat

Gear: Backpack, note paper, pencils, first aid kit, emergency food and water, camera with flash, batteries, film for the camera

Weapons: None

CPT. JAMES CONRAD

"An uncharted island? Let me list all the ways you gonna die. Rain, heat, mud, disease-carrying flies and mosquitoes. Sure you could load up on the Atabrine for the malaria... but what about the other bacteria? And we haven't even started on the things that want to eat you alive."

JAMES CONRAD

James Conrad comes from a family with a long history of serving in the British Armed Forces. His father was killed in action during World War II when his plane was shot down. Honoring him, James decided he would qualify for the Special Air Service (SAS), just as his father had. Like his father, he prevailed and earned high honors as a soldier serving in Egypt, Darfur, and Indonesia.

It was in Indonesia that he became an expert in jungle warfare and tracking, skills he would later put to use as a trainer for other Commonwealth military forces. His work with the Royal Australian Air Force led him to doing off-the-books work in Vietnam. By then, James had been in the forces some fourteen years, and he'd become increasingly disillusioned with military leadership and British foreign policy. A failed covert mission to rescue the daughter of a British embassy worker in which both the girl and all of his team were killed was the last straw.

Captain Conrad went AWOL, becoming a freelance mercenary for hire, specializing in tracking down fugitives and recovering stolen property for the criminal underworld in Saigon. In 1973, Bill Randa and Houston Brooks recruited James for the first Skull Island expedition, despite his high asking price. As one of the surviving members of the expedition, he was formally recruited into Monarch and served as a commander in the tactical forces group until his retirement.

CPT. JAMES CONRAD

LEVEL 7

Wise | Hunter

Background Military Tradition
Profession Mercenary Soldier
Wealth 3
Defense 15
Hit Points 64
Hit Dice 7d10
Speed 30 feet
Focus 7

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	9 (-1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised, Military

Saving Throw Proficiencies Str +1, Dex +6, Con +6, Wis +5

Skill Proficiencies Acrobatics +6, Athletics +4, Endurance +6, Perception +5, Stealth +6, Streetwise +5, Survival +8, Vehicles +6

Skill Expertise Survival

Talents Focus, Concentration, One Step Ahead, Hunters Mark, Marked as Prey, Advanced Combat Training, Learn Their Moves, No Escape

Feats Ability Score Training: Dexterity +1, Ability Score Training: Constitution +1, Survival Training: Dexterity, Survival Training: Constitution, Skill Training: Stealth and Vehicles, Scout

ATTACKS

M-16 SP1 Assault Rifle. Ranged (900/1,800) Attack +6 to hit. Damage 1d12+3 ballistic, PV 3. Reload bonus. Rounds 30. Properties: burst 3, full-auto, loud, restricted, two-handed

Browning Hi-Power (9mm pistol). Ranged (100/200) Attack +6 to hit. Damage 1d10+3 ballistic, PV 2. Reload bonus. Rounds 21. Properties: loud, semi-auto

Combat Knife. Melee/Ranged Attack +6, Damage 1d4+3 slashing, PV 1. Properties: finesse, light, thrown (30/60)

EQUIPMENT

Clothes: Military jungle fatigues, jungle boots

Gear: Father's SAS lighter, survival kit, leather holster

Weapons: M-16 Rifle, 9mm service pistol, Fairbairn-Sykes fighting knife

HOUSTON BROOKS

"This world never belonged to us. It belonged to them. The question is, how long before they take it back. Kong is not the only king."

HOUSTON BROOKS

The child of successful first-generation entrepreneurs, Houston Brooks grew up with big ambitions imparted by his parents, who did their best to ensure he had every opportunity to succeed. He took strongly to the sciences in high school and was inspired by the likes of Alfred Wegener, who challenged the conventional geology of his time, and Jason Morgan, who eventually proved the idea true.

Houston earned entry into prestigious Yale University and dedicated his work to geology. It was here he first encountered Hollow Earth Theory and became obsessed with the idea. Knowing full well it was seen as a fantastical notion born of fiction and myth, he formulated a compelling model that not only described how it could be possible, but also collected evidence supporting the hypothesis. His master's thesis on the subject was not well received by the review board, but did catch the attention of Bill Randa.

Bill made the call to bring Houston into Monarch straight out of college, promising Houston he could not only continue his research, but head up a small team of scientists to prove it true. It was in Monarch that he met his future wife, San Lin. She was the organization's chief cryptobiologist. Their trials together during the 1973 expedition to Skull Island motivated them to marry not long after. Their son Aaron followed in his father's footsteps both by joining Monarch and by returning to Skull Island in 1995 on an unofficial expedition that ended in disaster.

Houston returned to Skull Island after discovering his son's fate. He was able to find Aaron and subsequently decided to organize efforts to protect Kong and discover the potential link to Hollow Earth on the island. Houston went into semi-retirement from Monarch for a time, but returned to investigate the containment breaches leading to the release of Monster Zero in 2019.

HOUSTON BROOKS

LEVEL 4

Smart | Field Researcher

Background Wealthy Family

Profession Monarch Scientist

Wealth 4

Defense 14

Hit Points 27

Hit Dice 4d8

Speed 30 feet

Genius 4

Plan DC 14

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	10 (+0)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Con +3, Int +6

Skill Proficiencies Athletics +2, Endurance +3, Investigation +6, Natural Sciences +8, Perception +6, Social Sciences +8, Vehicles +4

Skill Expertise Natural Sciences, Social Sciences

Talents Plans, Genius, Mental Refresh, Durability, Calculated Shots

Plans Expect the Unexpected, I Can Understand It, I Did the Math, I Figured It Out, I'm Just a Scientist, Here's What Could Happen

Feats Ability Score Improvement: Dexterity +1, Ability Score Improvement: Intelligence +1,

Equipment Training: Advanced Equipment

ATTACKS

Ithaca 37 pump-action shotgun. Ranged (200/400) Attack +6 to hit. Damage 2d6+4 ballistic, PV 3. Reload action. Rounds 9. Properties: loud, shot, two-handed

EQUIPMENT

Clothes: Blue jeans, polo shirt, padded vest

Gear: Leather carrying case, notebook, pencils, graph paper, drawing tools

Weapons: Pump-action shotgun

LIEUTENANT HANK MARLOW

"We met this, like, crazy Santa Claus time-traveler guy from World War 2. You'll meet him."

SLIVKO

Hank Marlow grew up in a classic middle-American family in the greater Chicago area. As a kid, he was an avid fan of sports and aviation. Hank had planned to enlist in the US Army Air Corps out of highschool, but his fiancé Kathryn persuaded him to attend college first, just in case. He agreed and they both attended the University of Chicago, where Hank earned a bachelor's in business.

Hank and Kathryn married just after graduation in 1941 and Hank enlisted with the USAAC that summer. After initial training, he was assigned to the 45th Fighter Squadron at Pearl Harbor to become a full pilot. The 45th suffered enormous losses when the Japanese attacked, but Hank survived and vowed to repay the Japanese for all the comrades he'd lost—and then some.

Hank flew patrol missions in the Pacific theater from 1942 through his final mission on July 7th, 1944. Before taking off on that fateful flight, he learned that Kathryn had given birth to his son. The mission was a dangerous one, and Hank became embroiled in a dogfight with one of Japan's top Zero aces, Gunpei Ikari. Their aerial duel carried them into the storm system surrounding Skull Island, resulting in both of them having to eject from their aircraft.

On the ground they continued their fight to the bitter end when they were interrupted by the appearance of Kong. Shocked, they abandoned their quarrel and eventually became allies due to the need to survive on the savage island. In time, they developed a close friendship that lasted until Gunpei lost his life.

While on the island, Hank befriended the Iwi and lived and worked with them as he tried repeatedly to devise a way to escape the island. Only with the help of the 1973 Monarch expedition was he finally able to win his freedom and return to his wife and now-grown son. While officially retired, Hank Marlow worked with Monarch as a Skull Island consultant, providing them with a wealth of information about the island and its inhabitants.

LIEUTENANT HANK MARLOW

LEVEL 6

Tough / Comando

Background Lost in Time

Profession Military Pilot

Wealth 3 (0 before rescue)

Defense 17

Hit Points 65

Hit Dice 6d12

Speed 30 feet

Damage Reduction 3

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Historical, Military

Saving Throw Proficiencies Str +3, Dex +6, Con +6

Skill Proficiencies Athletics +3, Endurance +6, Mechanics +5, Survival +3, Vehicles +9

Skill Expertise Vehicles

Talents Payback, Tough as Nails, Fighting Spirit, Watch Your Six, Extra Effort, Grenadier, Advanced Combat Training

Feats Ability score improvement: Dexterity +1, Ability score improvement: Strength +1, **Equipment Training:** Historical **Equipment**, Advanced Skill Training: Vehicles, Skill Training: Perception, Resourceful

ATTACKS

Colt M1911 A1 (Hand Cannon). Ranged (100/200) Attack +6 to hit. Damage 1d12+3 ballistic, PV 4. Reload bonus. Rounds 7. Properties: loud, semi-auto

Antique military katana (Sword). Melee Attack +3, Damage 1d8 slashing, PV 1. Properties: Versatile (1d10)

EQUIPMENT

Clothes: Aviator boots, WWII US Army Air Force uniform, flight harness, captain's hat, military satchel, shoulder holster

Gear: Pocket stuff

Weapons: Colt M1911 A1 (.45 pistol), antique katana in scabbard

Vehicle: The Gray Fox

THE GRAY FOX

"That thing looks like it's made out of pure tetanus."

VICTOR_NIEVES

THE GRAY FOX:

NAME	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
THE GRAY FOX	16	-	-	+6	3	NA	25 Mph	ball turret

The Gray Fox is a river boat built by Hank Marlow from the wreckage of air and naval vessels that ended up on Skull Island over the years. It's a rust-covered metal monster that looks as much like a wingless airplane as a boat, and features a B-29 canopy and B-17 ball turret among its many eccentric components. It wasn't fully operational until the members of the 1973 Monarch expedition got it in working order in an effort to escape the island.

PRESTON PACKARD

"We're soldiers, we do the dirty work so that families back home don't suffer! They shouldn't even know that a thing like this exists!"

—PRESTON PACKARD

Preston Packard was the fourth child of seven in the Packard family. His father was a stern and demanding figure, a war hero who served in WWII and returned home to become a Baptist preacher. Preston learned discipline and the value of teamwork from an early age. He excelled in sports and scholastics, but always had his eyes on a military career.

Preston studied military history at Georgetown in preparation for becoming a US Army officer. He joined the army in 1959. Preston actively sought combat assignments and earned a reputation as a daring and highly-capable officer. Those serving under his command found him demanding and harsh, but also one who would do anything for his men.

He was among the first army regulars to officially set foot in Vietnam, and among the last to leave. Even when the brass insisted he spend time stateside, Preston did everything he could to be sent back into active combat. His air cavalry unit, the Sky Devils, were renowned for their success against all odds in the field, making them one of the most decorated units in the war.

While no one discussed it in his presence, word among the officers who knew him was that Preston had some reason for not wanting to go home; that maybe he was looking for a way to die in combat rather than live out his year as a civilian or be reduced to piloting a desk. None of his men believed this as he'd carried them through hell and back. No matter how dangerous the assignment Preston Packard got it done, and got his boys back in one piece. That is, until they pitted themselves against Kong and Skull Island.

PRESTON PACKARD

LEVEL 8

Tough | Commando

Background Religious Tradition

Profession Mercenary Pilot

Wealth 3

Defense 18

Hit Points 85

Hit Dice 8d12

Speed 30 feet

DR 3

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	10 (0)	10 (0)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Military

Saving Throw Proficiencies Str +4, Con +6

Skill Proficiencies Endurance +6, Mechanics +3, Social Sciences +3, Survival +3, Vehicles +9

Skill Expertise Vehicles

Talents Positive Reinforcement, Weapon Systems, Payback, Tough, Fighting Spirit, Watch Your Six, Extra Effort, Grenadier, Advanced Combat Training, Maximum Effort, Situational Awareness

Feats Ability Score Training: Dexterity +1, Ability Score Training: Strength +1, Skill Training: Athletics, Intimidation, Ability Score Training: Wisdom +1, Hardy, Perfect Throw, Scout, Touch of Grace

ATTACKS

M-14 SPI Battle Rifle. Ranged (1000/2,000) Attack +6 to hit. Damage 1d12+3 ballistic, PV 3. Reload bonus. Rounds 20. Properties: burst 3, full-auto, loud, restricted, two-handed

Colt 1902 .38 APC. Ranged (100/200) Attack +6 to hit. Damage 1d10+3 ballistic, PV 2. Reload bonus. Rounds 8. Properties: loud, semi-auto

Combat Knife. Melee Attack +6, Damage 1d4+3 slashing, PV 1. Properties: finesse, light, thrown (30/60)

Frag Grenade (2/Long Rest). Thrown Explosive Attack: automatic hit, PV 3, range 80 ft. Effect: Each combatant within 20 feet of the explosion must attempt a DC 16 Dexterity saving throw, taking 18 (4d8) explosive damage (PV 3) on a failed save, or half as much on a successful one.

EQUIPMENT

Clothes: Military jungle fatigues, jungle boots, camo hat

Gear: Leather holster, mosquito net

Weapons: M-14 battle rifle, Colt 1902 .38 APC, Army survival knife, 2 fragmentation grenades

MASON WEAVER

"You're not actually gonna blame the people without guns for losing the war, are you?"

MASON WEAVER

Mason Weaver loved photography from a young age. Her first camera was a Brownie 127 that her father bought for her at a pawn shop when she was six. It was easily her most treasured possession growing up. Mason had an uneasy and difficult relationship with her father, who died when she was 16. Emotionally scarred but far from broken, she enrolled in the University of Southern California's Journalism program and earned her bachelor's degree.

Eager to get out and work, she began her career as a nature photographer, eventually working for the prestigious *National Geographic Magazine*. Some of her work in Africa took her to conflict zones, where she witnessed firsthand the horrors that war brought upon both people and nature. She became determined to document war's impacts in the hope of influencing those who could vote to stop it.

Mason prefers to be known as an *anti-war* photographer. She believes strongly that those who come to know the truth of war will come to abhor it. It was her natural suspicion of military operations that motivated her to join the 1973 Skull Island expedition. The presence of US Army's Sky Devils led her to see the mission as much more than a simple mapping expedition.

After surviving the rigors of Skull Island, Mason agreed that in this instance the public's need to know was outweighed by the need to prevent the exploitation of Kong and the other wonders of the island. Monarch successfully recruited her to work as an investigator and photographer, documenting evidence of Titans and Superspecies in remote parts of the world.

MASON WEAVER

LEVEL 4

Wise | Sleuth

Background Art Lover

Profession War Photographer

Wealth 2

Defense 16

Hit Points 25

Hit Dice 4d10

Speed 30 feet

Focus 5

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	14 (+2)	18 (+4)	14 (+2)

Proficiency Bonus +2

Equipment Proficiencies Basic

Saving Throw Proficiencies Int +4, Wis +6

Skill Proficiencies Arts and Crafts +8, Endurance +2, Insight +6, Investigation +6, Perception +8, Streetwise +6, Survival +6

Skill Expertise Arts and Crafts, Investigation, Perception

Talents Focus, Concentration, One Step Ahead, Deduction, Sixth Sense, Weak Spot, Alert, Investigative Expert

Feats Ability Score Training: Wisdom +1, Advanced Skill Training: Investigation, Advanced Skill Training: Arts and Crafts, Touch of Grace

ATTACKS

Unarmed. Melee Attack +6, Damage 1d4+4 bludgeoning, PV 1. Weak Spot bonus damage 2d6. Properties: finesse, light

EQUIPMENT

Clothes: Jungle boots, trousers, tank top, film bag

Gear: Leica KE-7A .35mm camera, canteen, pocket stuff

Weapons: None

PREGENERATED HEROES

"Sometimes, an enemy doesn't exist 'til you go looking for one."

EARL COLE

The following heroes were prepared specifically for Sliver of the Skull. It is not necessary to play these heroes in the adventure, but any heroes created for the adventure should have skills conducive to survival and managing vehicles. Heroes in this adventure most likely begin as either skilled recruits for Monarch or self-assured tourists/crew aboard a ship, all of whom are dangerously close to Skull Island when events begin to unfold. Level 3 is recommended for this adventure.

HUNTER

(J. ZHANG—KARAKIN, AUSTRALIA)

Growing up in Australia is an adventure for many, but growing up as the child of immigrant sheep farmers is one all its own. With peers your own age in limited supply, you instead befriended the animals you helped raise. One summer, after a string of mysterious lamb deaths, you found the culprit skittering off: a spider the size of a dinner plate! Brokenhearted at the loss of your companions, your parents tried to comfort you by telling you that predators were just a part of nature and the circle of life.

This did not calm you at all, but instead gave you a purpose: stopping dangerous creatures from preying on others. As you got older, your determination grew as you worked to better understand these kinds of animals, using any resource you could get your hands on—books and websites at first, and then hunting them down yourself. Starting with smaller predators closer to home, you ventured further and further afield as you got older. You might only be in your twenties now, but you have already built up a reputation as a formidable opponent and hunter, even when facing seemingly invincible prey. You've accepted contracts in several countries around the Pacific Ocean to help eradicate dangerous threats, and now the mysterious group called Monarch has recruited you for the biggest monster hunt of them all.

HUNTER

LEVEL 3

Tough | Monster Hunter

Background Subsistence

Profession Mercenary Soldier

Wealth 3

Defense 15

Armor None

Hit Points 35

Hit Dice 3d12

Speed 30 feet

SORTED TRACKER WITH EXAMPLE

SPECIES	SUFFER	OBSERVE	READ	TRACK	EXAMINE	DEFEAT
DEATH JACKAL	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (0)	14 (+2)	8 (-1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Improvised, Military

Saving Throw Proficiencies Con +5, Wis +4

Skill Proficiencies Athletics +3, Endurance +5, Insight +4, Perception +4, Stealth +5, Streetwise +4, Survival +6, Vehicles +5

Skill Expertise Survival

Languages English, Hindi, Mandarin

TALENTS

Natural Medicine (Core Rules - Backgrounds - Subsistence)

Campaigner (*Kong: Skull Island* - Professions - Mercenary Soldier)

Payback (Core Rules - Tough Hero level 1)

Cunning (*Kong: Skull Island* - Monster Hunter level 1)

Prey Species (*Kong: Skull Island* - Monster Hunter level 1)

Prey Damage: 2d6 (*Kong: Skull Island* - Monster Hunter level 1)

Prey Observation (*Kong: Skull Island* - Monster Hunter level 1)

Tough as Nails: DR 2 (*Kong: Skull Island* - Tough Hero level 2)

Prey Survival (*Kong: Skull Island* - Monster Hunter level 3)

Wilderness Trapping (*Kong: Skull Island* - Monster Hunter level 3)

FEATS

Ability Score Training. Dexterity +1, Wisdom +1 (Core Rules - Basic Feats)

ATTACKS

Dangerous Game Rifle. Ranged (2,000/6,000) Attack +5 to hit. Damage 2d8+3 ballistic, PV 4. Reload action. Rounds 10.

Properties: heavy, loud, slow firing, two-handed

Survival Knife. Melee/Ranged Attack +5, Damage 1d4+3 slashing, PV 1. Properties: finesse, light, thrown (30/60)

EQUIPMENT

Clothes: Jungle boots, cargo pants, tank top, light jacket, stetson hat

Gear: Pocket stuff, flip-phone, survival kit, climbing kit, binoculars, food and water

Weapons: Dangerous game rifle, survival knife

(S. MARTINEZ-CUNIA – BUENOS AIRES, ARGENTINA)

Even before you were born, aviation was destined to be in your blood. As the first Latin American country with jet fighters after World War II, Argentina developed a strong air force and military tradition. The UK-led arms embargo following the Falklands War made things more difficult, eventually reducing the number of serviceable aircraft and helicopters down to a mere handful. Despite all of this, you still enlisted as a pilot, following in your family's footsteps going back to the 1940s.

The Argentine Air Force's inventory continued to shrink, even as you achieved your type-rating in many different helicopters and aircraft. A full year after rising to the rank of Capitán, you started to look for other opportunities beyond your native land. Idly cursing the British for your country's technological plight, a random search string on a veterans' forum led you to discover Monarch, which quickly reached out to you, in turn. After retiring from active service, you impressed the organization's recruiters with your passion, drive, and precise nature. They quickly assigned you to the *Dauntless* and its mission to Skull Island. While you might not be number one on the flight roster here yet, you know that new adventures are soon to take flight.

Agile | Sharpshooter

Background Military Tradition

Profession Military Pilot

Wealth 3

Defense 15

Armor None

Hit Points 24

Hit Dice 3d8

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Dex +6, Int +4

Skill Proficiencies Acrobatics +6, Mechanics +1, Sleight of Hand +6, Vehicles +8

Skill Expertise Vehicles

Languages English, Spanish

TALENTS

Military Solidarity (Core Rules - Backgrounds - Military Tradition)

Weapon Systems (*Kong: Skull Island* - Professions - Military Pilot)

Fast Reflexes (Core Rules - Agile Hero level 1)

Gunslinging (Core Rules - Sharpshooter level 1)

Sharpshooting (Core Rules - Sharpshooter level 1)

Quickness (Core Rules - Agile Hero level 2)

Improved Gunslinging (Core Rules - Sharpshooter level 3)

Improved Sharpshooting (Core Rules - Sharpshooter level 3)

FEATS

Ability Score Training: Dexterity +2 (Core Rules - Basic Feats)

ATTACKS

9mm pistol. Ranged (100/200) Attack +6 to hit. Damage 1d8+4 ballistic, PV 2. Reload bonus. Rounds 8. Properties: light, loud, semi-auto, versatile (1d10)

Unarmed. Melee Attack +6, Damage 1d4+4 bludgeoning, PV 1. Properties: finesse, light

EQUIPMENT

Clothes: Flight suit, steel toe boots, aviator glasses, dual shoulder holsters

Gear: Pocket stuff, NASA commemorative pen

Weapons: Two 9mm concealed carry pistols

RESEARCHER

(D. COHEN—NEW YORK CITY, USA)

How does the frum child of a devout Long Island rabbi end up studying the biogeochemical interactions between titanic superspecies and human beings? Ironically, the answer is faith.

You grew up in a very Orthodox household, but always wondered about the Earth and its place in the universe. Rather than only point you towards the Bible, your parents insisted you study science in equal measure. G-d gave humans the capacity to question and inquire, after all. As you went through college and then graduate school, you found it easy to reconcile religious epiphanies and scientific discoveries by accepting that the divine is not restricted solely to anthropomorphized ideals. Even after your recruitment by Monarch at an academic conference and subsequent introduction to the Hollow Earth hypothesis, you found parity in the biblical "Sheol" or nether-world, and dedicated yourself to its study for the protection of humankind. To do otherwise would be, as the Psalms say, "the way of those that are foolish...death shall be their shepherd." Your assignment on board the *Dauntless* (the biggest ship you've ever been on besides the Staten Island Ferry) as it heads for Skull Island is not only your first field mission, but also the first trip you've ever taken out of New York, much less the United States!

RESEARCHER

LEVEL 3

Smart | Field Researcher

Background Religious Tradition

Profession Monarch Scientist

Wealth 4

Defense 13

Armor None

Hit Points 24

Hit Dice 3d8

Speed 30 feet

Genius 4

Plan DC 13

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	14 (+2)	16 (+3)	16 (+3)	12 (+1)

Proficiency Bonus +2

Equipment Proficiencies Basic

Saving Throw Proficiencies Con +4, Int +5

Skill Proficiencies Athletics +2, Computers +5, Investigation +5, Mechanics +5, Perception +5, Natural Sciences +7, Social Sciences +7

Skill Expertise Natural Sciences, Social Sciences

Languages Akkadian, English, Hebrew

TALENTS

Positive Reinforcement (Core Rules - Backgrounds - Religious Tradition)

Power of Myth (*Kong: Skull Island* - Professions - Monarch Scientist)

Plans (Core Rules - Smart Hero level 1)

Genius (Core Rules - Smart Hero level 1)

Calculated Shots (*Kong: Skull Island* - Field Researcher level 1)

Durability (*Kong: Skull Island* - Field Researcher level 1)

Mental Refresh (Core Rules - Smart Hero level 2)

PLANS

I Can Understand It (*Kong: Skull Island* - Field Researcher - Plans)

It Has a Weakness (*Kong: Skull Island* - Field Researcher - Plans)

Here's What Could Happen (*Kong: Skull Island* - Field Researcher - Plans)

What If We Use This (*Kong: Skull Island* - Field Researcher - Plans)

FEATS

Ability Score Training: Wisdom +1 (Core Rules - Basic Feats)

Snatch Victory (Core Rules - Advanced Feats)

ATTACKS

Hunting Rifle. Ranged (750/2200) Attack +5 to hit. Damage 1d10+3 ballistic, PV 4. Reload Bonus. Rounds 4. Properties: loud, slow-firing, two-handed

Unarmed. Melee Attack +2, Damage 1d4 bludgeoning, PV 1. Properties: finesse, light

EQUIPMENT

Clothes: Civilian clothing, yarmulke with hair clip, sleeveless vest, hiking boots

Gear: Camping kit, survival kit, binoculars, prayer shawl, pocket stuff

Weapons: Hunting Rifle

(Z. KALISA—MABANZA, RWANDA)

Growing up in an Ugandan orphanage, you were always told you were born in Rwanda, the sole survivor of some horrific tragedy. You never seemed to remember a family from there, but you wonder at times if the voice in your earliest memories is your mother's. You don't recall much, limited to loud sounds, bursts of light, and splashes of red as you are thrust into someone's arms while a woman whispers, "Make sure they live."

Eventually, you were sent back to Rwanda, to live in a village with other orphans of war.

Here you learned the true atrocities in the land of your birth, the suffering so many others faced, and the pain you were somehow lucky enough to escape. After seeing the consequences of this kind of war for yourself, you decided to ensure that others facing atrocity wouldn't have to do it alone. With help from the International Red Cross, you were able to get refugee paperwork and soon found yourself in Aubagne, France. Wanting to make a difference, you enlisted in the French Foreign Legion as a paramedic, sending most of your salary back to your home village. Always pushing yourself, you completed five years of service without losing a single patient. Then, earlier this year, recruiters from the organization called Monarch came looking for a medic to join a mission of theirs while they were in France, just before the Marine nationale were turning over control of a certain frigate named *Dauntless*. Jumping at the chance to see more of the world and keep people safe at the same time, you enlisted on the spot.

Charming / *Leader*

Background Orphan

Profession Emergency Services

Wealth 3

Defense 15

Armor None

Hit Points 21

Hit Dice 3d8

Speed 30 feet

Influence Dice 3d6

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	12 (+1)	14 (+2)	10 (0)	18 (+4)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Con +3, Cha +6

Skill Proficiencies Endurance +3, Insight +2, Intimidation +6, Medicine +6, Persuasion +8, Vehicles +2

Skill Expertise Medicine, Persuasion

Languages English, French

TALENTS

Survivor (Core Rules - Backgrounds - Orphan)

Emergency Medicine (Core Rules - Professions - Emergency Services)

Influence (Core Rules - Charming Hero level 1)

Tricks (Core Rules - Charming Hero level 1)

Command (Core Rules - Leader level 1)

Charm (Core Rules - Charming Hero level 2)

Encouraging Banter (Core Rules - Leader level 1)

TRICKS

Defensive Order (Core Rules - Leader - Tricks)

Inspiring Order (Core Rules - Leader - Tricks)

Motivate (Core Rules - Leader - Tricks)

FEATS

Ability Score Training: Charisma +1 (Core Rules - Basic Feats)

Advanced Skill Training: Medicine (Core Rules - Basic Feats)

ATTACKS

Hatchet. Melee/Ranged Attack +4, Damage 1d6+2 slashing, PV 1. Properties: light, thrown (20/40)

EQUIPMENT

Clothes: Cargo pants, long sleeve shirt, hiking boots, wide brim hat, bandana

Gear: Mother's silver pendant, first aid kit, camping kit, food and water, adventure novel

Weapons: Hatchet

(B. LECINQ—NEW ORLEANS, USA)

When you were little, you loved to play pretend. Creating stories for you and your friends, you would turn a cardboard house into a time-traveling device going back to meet kings and queens, or couch cushions into rafts that could withstand the heat of lava. These games evolved into a love of theater, both onstage and off. While you enjoyed every aspect of the stage, costuming was your favorite. Creating the outfits and styles for your characters helped you embrace the personas you portrayed.

While theater was your first love, you yearned to do more. You found a home in the SCA and other LARPing groups, creating more and more elaborate characters. Eventually, tales of your skills as a self-employed clothier spread by word of mouth as you established yourself. As time went on, one of your biggest clients referred you to an agent for the FBI Field Office in New Orleans. Recognizing your talent in making and becoming others, they became your new best customer. They worked with you, building up your skills for gathering intel on others, and then sent you around the region as a contract specialist. Over time, your skills at sleuthing uncovered that your primary agency contact was actually secretly employed by a different organization than the FBI—a group called Monarch. Now with the knowledge of what it is they do, you've put in for a career change once again.

Wise | Sleuth

Background LARPer

Profession Intelligence

Wealth 4

Defense 15

Armor None

Hit Points 25

Hit Dice 3d10

Speed 30 feet

Focus 4

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	10 (0)

Proficiency Bonus +2

Equipment Proficiencies Basic, Historical

Saving Throw Proficiencies Int +5, Wis +5

Skill Proficiencies Arts and Crafts +5, Computers +5, Insight +5, Investigation +7, Security +5, Streetwise +5

Skill Expertise Insight, Investigation

Languages Arabic, Elvish, English, French

TALENTS

Playing Possum (Core Rules - Backgrounds - Larper)

That's Need to Know (Core Rules - Professions - Intelligence)

Focus (Core Rules - Wise Hero level 1)

Concentration (Core Rules - Wise Hero level 1)

Deduction (Core Rules - Sleuth level 1)

Sixth Sense (Core Rules - Sleuth level 1)

Weak Spot: 2d6 (Core Rules - Sleuth level 1)

One Step Ahead (Core Rules - Wise Hero level 2)

Alert (Core Rules - Sleuth level 3)

Investigative Expertise (Core Rules - Sleuth level 3)

FEATS

Ability Score Training: Intelligence +1 (Core Rules - Basic Feats)

Cryptozoologist (*Kong: Skull Island* - Feats)

ATTACKS

Recurve Longbow. Ranged Attack (250/750) Attack +5 to hit.

Damage 1d10+3 piercing, PV 1. Properties: two-handed

Machete. Melee Attack +5, Damage 1d6+3 slashing, PV 1.

EQUIPMENT

Clothes: Jeans, sneakers, geeky t-shirt, smart watch

Gear: Pocket stuff, laptop computer, hacking kit, surveillance kit, elf/spock ears

Weapons: Handmade recurve longbow, machete



Are you ready for the adventure of a lifetime? Monarch is recruiting brave and inquisitive souls willing to risk a journey to the most dangerous and wondrous environment on Earth. It is the domain of fierce predators where the lines between plant and animal are blurred. Above them all stands the mighty Kong, a force of nature who rules Skull Island and tolerates no challenge to his dominion.

Yet even Kong can't stop every threat. An unscrupulous and reckless effort is underway to weaponize the island's unique creatures, and the unintended consequences could spell doom for the island's delicate ecosystem. Can your team of monarch recruits survive the island's perils, put an end to this plot, and bring balance back to Skull Island?

Kong: Skull Island is a Cinematic Adventure for the Everyday Heroes Roleplaying Game. You need the **Everyday Heroes Core Rulebook** to understand and play the contents of this book. Every Cinematic Adventure contains a wealth of lore about the world of the film, new hero building options, tools and guidance for game masters, and an incredible adventure.



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