

Random Encounters

while Looking For The Octophant's Tower



Reticulated Python

UP +0 20' Long

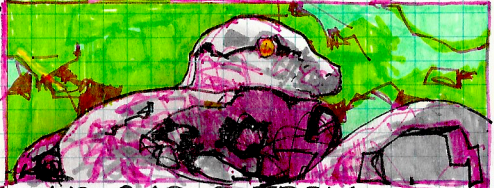
HD:3 HP:10 AC:13

ATK: +4 to Hit

D+HP - CONSTRICTS
while GRAPPLING

← Cursed White Bats: They don't fight. When a Swarm appears roll a Save. Failure means they turn to dust and deliver their Curse:

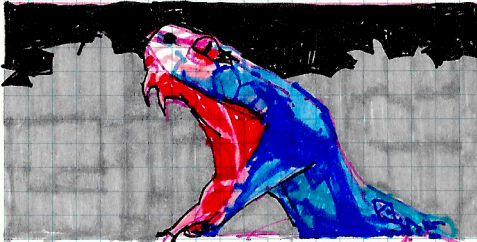
- Torches and lanterns go out
- CONFUSION spell effect: STUNDS
- ROLL another encounter



← Venomous Snakes

HD:1 HP:3 AC:14 ATK: +2 to Hit

Hit = Save vs POISON. ROLL D10 FOR POISON LEVEL. Take that amount per failed Save, but it will STOP Once you save. HOWEVER YOU'LL take damage each Morning (Swelling) until it's treated.

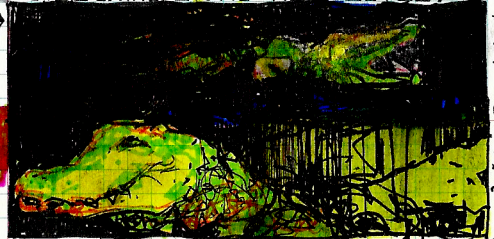


SALTWATER CROCODILE

HD:3 HP:13 AC:15

ATK: 2 atks

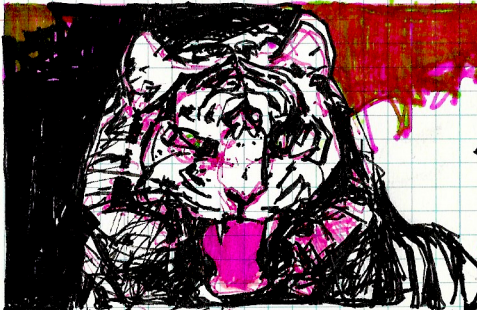
Bite: 2d4 / Claw: d12



← White Tiger

HD:5 HP:24 AC:16

ATK: 3 ATKs: +5 +0 Hit
d4+1/d4+7 / d10+6 if the first two Hit



Chameleon Women

HD:2 HP:8 AC:15 ATK: +2 to Hit

D6+2 Machete, Nets,
throwing Knives D4

Steal + H: 5/6

Climb: 4/6



ROLL ONCE FOR EVERY HOUR OF SEARCHING. ROLLING THE SAME

Result TWICE OR Making a

SUCCESSFUL Bushcraft ROLL

AFTER 4 HOURS OF SEARCH MEANS

YOU HAVE FOUND THE TOWER.

THEY SAY THAT THOSE WHO

Disturb the Cruel Hybrid's

Meditations are NEVER

SEEN AGAIN.

IT MOVES EVERY NIGHT.

D10

1. TIGER

2. CURSED WHITE BATS

3. RETICULATED PYTHON

4. VENOMOUS SNAKES

5. SALTWATER CROCODILE

6. CHAMELEON WOMEN (64)

7. NO ENCOUNTER

LOCALS WILL JUST SAY:

"It's somewhere in that

Jungle" AND POINT.

(CLAWS) IT CAN DO THAT MORE

The tower of the OCTOPHANT is 1 large MEDITATION ROOM

He collects PHILOSOPHY AND POETRY

8000 gp worth of SCROLLS inside

Dungeon Entrance Inside

The tower of the OCTOPHANT appears only at night

ENTER

TRAP DOOR UNDER MANDALA CARPET



ROYAL FIST MONKEYS PROTECT THE TOWER

2D4

ROYAL FIST MONKEYS
HD: 2 HP: 6
ATK: +3 Gauntlet Punch 2d6HP
Treasure: Glove is worth 500gp.

The ONLY WAY UP IS TO CLIMB

OCTOPHANT

HD: 15 HP: 75
ATK: (3/mn) +8 d10 (2)
SPells: (2/day, each)
(using his trunk he can cast 2 at Once)
• Gust of Wind
• Wall of Fog
• Animate Dead
• Statue Slow
• Rock to Mud
• Shadow Monsters
• Levitate
• Mirror Image
• Forget
• Dispel Magic
• Comprehend Languages
Special: Sauritink (as Darkness spell).
• Fears daylight & ceases to exist until dusk
• Double damage from gold weapons.

10'

