

# APES VICTORIOUS

**RULES FOR SCIENCE FANTASY ADVENTURES  
ON A PLANET RULED BY APES**



**Goblinoid Games**

# ALERT! ALERT! PREMATURE LANDING!

*You groggily come back to consciousness after a long cryosleep. Your ship's warning system is telling you the ship has entered the atmosphere of a planet and is about to crash land under autopilot. Crawling to a seat, you buckle in, joining your fellow astronauts as you quickly check instrument readings.*

*Through the cockpit window you see a barren, desolate landscape flashing by. The ship skims a large lake before coming to a stop just off the pebble shore. The computer indicates that there is a breathable atmosphere, and after gathering survival packs the crew exits the ship.*

*"Where are we?" you ask each other, as everyone wades to the shore seeing a wasteland with little vegetation.*

*"Which planet is this? We must have gone off course on our return from Alpha Centauri."*

*Then there is the sound of hoof beats, adding to the disorientation. Hoof beats? Are we on Earth?*

*Around an embankment comes several riders bearing rifles. As they approach, the sun glares in your eyes and a shot fires; a companion to your left falls to the ground holding his stomach. A large rider stops in front of you, momentarily blocking the sun and providing a clear look at his face.*

*"An ape! We're on a planet ruled by apes!"*

*Apes Victorious is a roleplaying game in which you take the role of an astronaut from the 1970's who finds himself marooned on a future Earth ruled by intelligent apes. Players may also take the role of an ape, a degenerated human, or a psi-active underdweller. Fight to survive in this post-apocalyptic future ruled by four species of apes. Or play apes who hunt humans for sport. For a different kind of campaign, play highly intelligent but insane underdwellers who have advanced technology and powerful psi powers.*

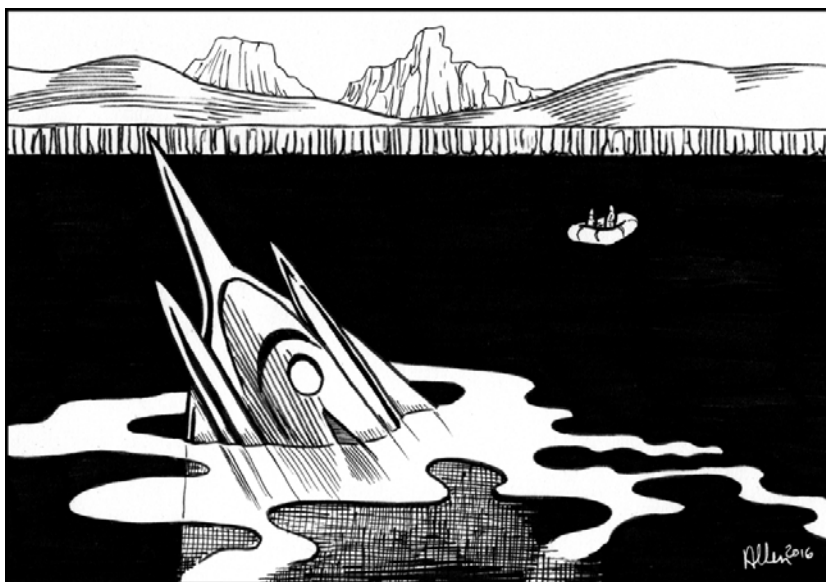
## ***This book contains:***

- A complete game
- A post-nuclear apocalyptic setting in which apes have become the dominant species
- Seven player classes
- Animals and creatures of the post-nuclear future
- Campaign advice
- A complete introductory adventure
- Conversion notes for compatible games including:  
*Labyrinth Lord, Mutant Future, Starships & Spacemen*



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ON A PLANET RULED BY APES**



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**Goblinoid Games**

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Thanks go to Brandon Goeringer, Tim Snider, and playtesters for suggestions and feedback. The playtesters' feedback made this a much better game.



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# FOREWORD

This foreword will be more personal than others I've written. Goblinoid Games turns ten years old this year. Those of you familiar with my work from the beginning know that my output has been less during the last few years. This has been because of things both terrible and beautiful. Multiple job changes, cross country moves, and the deaths of family and friends. But also new beginnings and the births of my two beautiful children. The last couple of years in particular have been hard. So before I say anything else about what *Apes Victorious* means to me, first and foremost it represents a fresh start. It represents revisiting one of my old interests and doing something completely different from what I've been doing for a while. It is an effort to "blow the cobwebs out" so to speak, and just have fun writing again.

My interest in the genre of intelligent apes is rooted in my interest in anthropology and human evolution. Some of my readers may know that in my "day job" I'm a college professor and have a PhD in anthropology. My research area is currently related to how humans evolved to walk on two legs, and the kinds of anatomical changes it required. I'm broadly interested in how we became the way we are from an ape ancestor. In some ways the genre of intelligent apes, for me, is a thought experiment in science fantasy to explore the concepts of what makes us human and what our human passions and flaws look like when gazing at a mirror that reflects a face not our own. The image of an ape. I like to play with "what if" concepts about evolution and what we could become, or what other beings so similar to us (i.e. apes) might be like if they had some of our qualities. I think people familiar with my work could probably spot my anthropological influences in a number of my writings.

This game is most heavily inspired by the movies *Planet of the Apes* (1968) and *Beneath the Planet of the Apes* (1970), the *Planet of the Apes* (1974) television series and the animated series *Return to the Planet of the Apes* (1975). While this game is inspired by these works, *Apes Victorious* takes some new directions and reinterprets some of the concepts from these sources. For lovers of the genre my hope is that you will find enough familiar with the setting to feel at home, but with a lot of breathing room to make the world your own. In my opinion "old-school" gaming is as much about creating as part of playing as it is about the actual rules. I've attempted to give you the right balance of content and inspiration for a springboard of the imagination.

I have one regret in writing this game, and that is the fact that I could not ask Steve Zieser to contribute artwork. Steve died in December 2015. He was a

fantastic old-school artist and probably the most kind-hearted person I've met. He was a good friend and in many ways an early partner of mine in the effort to publish. I hired him to illustrate the revised *Labyrinth Lord*, which he did in its entirety, and went on to illustrate a number of my other books. Steve would have gotten a kick in particular out of illustrating this game, because he also had a strong interest in the genre of intelligent apes. So this game, which I think Steve would have loved, and is also the first book I publish after his death, I dedicate to him.

With that I leave you for now. *Apes Victorious* joins the larger family of games published by Goblinoid Games. Now that I have been doing this for ten years I see many familiar people on social media and elsewhere on the Internet. Those of us who share this strange hobby become like a family to each other, understanding the way only we can why we get so worked up about obscure game rules or whether a cleric should have a spell at first level. To those new faces I say welcome, it's nice to meet you. I hope we get to know one another better. But keep your paws off me you damn dirty ape!

Dan Proctor  
Spring 2016

**For Steve Zieser. I hope you find Bigfoot, my friend.**

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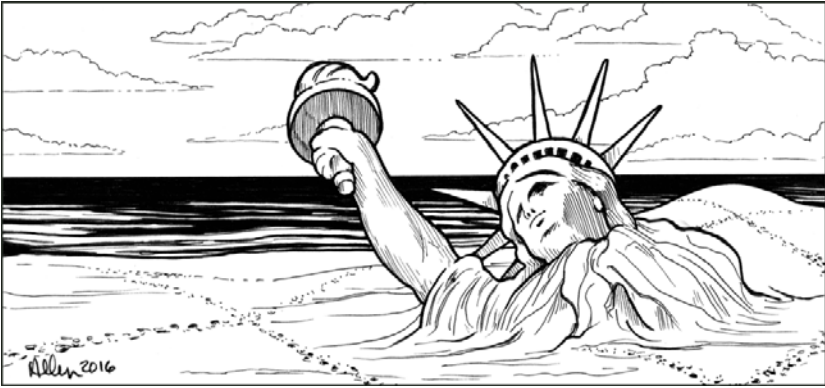
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# SECTION 1: INTRODUCTION



## **The Maniacs Finally Did It**

In the 1970s the Earth experienced its third and final world war. Global nuclear destruction ruined human society and crippled the entire planet.

Only a few humans survived relatively unscathed, retreating to underground bunkers that were prepared for just such a catastrophe. Most of the world's people bore the full effects of the devastation, greatly reducing the human population and plunging the Earth into a nuclear winter.

By the time that winter had ended and clear skies prevailed, another kind of winter was born. The abrupt change in climate triggered a new glacial period and global temperatures dropped to levels that hadn't been seen for millennia. Large glaciers descended into lower latitudes, grinding to dust the hollow graveyards of human cities throughout the northern regions of North America and Europe.

## **Unexpected Evolution**

The nuclear winter and glacial age fundamentally changed the human population that was left on the Earth's surface. Humans regressed into an animal-like state, barely exhibiting any culture and surviving in small bands that foraged on what little food was available. In time they lost even the capacity for complex language, and their intelligence became that of what we might expect from ape-like ancestors.

Meanwhile the humans whom had escaped underground made a new life for themselves in their vast steel underworld. The surface remained inhospitable for so long that eventually these humans, now underdwellers, had little

interest in returning to the world of the sun. They too evolved, becoming advanced technologically but twisted and insane. Their minds became as powerful as their advanced intellect, and they manifested PSI powers. After honing their minds and technology for millennia, their interests gradually gravitated back to the surface, but by now their bodies no longer easily tolerated that world. They scheme to take back the surface from its new masters.

Those new masters are the apes. While humanity split into a degenerate breed and an advanced maniacal one, the apes flourished in the world that was slowly recovering from the nuclear winter. On the African continent it was the bonobos, chimpanzees, and gorillas. In Asia it was the orangutans. These primates evolved to walk on two legs in the expanded grasslands of the new glacial period, much like human ancestors had millions of years previously. All of the new ape races grew in intellect in a short period of time, eventually spreading their geographical ranges even while their populations remained low. Warfare was common when the races interacted in the early period of their evolution, but gradually the apes became united into one society.

The glacial period is now drawing to a close; the retreating glaciers are leaving behind new fertile territories that have been wiped clean of the human societies that had occupied them so long before. The apes have spread throughout Africa, Asia, and Europe, and crossed into North America. The apes developed agriculture and domestication of animals, and collected themselves into small settlements. They advanced quickly in technology, though in different ways than their extinct human counterparts.

Ape society remains relatively primitive in some respects, relying on beasts of burden and wagons for transportation, yet being advanced in the realms of biological science, chemistry, and the medical field. In these areas they are approximately equivalent to human knowledge of the 1970s. Their technological achievement has been stunted due to religious dogma and their reliance upon slave labor.

As ape society spread, they encountered the degenerate humans. The humans did not use weapons and did not make war, but were a general nuisance due to their tendency to loiter near settlements and devastate crops. The apes enslaved humans, using them as pets, labor, and as lab subjects. Despite the apes' best efforts the human plague expanded in a parasitic relationship with ape society, and in time the apes also hunted humans for sport.

## The New Earth

The nuclear winter drove many forms of flora and fauna extinct. Many large land animals perished. Trees are only beginning to make a comeback all of these thousands of years later. Vast regions of land are deserts, and some areas are still highly contaminated from nuclear radiation.

In spite of these harsh conditions, some life has flourished and evolved at an accelerated rate. Ecological niches left unoccupied have been filled quickly by new predator and prey animals. Some forms of life have evolved in entirely new directions, exhibiting physical and mental abilities never before seen in nature.

Although the continents are still in their familiar positions, weather patterns have changed so dramatically that many places have a very different climate compared to when humans flourished on the Earth. The east and Midwest of the former United States are a virtual desert, with small oases of fertile land. The Southwest is gradually becoming a fertile water-rich region, while the coastal area in the west is a parched waste.

## Apes Victorious

*Apes Victorious* (AV) is a **role-playing game** in which players take on the roles of humans (often astronauts) from the past who find themselves marooned on this upside-down world in which apes occupy the highest rung on the evolutionary ladder.

In this setting just prior to when the world was destroyed in the 1970s, humans had made great advances in space travel and cryonics. A space drive that could propel small ships at speeds just below the speed of light had been developed, and scientific crews had been sent to numerous candidate solar systems to scout for habitable worlds. The main problem with this endeavor was that some of these journeys would take many years for the astronauts to complete. Some might return in decades, others in hundreds of years. Cryonics ensured that the astronauts would not die of old age on longer missions, but there was no guarantee humans would be around to colonize a newly discovered world even if one were found. Nonetheless, the effort was deemed worthy due to concerns of overpopulation and global conflict.

The players may take the roles of returning astronauts, delayed by unforeseen circumstances, who land on what they initially think must be an alien planet. Alternatively, the players could take the roles of humans who have been in cryogenic slumber since just before the nuclear war. They awaken from long-forgotten bunkers only to discover that the world has healed, but it is as foreign as an alien world.



The players may find it interesting to play ape characters or underdwellers. These possibilities are discussed at greater length in Section 8.

## The Game

Most readers are already familiar with role-playing games, but for those of you who are newly discovering this hobby a brief explanation follows. A role-playing game is something of a mixture of play-acting and a board game. As a **player**, your “play pieces” are your characters (called **player characters**, or PCs), alter-egos you will create and take the role of during play. The acting component comes in when you play your new persona. This primarily takes place in conversation, and sometimes a map and small figures are used to represent where your character is when he takes actions. This is a game of the mind. The new worlds you explore are created by another type of player, the **Ape Master** (AM), and given life by your combined imaginations.

The AM designs the universe you play in. He or she also plays the roles of all of the other people and apes in the game that you encounter. These types of beings are called **Non-player Characters** (NPCs).

## Dice

Many actions in the game are resolved using random mechanics, with several different kinds of dice. Dice abbreviations are presented below.

Die	Abbreviation
Roll 6-sided die; 1-3=1, 4-6=2	d2
Roll 6-sided die; 1-2=1, 3-4=2, 5-6=3	d3
Four-sided die	d4
Six-sided die	d6
Eight-sided die	d8
Ten-sided die	d10
Twelve-sided die	d12
Twenty-sided die	d20
Percentile roll	d% or d00

Many different results will be obtained from die rolls, depending on the situation. When a die roll is required it will be expressed in a manner such as 2d4. The number in front of the “d” indicates how many of the die type are rolled, with the implication that the results will be added together. These results may be further modified, such as 2d6+2. This means roll two six-sided dice, add them together, then add two for a total sum.

## Rolling High, Rolling Low

Depending on the roll, a high result may be good or bad. Conversely, a low roll may be good or bad. For skill checks, a low roll is better on a d20 because you want to roll equal to or lower than your skill to succeed. For save checks, which are used to avoid hazardous effects, you want to roll equal to or higher than your save check number to succeed. There are other rolls in the game using different dice, and sometimes a high or low roll is better.

## Terms

In addition to the previous ideas, there are other terms to understand as you read further into this game book. The foundation of what defines character capabilities is their **abilities**. Abilities define the strength, intelligence, attractiveness, and other characteristics of a PC. As characters go on adventures, they will acquire **experience points** (XP). The number of XP a character has determines his **level**. Each character gains certain abilities as his or her level increases.

When characters go on adventures they often get into conflicts. Damage to characters is represented by **hit points** (hp). In addition, when characters attempt to avoid certain kinds of effects or damage, they may make a **save check**. Refer to the table below for a summary of some commonly used terms and their abbreviations.

Term	Abbreviation
Experience points	XP
Hit Points	hp
Non-player character	NPC
Player character	PC
Ape Master	AM
Strength	STR
Constitution	CON
Dexterity	DEX
Intelligence	INT
Charisma	CHA
Psionic Potential	PSI
Movement	MV
Hits	HT
Armor	AR
Save	SV
Attacks (number of)	#AT
Damage	DG
Morale	ML

# SECTION 2: CHARACTERS

Welcome to a world ruled by cruel apes, bent on the subjugation of humanity! Begin creating a character by copying the character record sheet from the back of this book, or printing the sheet provided on the *Apes Victorious* website.

Next, roll 3d6 for each of the abilities that are described below. Record these numbers on the character sheet, along with any modifiers they provide. At the AM's discretion, a player may roll six sets of numbers and assign a set to desired abilities to match requirements for particular classes or races. The unused sets may be used for additional PCs operated by the same player, at the referee's discretion.

After rolling abilities you will choose the class of your character, which could be an astronaut, underdweller, or one of several types of apes. These must be chosen in consultation with the Ape Master, since some may be inappropriate for the type of campaign he is running.

## Abilities

Abilities and how they affect the game are described below. They are randomly rolled, as detailed above. Class adjustments may be applied to the rolls for these abilities, so ability modifiers should be noted on the character sheet after all adjustments. Each ability will have modifiers that refer to a column on the table below.

Ability Modifiers Table					
Ability	Column 1	Column 2	Column 3	Column 4	Column 5
3	-3	3	-3	+3	-15%
4-5	-2	2	-2	+2	-10%
6-8	-1	1	-1	+1	-5%
9-12	0	0	0	0	0
13-15	+1	-1	+1	-1	+5%
16-17	+2	-2	+1	-1	+10%
18	+3	-3	+2	-2	+15%
19	+3 (+4)	-3 (-4)	+2	-2	+20%
20	+4	-4	+3	-3	+25%

**Strength (STR):** This ability represents the muscle of the character. It provides bonuses to attack and damage rolls in melee combat.

*Attacks and Damage:* Characters use column 1 for modifiers to attacks and damage in melee combat. Note that for STR 19 the number in parentheses

applies to damage rolls, and the number outside parenthesis applies to attack rolls.

***Muscle Check:*** When a character must force open a door, strain to lift something, or some similar action, modifiers from column 1 are used, ignoring any numbers in parentheses. This roll is successful on a roll of 1-2 on 1d6, before considering modifiers.

**Constitution (CON):** The character's overall health and physical resilience is represented by this ability. Constitution is the major determining factor for a character's hit points, and helps determine survivability of poison, radiation, and trauma.

***Radiation or Poison Adjustment:*** When a character must succeed in a save check vs. poison or radiation, use column 3 for an adjustment to this roll.

***Resist Trauma:*** In some situations characters will need to roll this percentage to survive extreme circumstances. One such occasion is when a character is revived from cryogenic preservation.

CON	Resist Trauma
3	40%
4-5	50%
6-8	65%
9-12	85%
13-15	90%
16-17	95%
18	96%
19	97%
20	98%

***Hit Point Modifier:*** Having a high or low CON can result in modifiers to hit points. Use column 1 for CON hp modifiers. The modifier is applied for each character level. The number in parenthesis for column 1 applies only to gorilla soldiers.

**Dexterity (DEX):** This is a measure of a character's quickness and reaction time. It provides bonuses to a character's ability to hit with missile weapons. A high DEX score also makes a character more difficult to strike in combat.

***Defense Modifier:*** This modifier uses column 2 and applies to enemy attack rolls. The character must be conscious and able to move for this modifier to apply. Note that a DEX of 19 uses the number in parentheses.

***Missile Attack Bonus:*** This modifier uses column 1 and applies to all missile attack rolls, but not damage rolls. Note that a DEX of 19 uses the number outside the parentheses.



*Initiative Adjustment:* This adjustment uses column 3 and applies to individual initiative rolls if the Ape Master is using that rule.

*Bonobo Skill Adjustment:* Column 5 is used to adjust the bonobo skills of *climb walls* and *sleight of hand*.

**Intelligence (INT):** This is a measure of a character's intellect, learning ability, and reasoning power.

*Languages:* Use column 1 to determine how many additional languages a character is capable of learning. Ignore numbers inside parentheses. Note that at the start of play only orangutans and underdwellers may choose an additional language other than their own.

*Research and Technology Rolls:* Column 5 is used to adjust rolls for research or to figure out how to use technology.

**Charisma (CHA):** This ability reflects a character's leadership ability, magnetism, and physical attractiveness.

*Reaction Adjustment:* Use column 4 to apply adjustments to NPC reaction rolls.

Subordinate Morale	
CHA	Morale
3	4
4-5	5
6-8	6
9-12	7
13-15	8
16-17	9
18	10
19	10
20	11

*Subordinate/Hireling Morale:* A PC may have subordinates under his command. When a character is in a command position, subordinate morale is applied to NPCs when a morale check is necessary. This may also apply if the PCs have hired help, in which case NPCs would check based on the best CHA score in the group.

**Psionic Potential (PSI):** This is a measure of a character's psionic ability, and is used in psionic combat as Psionic Combat Skill. It also represents mental strength and willpower. PSI is used as the maximum benchmark for PSI Points that are spent when using psionic abilities.

PSI	PSI Point Recovery
3	1 per 3 hours
4-5	1 per 2 hours
6-8	1 per hour
9-12	3 per 2 hours
13-15	2 per hour
16-17	5 per 2 hours
18	3 per hour
19	7 per 2 hours
20	4 per hour

*Recovery Rate:* This is the rate at which PSI Points are recovered. This rate assumes complete rest or sleep. No PSI Points are recovered for the time period if the character engages in *any* activity.

## Point Pools

**Hit Points:** These points are a measure of a character's ability to take physical damage. When this total reaches zero or below, the character will die without medical intervention. Maximum hp is determined by class and level, with adjustments from CON.

**PSI Points:** This pool of points is spent when using psionic powers. Maximum PSI Points is equal to PSI.

## Classes

Once abilities have been determined, each player must choose a class. Each class will have a prime requisite, and some classes have a requirement of a minimum ability score. If the prime requisite ability is high enough, the character will receive a bonus to experience. Sometimes, a player will choose a certain class and the character does not have a prime requisite high enough to receive the experience bonus. In these cases, 2 ability points may be sacrificed from one ability to raise one prime requisite ability 1 point. This may be done more than once, but no ability can be lowered below 9. There are certain restrictions on how to raise or lower abilities. No ability may be lowered if it is also a prime requisite for the class, even if there are a few points to spare above the minimum required score. Dexterity can only be raised, never lowered. Constitution and Charisma are the only abilities that may not be modified in any way.

Each race has several characteristics, described in the following text:

*Requirements:* The character must have this score or higher in the ability indicated in order to choose this race. This is determined before any ability adjustments due to race are applied.

*Ability Adjustments:* Many races have inherent strengths and weaknesses, and have bonuses or penalties to abilities to reflect this.

*Prime Requisites:* The classes discussed in the next section have ability prime requisites. The table below details the effect a score in a prime requisite has on experience points earned by characters.

ABILITY PRIME REQUISITE TABLE	
Score	Experience Adjustment
3-6	-20%
7-8	-10%
9-12	0
13-14	+5%
15+	+10%

*Hit Dice:* The die used to gain additional hit points per level.

*Maximum Level:* The maximum level attainable by that class.

**Languages**

In this game all astronauts are assumed to speak the preferred language of the players. For example, many players will speak English. The underwellers and apes may speak a modified version of this that has acquired its own idiosyncrasies and slang over the millennia. However, it is up to the Ape Master to decide whether to emphasize any language differences and how they would or would not affect communication. Keeping the language essentially unchanged can also be a good way of creating dissonance in that the future and the apes are so different on one hand, but on the other hand the inhabitants of this upside-down future speak the completely unchanged language of the past.

**Astronaut**

Requirements:	INT 9, DEX 9
Ability Adjustments:	None
Prime Requisite:	INT and DEX
Hit Dice:	1d6
Maximum Level:	None

Astronauts are human space voyagers who either traveled through a warp in time to the Earth of the future, or spent too long in cryosleep before coming back to Earth from a mission. Astronauts are trained for a variety of circumstances, because their missions of exploration may have called on



them to defend themselves or learn to survive off the land in alien environments. They are skilled at foraging for food, with a roll of 1-2 on 1d6 during overland travel or 1-3 on 1d6 if their activity is focused on finding food. They can feed  $1d6+2$  people on a successful roll. In addition, they will be able to determine if the food is poisonous or radioactive on a roll of 1-3 on 1d6.

Astronauts may use any weapons and armor. Because of their education and experience with technology from their home time, they will be able to discover the use of human artifacts with no roll required. However, if trying to determine the use of underdweller technology they may do so with a base probability of 50%, +5% per level with a maximum of 95%.

Astronauts are not strictly scientists, but they have knowledge of aeronautics, astronomy, and earth sciences, and can draw upon specific knowledge successfully on a roll of 1-2 on 1d6. These odds increase by level as described later. Similarly, astronauts may reconstruct past human technology in these areas that they would reasonably understand and have resources to replicate, to be determined by the Ape Master on a case-by-case basis. For example, the knowledge to rebuild a plane engine or fabricate replacement parts for a spaceship. A timeframe for completion is also determined by the AM. The odds of replicating technology, assuming the resources are available, should follow the same 1-2 on 1d6 odds. The roll and time required may be adjusted if a reference work is available or particularly promising resources are available. The AM may also rule that certain technology or knowledge is automatically known and reproducible by the astronaut PCs, but otherwise areas of knowledge include those mentioned previously.

In addition, astronauts may have certain area knowledge to account for other training or life experience. Players may roll once on the table below at character generation. The AM may rule that all astronauts have at least some knowledge in all of these areas, and can make use of that knowledge even if it is not an area rolled but with reduced chances.

<b>ADDITIONAL AREA KNOWLEDGE</b>	
<b>Roll 1d8</b>	<b>Knowledge Area</b>
1	Art
2	Building/Construction
3	Computers/Electronics
4	Farming
5	General science
6	History
7	Literature
8	Medicine*

\*General knowledge in medicine grants the ability to bandage wounds to stop further damage, but not restore hit points. On the other hand, it might allow the PC to set broken bones, create therapeutic concoctions, even know and be able to create cures for some illnesses so long as these were well understood in the 1970s. The Ape Master may rule that an astronaut with medicine area knowledge may be useful to a chimpanzee scholar specializing in medicine in some situations, granting some bonus to research in this area.

The Ape Master will have to adjudicate exactly what kinds of knowledge are known in each area. Some areas may seem less useful on the surface, such as art, but may prove useful if it is understood that knowledge in art, for example, includes an understanding of how to derive pigments from natural

resources, create works of art (even forgeries of art or documents), design a printing press, etc. Farming may also include the skill to locate a water source, how to dig a well, fabricate farm tools, know best planting and animal breeding practices, etc. A combination of player creativity and referee judgment should make all area knowledge useful.

AREA KNOWLEDGE ROLL BY LEVEL		
Level	Roll Needed	
	In Area	Not in Area
1-4	1-2 on 1d6	1 on 1d6
5-8	1-3 on 1d6	1-2 on 1d6
8-12+	1-4 on 1d6	1-3 on 1d6

Astronauts must have at least 13 in one prime requisite to gain a +5% to experience, and 13 in both requisites to gain a +10% bonus.

**Reaching 9th Level:** At level 9 astronauts are able to do research in astronomy and earth sciences with a base chance of 30%, +5% per level past 9th. In addition, astronauts will command the loyalty of 3d10 humanoids and may start a new settlement. Further, they will attract 1d4 bonobo agents and/or chimpanzee scholars (determine randomly) who have heard of the character's exploits and are sympathetic to the human cause.

ASTRONAUT LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d6)
0	1	Pilot Recruit	1
1,500	2	Pilot Apprentice	2
3,000	3	Junior Lieutenant	3
6,000	4	Lieutenant	4
12,000	5	Lieutenant Commander	5
25,000	6	Commander	6
50,000	7	Junior Captain	7
100,000	8	Captain	8
200,000	9	Astronaut	9
300,000	10	Astronaut	+1 hp only*
400,000	11	Astronaut	+2 hp only *
500,000	12	Astronaut	+3 hp only *

\*Hit point modifiers from constitution are ignored

## Bonobo Agent

Requirements: DEX 9, CHA 9  
 Ability Adjustments: DEX +1  
 Prime Requisite: DEX and CHA  
 Hit Dice: 1d4  
 Maximum Level: 9

Bonobos are the most socially adept of all apes. They have a flair for dealing with others and perceiving the complexities of social and political situations. Bonobo agents serve their local government in the roles of diplomats and spies. Bonobos average about 5' tall and have hair ranging from pale to dark brown.

Bonobos may use any weapon and, if necessary, wear any armor. They must have at least 13 in one prime requisite to gain a +5% to experience, and 13 in both requisites to gain a +10% bonus. They have an incredible situational awareness and are surprised only on a roll of 1 on 1d6. Bonobos have fast reflexes that grants them -1 to attackers' to-hit rolls to defend against missile attacks, and +1 to strike with missile weapons. Their social skills grant them -2 to reaction rolls. Bonobos are able to disguise as chimpanzees with 90% effectiveness. They are able to *hide in shadows* and *move silently* with a 35% probability +5% per level after 1st level.

Finally, due to their role as spies, bonobos are trained in the skills *climb walls* and *sleight of hand*. Bonobos may scale sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet. Base skill is 85%, +1% per level plus any modifiers from DEX. *Sleight of hand* may be used to pick a pocket, slip a drug into a drink, or some other similar act. A roll that equals twice or more of the skill percentage means the intended target notices the attempt. The Ape Master will then roll 2d6 on the reaction table to determine the intended victim's reaction. This skill has a base chance of 35%, +5% per level adjusted for DEX. Note that no DEX adjustment can take either of these skills above 99%.

**Reaching 9th Level:** At level 9 a bonobo becomes a leader of a spy network if so inclined, or takes a prestigious diplomatic post. The Ape Master will work out the details in each case.

BONOBO LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d4)
0	1	Attaché Apprentice	1
1,250	2	Attaché	2
2,500	3	Envoy	3
5,000	4	Secretary	4
10,000	5	Counselor	5
20,000	6	Minister	6
40,000	7	Representative	7
80,000	8	Commissioner	8
160,000	9	Ambassador	9

## Chimpanzee Scholar

Requirements:	INT 9
Ability Adjustments:	CON +1
Prime Requisite:	INT
Hit Dice:	1d4
Maximum Level:	9

Chimpanzee scholars form the intellectual backbone of ape society. All of ape society progresses socially and scientifically due to the achievements of chimpanzees. They are intelligent and generally open minded, and this combination sometimes makes them skirt the edges of acceptable thought. They average about 5' tall and have light to dark brown hair.

These apes may only use small weapons like hand guns or knives, and no armor. All chimpanzee scholars are able to conduct research on topics in their specialty with a base percentage of success equal to 50%, +5% per level. The Ape Master must determine a reasonable timeframe for research and required resources. This research roll may also be used to invent new tools or technology related to their special field of study. The roll receives a bonus of 5-20% at the Ape Master's discretion if the chimpanzee has an example of human or underdweller technology, even if broken, as a frame of reference. For example, if the chimpanzee finds plans in an archaeological dig for an ancient human hot air balloon, he may be able to do research to build one himself. In addition, chimpanzee scholars have a small chance of learning to use ancient technology from humans, or technology discovered from the underdwellers. The base chance is 10%, +5% per level. At character creation the player must choose one academic specialty.

**Archaeology:** These specialists are the historians of ape society. They study history through records and excavation of archaeological sites. Their primary purpose is to learn more about the progression of ape social development. However, finds that contradict the teachings of Sehton are hidden and ignored. When a chimpanzee scholar specializing in archaeology is in a group, the percentage chance of finding small artifacts as mentioned in Section 8 increases in the wilderness to 5%. The odds in ruins increases to 1-2 on 1d6. Further, the knowledge these scholars have about past construction allows them to spot hidden or concealed entrances or passages in ruins or underground structures, even those of underdwellers, on a roll of 1-2 on 1d6. Finally, after an appropriate amount of research and time as determined by the Ape Master, an archaeology specialist is able to locate previously unknown sites of previous occupation on a roll of 1 on 1d6.

**Behavioral Science:** In ape society the behavioral sciences encompass elements of what humans knew as sociology, anthropology, and psychology.



Much of this science is biased by the presumptions of the Testament of Sehton, but is nonetheless useful for studying and predicting ape and human behavior. Behavioral science scholars have a form of empathy that is based on observing mannerisms of body language, facial expression, and speaking manner and tone. When observing an ape for at least 3 rounds these scholars can know the general emotional state of the ape (i.e., agitated, evasive, happy, etc.) on a roll of 1-2 on 1d6. Alternatively, from similar observations in a conversation lasting at least 3 rounds the same roll may be used to determine if a speaker is telling the truth or lying. This roll may also be used to know the general emotional state and needs of humanoids. When attempting lie detection or empathy on an astronaut, the scholar must succeed initially with a roll of 1-2 on 1d10, but after at least one success with that die any later attempts on any astronaut use a d6.

***Medicine:*** Ape medical practitioners are quite advanced. They are capable of conducting complex surgeries, for example brain surgery and organ transplants, with the right facilities. They may also apply their medical knowledge in the field, bandaging wounds in a manner that will restore 1-3 hp once only per day per patient. If attending to a patient with adequate facilities and complete rest, a patient can regain 3 hp per day. Scholars of medicine are able to diagnose more complex injuries and illnesses on a roll of 1-2 on 1d6 when in the field, or 1-4 on 1d6 when in a proper facility. The Ape Master must decide how many such rolls may be attempted and at what frequency before failure indicates the character cannot solve the problem. More routine injuries and diseases require no roll. Medicine scholars use the standard scholar research percentage to investigate cures, with a timeframe and resources necessary to be determined by the Ape Master. Finally, scholars of medicine are often called on to apply their skills to humanoids and other animals, especially livestock. Humanoids are often used as test subjects. Therefore medicine scholars also have general knowledge of the biology of humanoids and animals, and can employ their skills in these areas.

***Reaching 9th Level:*** At 9th level a chimpanzee scholar is considered an eminent member of his field. He is awarded his own lab to supervise, along with 2d8 chimpanzee scholars to serve as technicians, ranging from level 1-6 (roll randomly).

CHIMPANZEE SCHOLAR LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d4)
0	1	Instructor	1
2,500	2	Lecturer	2
5,000	3	Researcher	3
10,000	4	Research Director	4
15,000	5	Scholar	5
30,000	6	Eminent Scholar	6
60,000	7	Junior Professor	7
120,000	8	Professor	8
240,000	9	Distinguished Professor	9

## Gorilla Soldier

Requirements: STR 9  
 Ability Adjustments: STR +2  
 Prime Requisite: STR  
 Hit Dice: 1d8  
 Maximum Level: 12

Gorillas are the warrior caste of ape society. They are fiercely competitive and aggressive, but they are equally disciplined from the military and have respect for authority and chain of command. Gorillas have black hair and an average height of 6'.

These simians have strong wills, and gain a +2 bonus to all saves vs. fear-based effects. They also receive a +2 to PSI for the purposes of defending against similar psi attacks. However, gorillas have rigid minds and are susceptible to illusory effects, suffering a -2 penalty to save against such phenomenon and to their PSI score for the purposes of psi combat.

These warriors are able to use any weapon or armor. Typical weapons include rifles and hand guns, but gorillas also use melee weapons such as swords and knives for close combat.

**Reaching 9th Level:** At level 9 a gorilla is placed in control of a gorilla unit consisting of 1st level gorillas (10), 2nd level gorillas (6), 3rd level gorillas (3), and a 4th level corporal. The PC is expected to deploy the unit according to orders from superiors, but may also direct the unit on patrols of his choosing. With the achievement of additional rank the Ape Master may assign additional units and responsibilities at his discretion.

GORILLA SOLDIER LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d8)
0	1	Private	1+2
2,000	2	Private First Class	2
4,000	3	Specialist	3
8,000	4	Corporal	4+2
16,000	5	Sergeant	5
32,500	6	Sergeant Major	6
65,000	7	Lieutenant	7
120,000	8	Captain	8
240,000	9	Major	9
360,000	10	Colonel	10+2
480,000	11	Major General	11+2
600,000	12	General	12+2

## Humanoid

Requirements:	INT below 7
Ability Adjustments:	None
Prime Requisite:	None
Hit Dice:	1d6
Maximum Level:	5

Apes call the native humans “humanoids.” Humanoids are the living descendants of the “fortunate” humans who stayed at the surface of the planet and suffered but survived the effects of the nuclear devastation. Humanoids appear as humans from the past, but with greatly reduced intellect. They are incapable of speech, and cannot even understand speech unless they are aggressively taught for a long period of time. They communicate through gestures and vocalizations, and wear crude furs when they wear anything at all.

Humanoids may use any melee weapon, though they generally do not use weapons. They may not use firearms or any technological devices. They may wear armor if assisted in its application, but may not use shields. Humanoids are not usually very aggressive and seek to live on the outskirts of ape society, raiding crops and generally making a nuisance of themselves. The apes view them as vermin and, somewhat but not entirely unfairly, vectors for disease.

Humanoids have a bonus of +2 to all save checks against sickness or disease. In addition, due to their constant sampling of what might be edible, they have a +1 bonus against save checks vs. poison. Further, humanoids have the ability to forage for food on the move with a roll of 1-3 on 1d6, and 1-4 on 1d6 if it is their sole activity. They are skilled at locating potential shelter and if there is any relatively nearby (Ape Master discretion) it can be found

on a roll of 1-2 on 1d6. Finally, humanoids have an uncanny knack for hiding when in the wilderness. Assuming some cover is available, they are able to hide in an outdoor setting with 40% proficiency, +5% per level.

**Note to players:** This class has many disadvantages but is provided for those who are interested in the challenge of playing a degenerate human from the future. Their main game advantage is relatively fast level advancement, but offset by their maximum level. At the Ape Master's discretion, humanoids may learn to speak some words if in continued proximity to astronauts. How many words and given how much time or character level is up to the AM.

HUMANOID LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d6)
0	1	Vermín	1
1,000	2	Unwashed	2
2,000	3	Scavenger	3
4,000	4	Gatherer	4
8,000	5	Hunter	5

## Orangutan Politician

Requirements: INT 9  
 Ability Adjustments: INT +1  
 Prime Requisite: INT  
 Hit Dice: 1d4  
 Maximum Level: 9

Orangutan politicians are a combination of scholars and clergy, with the application of these in governing. They are seldom practicing scientists, but rather set policy and oversight for science. Orangutans have orange to yellow hair and average about 5.5' tall.

These simians may only use small weapons, such as handguns and knives. However, if the need arises they may use any form of armor. They may conduct research in the manner of a chimpanzee scientist, but with a base of 25%, +5% per level. Orangutans are science generalists, and may do research in all of the fields that chimpanzees specialize in, just at a much lower proficiency. Through their training with the Testament of Sehton, they are familiar with certain concepts not shared with the general ape populace. There are teachings from Sehton that are reserved only for the eyes of orangutans. As a result of this knowledge, orangutan politicians may learn to use ancient technology from humans, or technology discovered from the underdwellers. The base chance is 25%, +5% per level. Orangutans can bandage wounds to heal 1 hp per person per day, but cannot practice medicine in any other manner. Due to their special knowledge about the human past, on a roll of 1-2 on 1d6 orangutan politicians can know general

information about human ruins and artifacts. For example, encountering peculiar ruins of a building and metal rails running along the ground, an orangutan might figure out it is a train station, and have a general concept of a train. Modifiers may be applied by the Ape Master if the ruins or artifacts are particularly obscure or technical. No knowledge roll of this kind grants information about how to use technology.

All orangutan politicians are members of both the Ministry of Sehton and government, which for all practical purposes are one and the same. Generally, low level orangutans occupy lower positions in government and go up in the ranks as they advance in level.

All orangutans have social standing that allows them special privilege. Generally when an orangutan is going about his business he can order non-orangutan NPCs to do his bidding, assuming his orders would not interfere with orders already in place by a higher ranking orangutan. The below examples of additional influence are gained at different class levels. The Ape Master must arbitrate these privileges and decide what is appropriate for a given situation. He may also decide that some NPCs have motivations that would make them refuse a request for service.

If an orangutan politician requests (for example) a 1st level gorilla soldier to take on a task for him, but the NPC has conflicting orders from an orangutan at least 1 level higher than the PC or a gorilla soldier at least two levels higher, the orangutan PC can convince the NPC to disregard the previous orders on a roll of 1-2 on 1d6. The below examples are not exhaustive; the Ape Master may devise comparable areas of influence appropriate to each class level. Characters of a higher level may exercise privileges listed for lower levels.

ORANGUTAN POLITICIAN INFLUENCE	
Level	Examples
1	Command one 1st level ape NPC for a task that takes no longer than one day. Temporarily requisition property, ask for shelter, or other favors, from peasants or level 0 NPCs.
3	Command 2 levels worth (i.e. a 2nd level ape NPC or two 1st level NPCs) for a task that takes no longer than one day. Can request the use of humanoid slaves for a task.
5	Command 3 levels worth of NPCs for no longer than a week. Becomes an arbiter for the will of Sehton, and may be called upon to act as a judge in hearings related to heresy. May also act as defense council or prosecution in the matter of heresy.
7	Establishes permanent command over one 2nd level gorilla soldier and three 1st level gorilla soldiers. Has standing permission from the Ministry of Sehton to enter the Forbidden Zone.

Note that the Ape Master may rule that a PC is held accountable for abusing such privilege. For example, if ordering the help of a soldier results in his death, the PC may have to answer for that and may have privileges revoked for a period of time.

**Reaching 9th Level:** At level 9 orangutan politicians may join the city council and take the leadership of a Ministry, or maintain rank solely in the Ministry of Sehton. In the latter case, the character will be placed in a mentorship role of 2d4 level 1 orangutan politicians, 1d6 level 2, and 1d4 level 3. The character will have much influence over these contacts, and since they are all placed in government positions, the character will be able to exert additional influence. It is the Ape Master's discretion to decide which opportunities are available to a PC.

ORANGUTAN POLITICIAN LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d4)
0	1	Secretary	1
3,000	2	Representative	2
6,000	3	Speaker	3
12,000	4	Administrator	4
24,000	5	Attorney	5
36,000	6	Justice	6
72,000	7	Minister	7
144,000	8	Executive	8
288,000	9	Chancellor	9

## Underdweller

Requirements:	PSI 10
Ability Adjustments:	PSI +2
Prime Requisite:	INT
Hit Dice:	1d6
Maximum Level:	12

The underdwellers are the descendants of the humans who retreated underground to survive the nuclear war. They remained below through the course of the nuclear winter and the ice age that followed. Now that the climate has begun to warm and the Earth is beginning to recover, their attentions have turned back to the surface. Underdwellers have white, semi-translucent skin. Blue veins can be seen in radiating patterns all throughout their skin. Their hair ranges from white to pale blond, and eyes range from light blue to pink.

Over the centuries the underdwellers have become creatures that are not quite human. Their minds have fundamentally changed into something alien, abandoning traditional human concepts of morality, and they have

developed psi powers. All underdwellers have the psi powers *illusory projection* and *ESP*. At character generation, the player may roll randomly for one additional power (see Section 3). Note that the PSI cost of any power rolled must not exceed the character's PSI attribute score.

Underdwellers are sensitive to light, and suffer a penalty of -2 to attacks and all save checks when in sunlight. Their eyes have adapted to darkness, and they have 90' infravision. Since their skin is hypersensitive to ultraviolet rays, they must be covered head to toe in clothing when in daylight or suffer 1d4 hp damage for every three rounds that they are exposed. They may use any weapons, but only armor weighing 20 lbs or less.

At the Ape Master's discretion, characters may begin with some underdweller weapons and equipment.

**Reaching 9th Level:** At 9th level underdwellers develop *kinetic* abilities, doubling their available PSI points pool (see Section 3 for more information about PSI descriptors). In addition, the player may roll for an additional PSI power, restricted to powers with PSI cost equal to or lower than the character's new PSI point pool.

UNDERDWELLER LEVEL PROGRESSION			
Experience	Level	Title	Hit Dice (1d6)
0	1	Initiate of Plutonium	1
4,000	2	Acolyte of the Bomb	2
8,000	3	Priest of Fission	3
16,000	4	Illuminatus of Fallout	4
32,000	5	Elder of Nuclear Fire	5
65,000	6	Witness of Nuclear Winter	6
130,000	7	Inquisitor of Extinction	7
200,000	8	Magister of Evolution	8
400,000	9	Baron of Nuclear Baptism	9
600,000	10	Earl of Gamma Sacrament	+2 hp only *
800,000	11	Duke of Ground Zero	+2 hp only *
1,000,000	12	Lord of Atomic Consecration	+2 hp only *

\*Hit point modifiers from constitution are ignored

## Optional Hit Dice

The hit dice used for classes follows a more "basic" approach similar to class hit dice in *Labyrinth Lord*. The Ape Master may choose to use a more "advanced" approach like that presented, for example, in the *Advanced Edition Companion*. If so, the suggested hit dice for each class are presented in the following table.

### OPTIONAL HIT DICE

Class	Hit Die
Astronaut, Humanoid, and Underdweller	1d8
Bonobo Agent, Chimpanzee Scholar, and Orangutan Scholar	1d6
Gorilla Soldier	1d10

## Money and Coins

Ape economy is based on precious metals and goods that include agricultural products and other trade products. Several kinds of metal coins are common. Each city state issues their own metal coins, but all city states adhere to the same standards in terms of how much each coin should weigh. The three main coins in circulation are simian copper (sc), simian silver (ss), and simian gold (sg). One coin of simian gold is worth 10 simian silver coins. Each simian silver coin is worth 10 simian copper coins. The standard coin (of any type) weighs about  $1/10^{\text{th}}$  of a pound (10 to the pound). When a carrying device, such as a backpack, lists the weight it can carry this weight can be directly converted to coins to determine how many coins it can carry.

Coins	SC	SS	SG
Simian Copper (sc) =	1	1/10	1/100
Simian Silver (ss) =	10	1	1/10
Simian Gold (sg) =	100	10	1

All ape characters start out with 3d8x10 simian gold coins. Astronauts start with no money. Underdwellers also start with no money, since they do not use money in their society.

## Astronaut Equipment

When astronauts crash land onto the planet inhabited by apes, each is usually able to salvage an astronaut survival pack that contains the following items:

### ASTRONAUT WEAPONS

Weapon	Damage	Weight
Pistol (with 16 rounds in 2 clips)	1d10	5 lbs.
Knife, large	1d4	1 lb.



ASTRONAUT EQUIPMENT	
Item	Weight
Backpack	2 lbs.
Blanket, Space	2 lbs.
Canteen (gallon)	9 lbs.
Medkit	5 lbs.
Raft, Inflatable (and motor)	20 lbs.
Transmitter	10 lbs.
Rations (5 days)	5 lbs.

### Notes on Astronaut Gear

**Blanket:** This blanket is made of synthetic fibers and provides exceptional insulation relative to weight. It is impervious to normal fires and is water proof.

**Medkit:** Each medkit contains basic first aid supplies. In addition, it contains 3 anti-venom syringes that can cure poisons, 3 immuno-stimulants that can cure diseases and infections, and 6 healing syringes that speed the body's natural healing process, healing 1d3 hp of damage.

**Pistol:** This high caliber pistol holds 8 rounds in a clip, with one loaded clip to spare. Once this ammunition is gone the pistol is useless because the comparable ape pistol uses ammunition that is incompatible.

**Raft, Inflatable (and motor):** This raft self-inflates and is accompanied by a small motor and two small paddles with retractable handles. The raft can seat six astronauts and is capable of achieving 20 mph with the motor. The motor is powered via nuclear battery and has an effective life well beyond the expected integrity of the motor.

**Transmitter:** This device has an atomic battery and power to last thousands of years. It is capable of transmitting a signal (such as Morse code, a voice recording, etc.) for hundreds of light years, and is packed in order to make a distress call if the astronauts become stranded.

### Ape Equipment

Ape equipment ranges from relatively modern to primitive. The following tables of equipment are not exhaustive but provide a general sense of the items available. There is an emphasis on traveling gear here because these are the items most travelers will be interested in. Other items may be detailed by the Ape Master.

## APE WEAPONS

Weapon	Cost	Variable Damage	Weight
Axe, hand	1 sg	1d6	3 lbs.
Club	3 sg	1d4	3 lbs.
Grenade	7 sg	5d6†	1 lb.
Knife, large	3 sg	1d4	1 lb.
Net	5 ss	-	10 lbs.
Net, Horseapes	5 sg	-	60 lbs.
Pistol	20 sg	1d10	5 lbs.
Quarterstaff*	2 sg	1d6	4 lbs.
Rifle	40 sg	1d10	12 lbs.
Shotgun**	45 sg	3d6/1d6	10 lbs.
Spear	3 sg	1d6	6 lbs.
Sword, long	10 sg	1d8	4 lbs.
Sword, short	7 sg	1d6	2 lbs.
Trident*	4 sg	1d6	4 lbs.
Whip	1ss	1d2	1 lb.

†Grenades inflict this damage within a 20' radius of the target. A miss indicates the grenade impacts 10' away from the intended target in a random direction.

\*These are classified as two-handed weapons.

\*\*Shotguns deal 3d6 hp damage in short range, then 1d6 in medium and long range.

## APE ARMOR

Armor	Cost	Attack Mod.**	Weight
Kevlar body armor	100 sg	-4	20 lbs.
Kevlar vest	20 sg	-2	10 lbs.
Riot shield*	10 sg	-1	10 lbs.
Unarmored	-	0	nil

\*Using a shield reduces an attacker's to-hit by 1.

\*\*This modifier is applied to the to hit roll.

## APE GEAR AND ITEMS

Gear	Cost	Weight
Ammunition, pistol, 50 rounds	3 sg	1 lb.
Ammunition, rifle, 50 rounds	4 sg	3 lbs.
Ammunition, shotgun, 10 shells	3 sg	1 lb.
Backpack (empty)	2 sg	2 lbs.

Bag, scholar equipment	50 sg	5 lbs.
Bedroll	1 ss	5 lbs.
Blanket, winter	5 ss	3 lbs.
Candles (10)	10 sc	—
Case, map	1 sg	½ lb.
Cask, wooden	5 ss	15 lbs.
Chest, large wooden	1 sg	40 lbs.
Chest, small wooden	5 ss	5 lbs.
Chain (10 ft.)	30 sg	2 lbs.
Crowbar	2 sg	5 lbs.
Flask (empty)	3 sc	1½ lbs.
Flint and steel	2 sg	—
Grappling hook	1 sg	4 lbs.
Hammer	5 ss	2 lbs.
Ink (1 oz. vial)	8 sg	—
Quill pen	1 ss	—
Ladder, 10-foot	5 sc	20 lbs.
Lantern	9 sg	3 lbs.
Lock	20 sg	1 lb.
Manacles	15 sg	2 lbs.
Oil (1-pint flask)	1 ss	1 lb.
Paper (sheet)	4 ss	—
Parchment (sheet)	2 ss	—
Pick, miner's	3 sg	10 lbs.
Pouch, large belt	18 ss	½ lb.
Pouch, small belt	5 ss	—
Rations, unpreserved (per day)	2 ss	1 lb.
Rations, trail (per day, preserved)	5 ss	1 lb.
Rope, hemp (50 ft.)	1 sg	10 lbs.
Sack, large (empty)	2 ss	½ lb.
Sack, small (empty)	1 ss	½ lb.
Saddle	25 sg	25 lbs.
Saddle bag	1 ss	½ lb.
Spade or shovel	2 sg	8 lbs.
Spikes, iron (12)	1 sg	8 lbs.
Spyglass	1,000 sg	1 lb.
Torches (8)	3 ss	8 lbs.
Vial, for ink, etc.	1 sg	—
Wine (2 pints)	1 sg	½ lb.

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## ANIMALS AND LAND TRANSPORT

A few domestic animals and plants left behind by humans managed to survive in a feral state in certain areas until apes rediscovered them. Of course, the apes did not recognize that they were already domesticated, they simply thought it was fortuitous to discover them. Other domesticates are similar to ones domesticated by humans, while others serve a similar function but are different. For example, “chickens” domesticated by apes are a type of flightless bird about the size of chickens but resembling very small ostriches with short necks and legs. Cows are likewise new domesticates from close relatives in Asia. However, pigs and horses are direct descendants of human domesticates. The same general principles hold true for domesticated food crops. The Ape Master can decide similarities and differences and use these to add atmospheric flavor to the campaign.

Animals and Land Transport	Cost
Cart	100 sg
Chicken	4 sc
Calf	3 sg
Cow, beef	8 sg
Cow, milk	35 ss
Dog	3 ss
Dog, guard	25 sg
Donkey	8 sg
Feed (per day)	5 sc
Goat	15 ss
Horse, draft	40 sg
Horse, riding	75 sg
Mule	30 sg
Pig	3 sg
Piglet	18 ss
Sheep	15 ss
Wagon	200 sg

### Notes on Ape Gear

Most equipment and other items listed above that are not self-explanatory are described here. Note that, should the players wish to purchase items not provided in the equipment lists, the Ape Master may use the items available as guidelines for determining new items’ characteristics, including prices, and damage if additional weapons are desired.

**Animals of burden:** Most horses and mules can carry up to 200 lbs. and move at 120’. A maximum of twice this encumbrance can be carried and will reduce this movement to half.

**Backpack:** A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 pounds.

**Bag, scholar equipment:** These bags are basic kits for the chimpanzee scholar specialties so that they can perform basics of their trades while in the field. The medical bag includes basic supplies for tending wounds, syringes, monitoring vitals, etc. Archaeology bags include smaller excavation tools such as picks, a trowel, measurement devices, small stakes and string for outlining test areas, etc. Behavioral science bags include basic tools to monitor vitals, equipment for cognitive tests, etc. These bags should be allowed for the characters at character generation without having to spend starting money on them.

**Candles:** A candle dimly illuminates a 5-foot radius and burns for 1 hour.

**Crowbar:** A crowbar is 2 or 3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

**Flint and Steel:** Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

**Grappling Hook:** These can be used for anchoring a rope, and often have 3 to 4 prongs.

**Hammer:** If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

**Ink:** This is black ink. One can buy ink in other colors, but it costs twice as much.

**Lantern:** Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

**Lock:** This is a common iron lock with a key.

**Manacles:** These are used to bind hands or feet.

**Oil Flask:** In addition to fueling lamps, oil can be used as a missile weapon.

**Pistol:** Ape pistols hold 8 rounds in a clip. The ammunition is not compatible with astronaut pistols.

**Rations, trail:** This food is dried and preserved to be carried on long voyages when securing other food may be uncertain.

**Rations, standard:** This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

**Rifle:** Ape rifles hold 10 rounds in a clip. The ammunition is not compatible with astronaut firearms.

**Rope, hemp:** This strong rope can hold the weight of approximately three human-sized beings.

**Shotgun:** Ape shotguns are a break-away type and hold two shells. They are double barreled.

**Sack, Large:** This sack can contain 60 pounds.

**Sack, Small:** This sack can contain 20 pounds.

**Saddle Bag:** This bag can contain 30 pounds.

**Torch:** A torch burns for 1 hour, clearly illuminating a 30-foot radius. If a torch is used in combat, it deals 1d4 damage.

**Vial:** A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

## Underdweller Equipment

Any of the following items might be carried by PCs if the Ape Master allows. In part it will depend on the sort of campaign being run. An outcast underdweller might have none of these items, but if the campaign focuses on underdweller PCs then any of these would be available. Underdwellers may also carry other items that are similar to astronaut or ape equipment, just as canteens, torches, etc.

UNDERDWELLER WEAPONS		
Weapon	Damage	Weight
Energy Pistol	2d6	2 lbs.
Energy Rifle	3d6	7 lbs.
Knife, carbon large	1d4+1	—
Sword, carbon short	1d6+1	1 lb.
Webgun	NA	8 lbs.

UNDERDWELLER EQUIPMENT	
Item	Weight
Metal gills	—
Psi helmet	5 lbs.
Surface goggles	—

Armor	Attack Mod.	Weight
Carbon mail	-5	7 lbs.
Silksteel	-2	2 lbs.
Unarmored	0	nil

## Notes on Underdweller Gear

**Carbon armor and weapons:** Although the underdwellers avoid physical combat when possible, they have developed some advanced materials for weapons and armor. One material is an advanced form of carbon. Bladed weapons of this material are half the weight of ordinary weapons, and virtually never dull due to their hardness. They deal +1 to damage. Mail

armor is also made from this material. It is only 7 lbs and provides defense -5 to hit.

**Energy weapons:** Energy weapons take the form of an energy pistol or energy rifle. They emit beams of destructive energy to a target, and can be fired once per round. The pistol deals 2d6 hp damage to a range of 300', and the rifle deals 3d6 hp damage to a range of 3,000'. *Weight: (pistol) 2 lbs; (rifle) 7 lbs.*

**Metal gills:** These small devices fit in the mouth and filter oxygen from water, thus allowing one to stay underwater for indefinite periods of time. *Weight: negligible.*

**Psi helmet:** This device allows the user to "invest" PSI pool points for storage. A maximum of 20 PSI points may be stored in the helmet. For example, the wearer may spend 5 PSI points for storage, and when he has recovered those points do so again and again until the maximum of 20 is reached. These points may be spent while using PSI powers just as the regular PSI point pool of the character. *Weight: 5 lbs.*

**Silksteel armor:** This armor is a cloth suit worn under other clothes. It is made from engineered spider silk, and is fairly light for the protection it offers.

**Surface Goggles:** These black goggles protect the eyes of underdwellers from sunlight, eliminating penalties to operating in the light. The goggles also protect from fast transitions between complete darkness and light, eliminating temporary blindness in such situations when their infravision is active. Further, these goggles grant night vision up to one mile, with magnification to this distance. In daylight the goggles can magnify to 5 miles. *Weight: negligible.*

**Webgun:** These rifles have large barrels and carry five rounds. Each round is a 2" diameter and 6" long cylinder that can hit a target at up to 100'. The cylinder breaks open in the air, spreading an engineered version of spider webbing to wrap around and immobilize a target. Targets are considered unarmored for the purposes of striking. Characters hit by the webbing must make a save check vs. energy attacks or become entangled and unable to move. Victims may struggle in order to break free in 2d4 turns. If the character has STR of 18 or above this can be accomplished in 4 rounds. Webbing can be burned, but anyone entangled will suffer 1d6 damage per round for two rounds before the webs have burned away. The underdwellers use these weapons to capture apes and humanoids for study. *Weight: 8 lbs.*

# SECTION 3: PSI POWERS

## Use of Psionic Powers

A player character (or NPC) may use his psionic abilities as often as desired, if he has enough PSI points. Use of a psionic power is considered to be that player's action during any given round of combat. A character may only use one psionic power at a time. The use of any psionic power except *empathy* requires the player character to succeed in psionic combat against an enemy.

*Psionic Combat:* Whenever a psionic attack is carried out against an opponent, the attacker must roll his PSI ability score or lower on 1d20. PSI is PSI combat skill. This roll is modified based on the opponent's score. For every ability point that the opponent's PSI score is lower than the attacker, there is a +1 to the attacker's PSI combat skill. If the opponent has a higher PSI, then there is a penalty to the attacker's skill for every point difference. For example, if an attacker has PSI 15 and an opponent has PSI 17, then the attacker suffers -2 to his skill (has to roll 13 or lower instead of 15). If the opponent had a PSI of 13, the attacker would receive a bonus of +2 to the PSI combat skill so that he has to roll 17 or lower to succeed.

If underdwellers are used as a PC race, the table below may be consulted to determine which power is obtained in addition to the standard ones. Note that in all cases, no character can have a psionic power with a PSI cost that is higher than his PSI ability score. Any such result should be rerolled.

Roll 1d6	PSI Power	Minimum PSI
1	Empathy	3
2	Telepathy	6
3	Empathic Projection	7
4	Telekinesis	8
5	Hypnosis	13
6	Telekinetic Attack	15

## PSI Powers

The following psionic powers are presented in the order of easiest to most difficult, as measured by PSI point cost for their use.

### Empathy

*PSI cost:* 3

*Duration:* 1 round

*Range:* Line of sight



*Empathy* is the ability to determine a character's basic emotional state. This is limited to very basic emotions like love, hate, fear, anger, etc., and does not provide information about specific thoughts. This power is unique in that it does not require a psionic attack roll to be successful against another being. Beings must be within the line of sight of the empath. Information is gathered on a round-by-round basis, and if the subject leaves line-of-sight the connection is lost.

## ESP

*PSI cost:* 5

*Duration:* 1 round

*Range:* 300' radius, or touch

This psionic power provides the ability to determine the content of a character's thoughts. If operating from a distance, this only includes surface thoughts. If the subject is in physical contact, and likely restrained if unwilling, then the psionic character can attempt to dig deeper for thoughts and memories below the surface. One fact or memory may be obtained for each round of psionic combat.

## Telepathy

*PSI cost:* 6

*Duration:* 1 round

*Range:* 300' radius, or touch

This is the ability to project thoughts and ideas into another character's mind. Thoughts can be used for pure communication, or to send actual words or mental images. *Telepathy* may also be used for suggestion, but the thoughts do not carry the commanding force of a hypnotic impulse, nor do they present an illusion, nor can they be used to create a certain emotional state. Telepathic ideas are limited to such areas as fostering doubts about loyalty, enticing certain actions, etc. This is interpreted at the AM's discretion, but some possibilities include providing bonuses or penalties to a being's disposition roll. Generally, the subject is likely to take a suggested action so long as it is not obviously self-destructive or it does not completely contradict his feelings. Such impossible suggestions would be getting the subject to attack a friend or steal something if the being is not inclined to do so normally.

## Empathic Projection

*PSI cost:* 7

*Duration:* 1 round

*Range:* 300' radius

This ability allows the psionic character to project an emotional state into another character's mind. Such emotions may be positive (such as

friendliness) or negative (fear, rage). The character will act in accordance with the emotional state projected. Direct commands, such as in hypnosis, cannot be given. This may affect a creature's disposition roll by +2 or -2.

## **Telekinesis**

*PSI cost:* 8

*Duration:* 1 turn

*Range:* 300' radius

*Telekinesis* is the ability to move physical objects through limited distance by the means of mental powers. Weight is limited to a maximum of 30 pounds per point of PSI. Telekinetic force can be applied defensively in melee combat to any being in range. The telekinetic character pushes his mind against the movements of his attacker, causing a penalty to hit of -1 per 5 points of the defender's PSI ability. For example, a character with PSI 12 can impose -2 to an attacker's rolls. When used in this way no psionic combat roll is required, but telekinetic defense is the only action allowed that round.

## **Illusory Projection**

*PSI cost:* 10

*Duration:* 1d4+2 rounds

*Range:* 300' radius

This is the ability to transmit vivid sensory illusions into another character's mind. All senses may be engaged in the illusion. The character will act as though he believes the illusion to be actually present, until it is disproven by a successful INT ability check, or if the circumstances become too incongruent to be true. The psionic character must maintain complete concentration while projecting the illusion, though he may walk. Any damage the character sustains from an illusion is perceived as real. If a character is reduced to 0 hit points from illusory attacks, he must succeed in a roll to resist trauma or die. Otherwise, the opponent is rendered unconscious for 1d4 turns.

## **Hypnosis**

*PSI cost:* 13

*Duration:* See below

*Range:* 300' radius

This psionic ability allows the character to project commands into another character's mind. These commands carry a considerable degree of authority, and the character will almost always act in accordance with the commands. The psionic attacker places the command after one round of successful psionic combat. The implanted action must then be carried out within a number of turns equal to the attacker's PSI ability score or the hypnotic implant is lost. However, it is impossible to command something which is

obviously self-destructive. For this reason, it is impossible to order suicide through a hypnotic command. However, it would be possible to order a character to fight against impossible odds, or even attack friends.

## **Telekinetic Attack**

*PSI cost:* 15

*Duration:* See below

*Range:* 300' radius

A *telekinetic attack* is an ongoing mental assault that causes excruciating pain. The power may be used in two ways. First it may be used to cause debilitating, torturous pain. If the mental attack is successful, the victim is wracked with excruciating pain for 1d6+2 rounds. During this time all attacks have a -4 penalty and movement is halved. The power may also be used to inflict real damage, which has the same debilitating effects but lasts 1d4+1 rounds, and causes 1d4 damage each round. With both uses the attacker must maintain concentration on the effect (cannot attack in other ways), but can move freely.

## **Molecular Control**

*PSI cost:* 20

*Duration:* 1 round

*Range:* 300' radius

This is an extremely powerful ability and is not usually available to PCs (Ape Master's discretion). It provides the ability to alter the molecular nature of a substance by thought. The mass affected may be up to 30 pounds per PSI ability point. By altering the speed of the molecules, it is possible to make a substance hot or cold. By altering the atomic nature of the molecules, it is possible to transmute the composition of an object (from, say, valueless rock to atomic fuel; or, conversely, from a weapon to sand or water.) When used offensively by heating, cooling, or some other harmful manipulation, the ability may inflict 3d6 hp damage each round. It may also transform the physical body into another kind of living being. Alternatively, the ability can be used to transform a living being into an inanimate material, like a statue. If the process is reversed the character must succeed in a roll to resist trauma or he does not survive the transformation back.

## **Energy Leech**

*PSI cost:* 20

*Duration:* 1 round

*Range:* 300' radius

This is the ability to alter energetic states by thought. The *energy leech* can remove or impart energy from any object, from an individual, or a powered device. It is possible to kill (or resurrect) a character and totally drain (or re-

energize) a device with this power. A character may be drained of life energy as represented by 3d10 PSI ability points. Note that if a character's PSI ability is reduced to 0 or fewer he dies. This must be reversed within 1d4 turns or he cannot be revived. Cryogenic suspension can extend this duration indefinitely. If reversed, a character must succeed in a roll to resist trauma or he does not survive.

## Brain Drain

*PSI cost:* 20

*Duration:* 1 round

*Range:* 300' radius

Resolved as any other psionic attack, if the *brain drain* succeeds the affected character rolls 1d6 and subtracts this from INT. When a character's INT reaches 3, he is essentially functioning at the level of a trained pet; 0, a living vegetable incapable of action. When intelligence is reduced to -5 or below, the character forgets how to breathe and dies. If the attacking psionic is killed or incapacitated before the affected character dies, intelligence returns to normal if the character was not reduced below 0. If reduced below zero, but not killed, the amount of reduction below 0 is applied permanently to the character's INT. For example, a character with INT of 12 that was reduced to -3 would, upon restoration, be restored only to intelligence of 9. A psionic employing *brain drain* may attack up to six opponents each round of combat.

## Tentacles of the Mind

*PSI cost:* 20

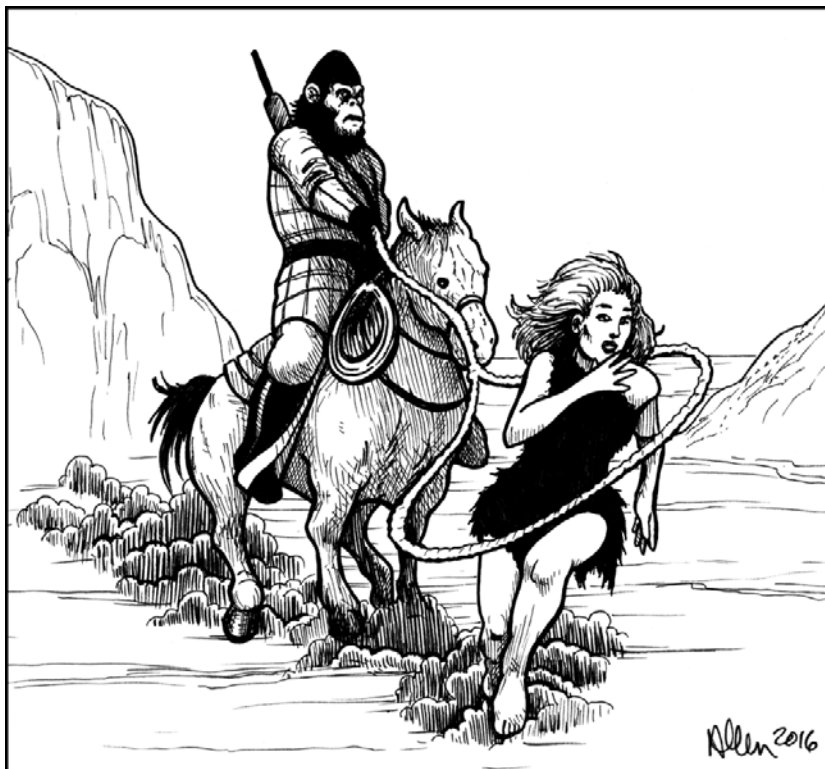
*Duration:* 1d4+3 rounds

*Range:* 300' radius

Resolved as any other psionic attack, *mind tentacles* reach out and grab a character, immobilizing him and preventing any action except thought or psionics.



# SECTION 4: ADVENTURE RULES



## Land of the Apes

Many adventures in *Apes Victorious* take place on the surface of the Earth, underground, in underdweller complexes, or other locations. Characters may be exploring in hopes of finding a way back to the 1970s, or if apes, seeking out humans to eradicate them. This section presents rules for adventuring.

## Adventuring Groups

The adventuring group consists of all the player characters. It may be composed only of one class, or a combination of classes depending on the type of campaign. One player should act as the spokesperson for the group when telling the AM what the actions of the PCs will be. The reason for this is that many times players will announce the actions of their characters in a chaotic fashion otherwise, and the consequences of characters operating at

cross purposes can be disastrous for the adventuring party. Therefore, the players should first discuss among themselves what the characters will do, and once everyone is in agreement the spokesperson tells the Ape Master.

It may also be useful, even essential, to map an area to keep track of direction and make a record of the terrain or underground area. When a group is on the move, either in the wilderness or in underground ruins, or any other area, the players must declare a formation order. The formation order shows how characters move about. For example, single file, or in pairs, and which group members are in the front or back. This order needs to be documented so that the AM knows where everyone is when an encounter or some other event occurs. This is especially necessary if miniatures are being used.

## Mapping

Particularly if the characters are exploring an indoor area, such as an underdweller complex or underground passages, some player should be designated the mapper. The player must map the area with graph paper. At the referee's discretion, if the player fails to map the area the referee may rule that the character failed to remember to map the area.

## Time

Time is measured in rounds and turns. One round is equal to 10 seconds, and one turn is equal to 10 minutes (60 rounds). Rounds are kept track of during encounters, when the PCs meet creatures or NPCs, engage in conversation or combat, and other situations where keeping track of short time increments is useful. In many situations, time will be kept in terms of turns. When groups are exploring an area turns are used. Carefully inspecting a 10' x 10' area takes one turn, which usually involves looking for secret passages, doors, or other concealed elements.

Measure	Time
Round	10 seconds
Turn	10 minutes (60 rounds)
Hour	6 turns

## Vision

Creatures and humanoids may have different forms of vision. In addition, some technological devices may grant the ability to see in these ways.

### Infrared Vision

Infrared vision is the capability to see in the infrared spectrum of light. Creatures have varying ranges for this ability. Most creatures have the ability

to 60', and this means their eyes are collecting light much as any eyes do. These creatures can only distinguish differences in heat levels, and it is not in fine detail. However, warm footprints may be detected within 4 rounds of a creature's passage. Further ranges indicate that the eyes actually emit infrared light (and glow red) indicating the eyes are seeing infrared light as it bounces back. This form of vision allows the viewer much greater resolution. Note that if a heat-emitting light source is present, infrared vision cannot function. The sudden presence of a heat source or sunlight causes 1 round of blindness.

### **Low-light Vision**

Creatures with this form of vision have eyes that are so sensitive to low levels of light that they can effectively see in the dark. There must be some small amount of ambient light, such as starlight, moonlight, etc., even if this light is virtually undetectable by other creatures. As a consequence, this form of vision is useless in environments that are totally devoid of light, such as underground.

### **Ultraviolet Vision**

Creatures with this ability can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes high intensity radiation. At night, this vision allows a character or creature to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a creature has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form. Note that radioactive devices or other objects that shed similar energy interferes with *ultraviolet vision*, much like a heat source interferes with *infrared vision*.

### **Invisibility**

The following guidelines can be used for ruling in situations where invisibility is a factor. Some beings may have the ability to be invisible, or devices may grant that ability. As a general rule, an invisible character or creature may be struck with a -4 penalty to combat skill. In addition, invisible creatures receive a +4 to save checks in regard to effects in which knowing the victim's location is a factor.

It must be noted that invisible creatures are not rendered silent, unless that is achieved by other means. In addition, an invisible creature may betray his presence through other senses, such as smell. To account for various means of perception and alertness, the following chart can be used to check the probability that a creature or higher level character detects that an invisible creature is present. Note that this only gives knowledge of the creature's

presence, and all normal penalties to hit apply. The roll should be made every round. If successful, the creature is aware of the invisible being from that point on. In the case of creatures, level refers to the number of 1d8 hits (also generally the save level). Cross reference the creature's level or hits with INT for the probability of detecting any invisible opponents.

INT	LEVEL OR HITS (1d8)							
	8	9	10	11	12	13	14	15+
0-3	-	-	-	-	-	5%	10%	15%
4-5	-	-	-	-	5%	10%	15%	20%
6-8	-	-	-	5%	10%	15%	20%	25%
9-12	-	-	5%	10%	15%	20%	25%	30%
13-15	-	5%	15%	25%	35%	45%	55%	65%
16-17	5%	10%	20%	30%	40%	50%	60%	70%
18	5%	15%	25%	35%	45%	55%	65%	75%
19	10%	20%	30%	40%	50%	60%	70%	80%
20	15%	25%	35%	45%	55%	65%	75%	85%
21+	20%	30%	40%	50%	60%	70%	80%	90%

## Movement

The distance a character may move on foot without the aid of a mount or a vehicle depends on the situation and timescale currently in use. **Exploring movement** is used when characters are moving about in old ruins or structures, underground, or anywhere else indoors when they are moving slowly and carefully to watch out for hazards and map the area. In these cases, characters move 120' per turn. **Encounter movement** is applied when rounds are used for situations like combat. In this case characters move at one-third of their exploring movement, generally 40', per round. This is the distance a character can move and still engage in an action in the round, such as combat, picking something up, activating equipment, and so on. Characters may also engage in a full-out run in a round, to move their full 120' movement distance. This movement forgoes any other action in the round. In addition to these movements, characters may swim at 50% of their current movement rate.

Characters must rest for 1 turn after 5 turns of movement when exploring. If they do not, they suffer -1 to skill rolls and damage rolls in melee combat until they rest.

When characters are traveling overland or in wilderness they move faster since they are not watching their footing so carefully. In this case characters move 120 yards (360') per turn. This also translates to 24 miles per day on foot. Characters must rest for 1 day out of every 6 when traveling overland. Refer to the following tables for a summary of movement types and modifiers to overland movement.



MOVEMENT SUMMARY		
Movement Type	Distance	Time
Exploring	120'	1 turn
Encounter	40'	1 round
Running	120'	1 round
Overland	360'	1 turn
<i>Overland Modifiers:</i>		
Rough, hilly, woods		-1/3
Swamp, thick woods/jungle, mountains		-1/2
Roads, clear terrain		+1/2
Forced March*		+1/2

\*Characters must rest for one day after every day of a forced march.

## Carrying Capacity and Encumbrance

This is an optional rule, and is used if the referee wants to make sure characters carry more realistic weights. If characters are heavily weighed down they cannot move as fast. Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons, armor, and other equipment. The maximum any character can carry is 160 pounds. Character speed will be affected based on encumbrance. Refer to the table below.

MOVEMENT AND ENCUMBRANCE TABLE			
Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' per round	120' per round
41 to 60 lbs.	90'	30' per round	90' per round
61 to 80 lbs.	60'	20' per round	60' per round
81 to 160 lbs.	30'	10' per round	30' per round

\*At the referee's discretion, a character wearing kevlar body armor (or any other full body armor) in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

## Actions and Conditions

### Muscle Check

Sometimes a door is stuck, or an object needs to be lifted and it is unclear whether a character can manage it. In such cases roll 1d6, and a roll of 1-2 indicates success in the activity. High or low STR may modify this roll.

### Search, Detect, Disarm Checks

When exploring underdweller structures, characters may want to look for hidden doors or secret passages, find traps, or listen carefully at doors. For all such actions, the base chance of success is a roll of 1 on 1d6. There may be traps present in ruins or underdweller structures. The nature of the trap

will require the Ape Master's discretion in whether it can be disarmed. A highly technological trap may be more difficult for apes to detect in the first place. Chimpanzee scholars and orangutan politicians may use the standard 1 in 1d6, but other ape classes and humanoids might use 1 in 1d10 for detection in these situations. The base chance to disarm traps is the same as detecting them, with the odds adjusted as the AM sees fit.

## Foraging

It is wise for characters to pack food if they anticipate a long journey, for one never knows if food will be available out in the rugged wilderness. However, due to unforeseen circumstance the characters may be out of food. Characters can scavenge as part of ordinary travel, and the group can find enough food during a day for 1d6 people on a roll of 1 on 1d6. If they stop to focus their attention on scavenging and hunting, the odds go up to 1-2 on a roll of 1d6. This may be modified for barren or otherwise low-resource environments by using a d8, d10, or d12 rather than a d6. Food in such environments will seldom be appealing, it will only provide nourishment.

Note that in this post-nuclear apocalyptic environment there may be poisonous plants or animals that are not suited to eat. Food may be contaminated with residual radiation. When consuming strange wildlife, there is a base 15% chance that an animal is poisonous to eat, and a base 30% chance that any plants or fruit are poisonous. The probability something is contaminated by radiation should be determined by the Ape Master depending on what he knows about the terrain. Characters exposed to poisonous life must make a save check against poison, or against radiation as applicable. Use the table below to determine the poison or radiation severity.

Roll 2d6	Poison or Radiation Save Adjustment
2-4	None
5-9	-1
10-12	-3

## Encounters and Combat

The following section discusses how encounters occur and how combat plays out.

### Random Encounters

When characters are exploring underground structures or ruins, there may be creatures lurking about. Typically, the AM will check for random encounters every 2 turns that a group is exploring underground, in a structure, ruins, or other similar areas. This assumes there are creatures wandering about to be encountered. When characters are traveling overland

or in wilderness, this check will be rolled up to three times per day. In all cases, an encounter occurs on a roll of 1 on 1d6.

When a random encounter occurs in a structure or in ruins, the creatures will appear 2d6x10' from the characters, or in a logical area at the discretion of the AM. In the wilderness creatures will appear at a distance of 4d6x10 yards away.

## Surprise

When an encounter occurs, the AM may check to see if either party is surprised. Sometimes surprise is not possible, such as if one party is carrying a light source in a dark environment, or making lots of noise, etc. Each player must roll 1d6, and the AM rolls a d6 for each creature. A roll of 1-2 indicates the character or creature is surprised, and cannot act the next round.

## Rolling Initiative

When an encounter occurs, characters or creatures not surprised may roll for initiative to determine who attacks first in the next round. The AM rolls 1d6 for the creatures, and one player, usually the one whose character is in the most danger if applicable, rolls for the side of the characters. The highest roll wins initiative. If the rolls are the same, actions for both sides occur at the same time.

### *Individual Initiative (Optional Rule)*

The AM may elect to determine initiative on an individual basis rather than per group. In this case, every character and creature in the encounter will have a separate roll. Characters adjust their roll by applying their DEX initiative adjustment, and the AM may apply a bonus to creature rolls if they have a high movement rate.

## Encounter Disposition

When creatures or NPCs are encountered, the AM rolls to determine the general disposition of the being encountered. Note that this roll may not always be appropriate, depending on the situation. Sometimes beings will be hostile no matter what, or even predisposed to be friendly. If the encounter is with the same species as the PC, a character may apply CHA adjustments to this reaction roll.

ENCOUNTER DISPOSITION TABLE	
Roll 2d6	Result
2	Friendly, helpful
3-5	Indifferent, uninterested
6-8	Neutral, uncertain
9-11	Unfriendly, may attack
12	Hostile, attacks

## Encounter Movement

As previously discussed, encounter movement is generally 40' per round, or 120' when running if the character takes no other action. Note that if running, characters can only maintain full speed for 30 rounds, and must rest for 3 turns or suffer -2 to skill rolls and damage rolls in melee combat until they do rest.

## Combat

In most cases, there will be two opposing sides in a combat sequence. Refer to the sequence below for running combat.

1. Movement Declaration: Players declare character movement or actions. The AM secretly decides ape and NPC movement and action intentions.
2. Initiative: 1d6 is rolled by each opposing side.
3. Initiative winner acts first. The AM may check morale for creatures, apes, or other NPCs.
4. Movement is made.
5. Missile attack rolls are made, accounting for DEX adjustments.
6. PSI powers are used.
7. Melee combat occurs; attack and damage rolls are made, accounting for STR adjustments.
8. Other sides act through steps 4-7, in order of initiative.
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

## Combat Movement

In addition to movements as described above, characters have the following movement options in combat:

*Fighting retreat:* This allows a character to move backwards at  $\frac{1}{2}$  normal encounter movement (20'). However, there must be a clear path for this movement.

*Full retreat:* A character may move backwards at a faster rate than  $\frac{1}{2}$  of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit.

## Physical Attacks

An attack strikes an opponent with a successful to-hit roll. Melee combat is defined as hand-to-hand combat or combat using hand-held (non-range) weapons. Missile combat is defined as combat using any ranged weapons, from a regular rifle to energy weapons. Modifiers may apply to melee attacks from STR, or missile attacks from DEX. In addition, characters may wear armor and this will apply modifiers to the to-hit roll.

An unmodified attack roll of 20 on 1d20 is always a miss.

Characters and creatures must be within 5' of each other to engage in melee combat. In complete darkness or attacking against invisible creatures, there is a penalty of -4 to hit.

The AM may apply skill penalties to missile attacks if the target is under cover. These penalties are applied to the skill before the skill check is rolled. Refer to the table below.

<i>Light cover (25% or less of the target is under cover)</i>	-1
<i>Moderate cover (50% or less of the target is under cover)</i>	-2
<i>Substantial cover (75% or less of the target is under cover)</i>	-3
<i>Heavy cover (More than 75% of the target is under cover)</i>	-4

Generally, characters only have one attack per round unless a weapon indicates otherwise. Some creatures may attack multiple times, sometimes because they are hyper-fast, or they have several attack forms like a claw and a bite.

**Unarmed Combat:** Unarmed combat is a form of melee combat. Combat involves fists or other types of blows. Damage is 1-2 plus any modifiers from STR.

**Attacking to Subdue:** At times apes attack humanoids to subdue and capture, and at times the PCs may wish to do the same. Unarmed combat may be used, or the opponent may attack with that intent using a blunt instrument, the flat or pommel of a blade, etc. Such attacks and damage are figured as usual, but half of the damage is "real" damage and the other half is subdual damage. Subdual damage "heals" at a rate of 1 hp per round. The two types of damage must be recorded separately. If an opponent reaches 0 hp due to subdual damage, the opponent is knocked unconscious for 1 round plus 1 additional round per hp damage below zero. For example, if a blow from a pommel takes an opponent to -3 hp, he is unconscious for 4 rounds.

**Nets in Combat:** Apes frequently use nets to capture humanoids. A standard-sized net can be thrown up to 10' and can entangle up to four people in a 10' square area. A successful to-hit roll is required, and although any DEX

modifiers of a target are applied to the to-hit roll, armor modifiers do not apply. If there are multiple targets only one to-hit roll is made, and this number is compared to the number needed after modifiers for all potential targets. If the attack is successful, targets caught in the area are entangled. Entangled targets may only move at half speed, and then only if there is only one target in the net. If two or more are entangled no movement is possible.

When mounted apes use a horseapes net, one mounted ape has one end of the net, and another mounted ape has the other end. This net is used when many humanoids have been herded into a small area. The net is large and thrown while at a gallop. It is not thrown like a smaller net, as the mounted riders hold onto a portion so it unfurls over a large crowd. It may entangle as many humans as can fit within a 60' square area. Use of this net does not require a successful attack roll. All targets in the area are entangled.

Entangled targets for any type of net suffer -4 to attack rolls. A target may escape a smaller net in 1d6 rounds, or a larger net in 4d4 rounds. A target may also attempt a muscle check one time to attempt to rip a hole in the net large enough to escape. If a knife is already drawn, a large enough hole can be cut in one round, but it takes one round to draw the knife. If the enemy grapples an opponent before he has escaped the net (ignoring armor or DEX adjustments to the attacker's to-hit roll) then the entangled target is immobilized in the net and the apes can capture him.

#### CHARACTER ATTACK TABLE

Astronaut	Bonobo Diplomat, Underdweller, Humanoid	Gorilla Soldier	Chimpanzee Scholar, Orangutan Politician	Roll To-Hit
		0 Ape, Humanoid		11
1-2	1-2	1-2	1-3	12
3	3-4	3	4-5	13
4-5	5-6	4	6-7	14
6	6-7	5	8-9	15
7-8	8-9	6		16
9		7-8		17
10-11		9		18
12		10-11		19
13+		12		20*

\*Note that a natural roll of 20 is always a miss, but for the purposes of calculating to-hit 20 is used when subtracting penalties due to armor, DEX, etc.

## Psionic Combat

Psionic combat occurs when a character or creature uses a psionic power offensively. The base PSI combat skill is equal to the attacker's PSI ability. Subtract the PSI of the victim from that of the attacker. If the result is positive, this is the skill bonus for the attacker. If the result is negative, this is the attack penalty.

For example: An underdweller with a PSI of 16 attacks an astronaut with a PSI of 13. Since  $16 - 13 = 3$ , the attacker needs to roll 19 or lower on 1d20 to succeed. If the character had a PSI score of 17, the attacker would need to roll 15 or lower to succeed ( $16 - 17 = -1$ ).

## Damage and Healing

Damage dealt is subtracted from the opponent's hit points. Generally, when a character or creature reaches 0 hp he dies. All beings recover hit points through rest. For each full day of complete rest, a character or creature will recover 1d3 hp. A chimpanzee scholar specializing in medicine can speed the healing process. He can bandage a character to heal 1-3 hp. If the wounded character is in a hospital or similar facility with appropriate medical equipment a character will heal 3 hp per day under the care of a chimpanzee doctor. An orangutan politician can bandage a character to restore 1 hp only. The amounts for daily healing assume complete rest. No healing occurs if the injured party engages in any activity but bed rest.

## Save Checks

All characters and monsters can make "saving throws" to avoid the full effects of poison, radiation, or certain attacks. Characters and creatures will have a number for a saving throw category, and when affected by a type of dangerous material or attack which requires a save check, the player or Ape Master will roll 1d20. **A result that is greater than or equal to the value listed for the saving throw is a success.** However, the roll is failed if the result is less than the listed number. Some successful saving throw rolls will completely negate any effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. Poison usually kills if the saving throw is failed. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the creature attack or encounter.

Poison may be used as a weapon by characters or non-player characters at the discretion of the Ape Master. However, effective poison should be difficult to obtain.

ASTRONAUT SAVE CHECKS				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
1-3	15	14	15	13
4-6	13	12	13	11
7-9	9	10	11	9
10-12	7	8	9	7
13-15	5	6	7	5
16-18	4	4	5	4
19+	4	3	4	3

BONOBO AGENT SAVE CHECKS				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
1-3	15	14	15	13
4-6	13	12	13	11
7-9	9	10	11	9

CHIMPANZEE SCHOLAR AND ORANGUTAN POLITITIAN SAVE CHECKS				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
1-3	16	12	15	14
4-6	14	10	13	12
7-9	12	8	11	8

GORILLA AND HUMANOID SAVE CHECKS				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
0 Ape or Humanoid	17	14	16	15
1-3	15	12	14	13
4-6	13	10	12	11
7-9	9	8	10	9
10-12	8	7	9	8

UNDERDWELLER SAVE CHECKS				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
1-3	15	14	15	14
4-6	13	12	13	12
7-9	9	10	11	10
10-12	8	8	9	8



**Energy Attacks:** A save check versus energy attacks is typically made when a character is subjected to damage from thermal or electrical-based effects or weapons. A save may be rolled to reduce damage to half. This save is not appropriate for some energy-based weapons, such as lasers, but can apply to flame throwers, for example.

**Poison or Death:** This save can be attempted any time a character is subjected to poison. Successful or failed saves will have different effects based on the class of the poison. This save may also be appropriate during times when a character is exposed to a particularly unusual or lethal force in which instant death is likely.

**Stun Attacks:** This save applies to any force that would stun or render a character unconscious by affecting the neural system, such as energy stun weapons. This save also applies to paralytic poisons.

**Radiation:** A save check may be attempted to reduce damage by radiation in half.

## **Morale Checks**

Morale checks apply to NPCs or creatures the Ape Master controls. Players are never required to check morale for their characters; they choose what their characters do and how they react to danger.

The AM may check the morale of a creature or NPC in extremely dangerous circumstances. For example, if a group of creatures is attacking the PCs the AM may check morale if the PCs kill one of the creatures, and again if more than half of their number has been either killed or incapacitated.

Morale is rated between 2 and 12, with 2 being the most cowardly, a creature that will never fight, and 12 being the most aggressive beings who always fight to the death. The AM rolls 2d6 and compares the result to the morale score. A roll equal to or below the morale score indicates the creature has succeeded. The AM may apply penalties or bonuses in extreme situations, but they should never be applied to the most extreme morale ratings. Adjustments should never be by more than +2 or -2.

In addition, if a group of PCs hires people (or apes) such as scouts, hired muscle, etc., these men may also check against morale in similar conditions or when severely hurt (25% of hp remain). The CHA used to base the roll is generally the highest of the PCs, though it may be a specific PC depending on the circumstances at the Ape Master's discretion.

When a creature or NPC fails a morale check, it will either initiate a fighting retreat or a full retreat, at the AM's discretion, but may also surrender if there is no alternative.

## Random Encounter Checks

When the AM plans an adventure, he will determine what sorts of threats and creatures are present. Some of the creatures will be placed in specific locations. Other creatures may be encountered in unplanned locations by using random encounters.

The referee decides if random encounters are possible. For example, in wilderness there are likely to be creatures wandering about. There may even be a random chance that the players will stumble upon guards in an underdweller complex, or creatures that have taken over ruins. Consult the table below for encounter probabilities and time intervals for rolling a random encounter check.

Location	Chance	Interval
Ruins/Abandoned Structures	1 on 1d6	2 turns
Wilderness	1 to 2 on 1d6	3 per day
Dense jungle, swamp	1 to 3 on 1d6	4 per day
Settled areas	1 on 1d6	3 per day
Glacial area	1 on 1d6	2 per day
Underwater	1 to 2 on 1d6	3 per day
Radioactive areas	1 on 1d6	2 per day
Underdweller facilities	1 on 1d6	1 turn

The referee should adjust these probabilities and intervals in any way that seems appropriate. When an encounter occurs in an indoor setting (building, ruins, underground structure, etc.) the creatures will be 2d6 x10 feet away from the characters, and when in the wilderness or other outdoor settings creatures will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate table provided at the end of the Dangerous Encounters section, or the referee can create a table customized for the location.

## Missile Range Adjustments

Use the following table to employ to-hit adjustments based on range. This table includes both advanced and primitive missile weapons.

Weapon	Skill Adjustment For Range		
	+1	0	-1
	Short Range	Medium Range	Long Range
<i>Underdweller Weapons</i>			
Energy Pistol	Up to 150'	...to 210'	...to 300'
Energy Rifle	Up to 300'	...to 900'	...to 3000'
Webgun	Up to 30'	...to 50'	...to 70'
<i>Ape Weapons</i>			
Pistol (also astronaut)	Up to 400'	...to 800'	...to 1200'
Rifle (including automatic)*	Up to 450'	...to 900'	...to 1350'
Shotgun	Up to 50'	...to 100'	...to 150'
Grenade	Up to 10'	...to 30'	...to 50'
<i>Primitive Thrown Weapons</i>			
Axe (thrown)	Up to 10'	...to 20'	...to 30'
Dagger (thrown)	Up to 10'	...to 20'	...to 30'
Spear	Up to 20'	...to 40'	...to 60'

\*Apes have not invented automatic rifles. They are sometimes found as past human technology. They can fire twice per round.

## Poison

A number of creatures and plants are poisonous, and other environmental factors may lead to poisoning. The effects of poison will be described in adventures or creature descriptions any time characters can be exposed to it. Generally, poison is injected through bites or applied directly to wounds by a creature's attack. However, other forms of poison are possible, such as ingested, contact (applied to skin), or inhaled poisons. Usually characters will need to make a successful save check vs. poison to avoid or mitigate the effects of poisons. There are many poisons possible.

Note that in the event characters attempt to use poison as a weapon, there is a 5% chance that they accidentally expose themselves to it. In addition, if a character has applied poison to a weapon, on a natural to-hit roll of 20 the character has managed to expose himself to the toxin.

## Stun and Paralysis

Various attacks or effects result in characters being stunned or paralyzed. Effects that *stun* render a character or creature unable to act. Sometimes this may be described as "dazed" or "mesmerized." However, characters in this state are not entirely helpless. Attacks against them are carried out without the benefit of attack penalties due to DEX or the use of a shield, but

otherwise attacks are handled normally. Attackers gain a +4 to hit stunned opponents.

In contrast, characters that are paralyzed or unconscious are completely vulnerable. Attacks against them automatically succeed. In fact, paralyzed or unconscious creatures may be killed instantly just by declaring the intention.

## **Ability Checks**

The AM might require checks against abilities to determine if a character succeeds in a task or escapes a danger. For example, DEX might be used to jump over a fissure or STR might be used to push an object. Or INT might be used as a general perception check to notice something. The player rolls 1d20, and if the result is greater than the ability, the roll fails. If the roll is less than or equal to the ability, the roll succeeds. Ability bonuses or penalties can be applied, with a bonus of 4 being a relatively easy ability check, and a penalty of 4 being very difficult. Of course, any modifier between these extremes can be applied. A result of 1 is always a success, and 20 is always a failure.

## **Item Damage Checks**

Sometimes characters are exposed to extreme damage, or items by themselves are exposed to harsh conditions. Although a lot of equipment is fairly rugged, there is a chance it will be damaged in certain conditions. Extreme heat, acid, crushing blows, etc., may destroy equipment. When a character is successfully attacked by such effects, the AM might make an item damage check for each technological item the character is carrying. Generally, a roll of 1 on 1d6 indicates the item has survived. Tougher items may survive on 1-2, or very strong items like guns or other metal weapons, on a roll of 1-3 on 1d6. The Ape Master will use his discretion in assigning odds, and it is possible he may rule some items are destroyed automatically, or some have no chance of being destroyed depending on the context. These odds can be further adjusted to make them greater or lesser by using a different die, such as 1 on 1d10 or 1d4, to account for different conditions or intensity of the attack.

## **Awarding Experience**

Player characters earn experience points from creatures defeated as described in the next section. In addition, the Ape Master awards experience based on character achievements.

All characters receive 100 x level experience points for successfully using class abilities and skills that require a roll. This does not include combat rolls since combat experience is handled differently as explained in the next section. Successful use of psionic powers grants 10 x the PSI cost for the power.

## SECTION 5: DANGEROUS EVOLUTION

This section details some creatures that may be used in campaigns of *Apes Victorious*. This is a game of science fantasy; therefore the animals and mutated beasts presented here will have evolved in a short time on Earth, and many will possess fantastic abilities. There are a couple of approaches to using these creatures in a campaign.

A more conservative approach might be to use very few unusual creatures. The Earth is a post-apocalyptic and barren place, but has few “alien” trappings other than the intelligent apes and underdwellers. This is an approach that emphasizes the strangeness of a world run by apes. However, if the Ape Master plans to run a longer campaign, it can be interesting to include new threats and other elements to the game to keep surprises coming. Maybe more than one species has gained intelligence on Earth in the absence of intelligent humans. Such additional components to the world could be added soon, or after the PCs have started to settle in and think they understand this new world.

The Ape Master can use all of the creatures presented here, or pick and choose according to taste. These may also be used as examples for creating new threats.

### Vital Listings

The defined categories below are used to describe creatures.

***Encountered:*** Two numbers will be found here, one inside and one outside parentheses. These numbers represent the number of the type of creature that will be confronted when encountered. The number outside parentheses is the number found in structures, underground passages, or other indoor areas. The number inside parentheses is the number encountered either in their nesting area, lair, etc., and 25% of the number will include non-combatant young (at the discretion of the referee). This number also may represent the number encountered in open spaces or wilderness, but no young will be present.

***Movement:*** These numbers represent the movement rate of the beings. The number in parentheses is encounter movement. An (F) means flying movement, and an (S) means swimming movement. Otherwise the movement is assumed to be on land.

***Intelligence:*** Intelligence ranks are used to represent intelligence ranges for creatures. A rank of Average is about what ancient humans and current apes would typically have.

## INTELLIGENCE RANKS

Rank	Intelligence
None or Not Applicable	0
Animal	1
Feeble	2-4
Low	5-7
Average	8-10
High	11-12
Extraordinary	13-14
Near-Genius	15-16
Genius	17-18
Ultra-Genius	19-20
Cosmic	21+

***Psionic Potential:*** The psionic potential of creatures is generally based on their intelligence level, as indicated in the table below. This ability is used exactly like the PSI ability for PCs in psionic combat and as the basis for expendable PSI points. In the case of PC races, these values are not meant to replicate those of PCs, but rather common members of the race that will be encountered as NPCs. For example, most underdwellers would be considered Near-Genius or Genius rank intelligence, but PC scores for both PSI and INT have a wider range.

## PSI ABILITY BASED ON INTELLIGENCE

Intelligence Rank	Determine PSI
None or Animal	1d4*
Feeble or Low	2d4
Average	3d4
High/Extraordinary	4d4
Near-Genius/Genius	2d6+6
Ultra-Genius	4d4+4
Cosmic	3d6+6

\*This category is up to referee discretion. Some animals may have unusually high PSI.

Note that non-intelligent creatures are generally immune to psionic attacks or manipulation, simply because their mental faculties are not advanced enough to be manipulated. This is subject to referee judgment, but as a general rule if the creature has at least 1 point of PSI it is susceptible to mental manipulation.

In the creature listings, the dice formula to determine PSI is accompanied by a term, such as *4d4, active*. The descriptor is used to indicate any modifier to PSI points. PC races with psionic abilities are generally considered “active,” meaning their expendable PSI points are figured normally (PSI x 1), equal to the PSI ability. Races that are “inactive” generally have no psionic powers,

but they still have PSI points (PSI x 1) that may come into play for defense. Other creatures may have PSI points that exceed this ability such as PSI x 2, reflecting their powerful mental energies that go beyond the normal measure of psionic strength. See the table below for the descriptors and how they modify PSI points.

PSI Descriptor	PSI points modifier	Powers
Inactive	x1	None
Active	x1	1d2
Kinetic	x2	1d4
Potent	x3	1d4+2
Powerful	x5	1d4+4
Preternatural	x10	1d6+5

Note that the number of powers a creature may have, as listed in the table above, follows the same rules as for PCs in regard to PSI points and PSI cost for powers. The number suggested is only a guideline for Ape Masters who wish to create new creatures; the referee should adjust these in any way that seems appropriate.

**Hits:** The dice number or formula indicated is used to determine a creature's hit points. The number of dice indicated also influence XP earned from the creatures (see the following text).

**Armor:** This number represents the modifier to attack rolls against such creatures. A negative number may reflect natural armor or quickness, while a positive number may reflect physical vulnerability or slowness.

**To-Hit:** The roll needed for creatures to-hit in combat is determined by the number of dice (not the type of die) that make up their hit points. For example, a creature with 2d8 hp would have the same to-hit number as a creature with 2d6 hp. The most common die used is the d8. See the Creature XP and To-Hit table on the next page.

**Save:** The number in this category determines the equivalent character and level at which the creatures makes save checks. Gorilla soldiers are the most common reference. For example, G3 means the creature saves as a 3rd level gorilla soldier. The first letter of the other classes will be used otherwise. This number will often, though not always, correspond to the number of d8s (or other die) that compose a creature's hit points.

**Attacks:** The number here is the number of attacks per round. Creatures with more than one attack, such as two claws and one bite, will have a parenthetic descriptor next to the number, such as (2 claws, bite).

**Damage:** Damage here may list a dice formula or may indicate that damage is by weapon. When a creature has more than one attack, damage will follow the same order as listed attacks. For example, in the above circumstance of

(2 claws, bite) damage would be listed in a manner such as 1d4/1d4/1d6, to indicate that each claw deals 1d4 hp damage and the bite deals 1d6 damage.

**Morale:** A creature's morale is a rating of its predisposition toward fight or flight. The number will be a range from 2-12. Creatures with a 2 will always flee, while creatures with 12 will always fight, with no morale check required even in the direst circumstances.

**XP:** Experience points are granted to the group for defeating the creature. The number of XP is divided by the number of characters to determine how many points each character receives (with additional modifiers based on prime requisites). "Defeating" may not necessarily mean killing. Negotiating, outsmarting, or capturing are other means of defeating opponents. The base XP is determined by the dice used to calculate hp (see the table below). For each special ability, such as a unique attack, multiple attacks, or a psionic power, there is a bonus added to the base, and the bonus varies depending on the dice used to determine hp.

Creature XP and To-Hit Number			
Dice	Base XP	Ability Bonus	Attack #
Less than 1d8	5	1	11
1d8	10	3	12
1d8+	15	6	12
2d8	20	9	13
2d8+	35	12	13
3d8	50	15	14
3d8+	65	35	14
4d8	80	55	15
4d8+	140	75	15
5d8	200	150	16
5d8+	260	200	16
6d8	320	250	17
6d8+	380	300	17
7d8	440	350	18
7d8+	500	400	18
8d8	560	500	19
8d8+	620	600	19
9d8 or more	1000	700	20
11d8 or more	1200	800	21
13d8 or more	1500	900	22
17d8 or more	2,250	1,000	23
21d8 or more*	3,000	2,000	24

**Abbreviations:** When abbreviating statistics for adventures, the following format can be used: MV, Movement; INT, Intelligence; PP, Psionic Potential;



HT, Hits; AR, Armor; TH, # to-hit; SV, Save; #AT, Attacks; DG, Damage; ML, Morale. This example uses the stats for a cave baboon:

MV 120' (40'), INT Feeble, PP 2d4 (inactive), HT 1d8, AR -2, TH 12, SV G1, #AT 1, DG 1d4 or 1d6, ML 8

## Inhabitants of the World of Apes

### Ape, Intelligent

<i>Encountered:</i>	2d4 (5d10)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Average
<i>Psionic Potential:</i>	3d4, inactive
<i>Hits:</i>	1d6/1d4/1d8/1d4
<i>Armor:</i>	0 or armor
<i>To-Hit:</i>	12
<i>Save:</i>	B1, C1, G1, O1
<i>Attacks:</i>	1
<i>Damage:</i>	1d2 or by weapon
<i>Morale:</i>	9
<i>XP:</i>	10

This listing is inclusive of all typical general apes encountered. If the Ape Master wants to customize an encounter, use the information for PC classes of the apes to create NPCs. All of the intelligent apes are fully bipedal, but retain semi-opposable big toes. Gorillas inflict +1 to damage with melee attacks due to their exceptional strength.

### Humanoid

<i>Encountered:</i>	2d4 (2d6x10)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Low
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	1d6
<i>Armor:</i>	0
<i>To-Hit:</i>	12
<i>Save:</i>	H1
<i>Attacks:</i>	1
<i>Damage:</i>	1d2 or by weapon
<i>Morale:</i>	3
<i>XP:</i>	10

Humanoids are the above-ground descendents of humans. They are not very intelligent, with a kind of degenerated intellect. They have lost the capacity for spoken language, but with a lot of exposure can understand language. They make crude furs for clothing, but do not fabricate any other goods or tools. Those that are not enslaved exist almost exclusively on the outskirts of ape society, foraging from their crops and accepting food scraps.

Humanoids almost never fight, and if they do it is certainly because they have been cornered. They do not use weapons as a rule, but have been known to wield crude clubs. In any large group of humanoids, there will be an additional 20% of their number in young offspring.

## Underdweller

<i>Encountered:</i>	2d4 (2d4x10)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Near-Genius
<i>Psionic Potential:</i>	2d6+6, active
<i>Hits:</i>	1d6
<i>Armor:</i>	0 or -2
<i>To-Hit:</i>	12
<i>Save:</i>	U1
<i>Attacks:</i>	1
<i>Damage:</i>	Weapon or PSI
<i>Morale:</i>	8
<i>XP:</i>	19

Underdwellers are the subterranean descendents of humans. They lack all pigment in their skin and hair, and their eyes range from albino pink to pale blue. They have a spider web-like network of blue veins visible just beneath the skin.

When encountered deep in their labyrinth-like dwellings they are typically unarmored, but if encountered closer to the surface or when anticipating conflict they may be wearing silksteel armor. They may attack with energy weapons or their powerful PSI powers. Underdwellers have the PSI powers *illusory projection*, *ESP*, and *telekinesis*.

When encountered in a group of 6 or more, there is a 20% chance they will be accompanied by a more senior underdweller with 3d6 hits. If encountered in a group of 20 or more there will be an elder who has 5d6 hits. In a group of 40 or more there will be a Lord with 9d6 hits and 1-2 additional PSI powers to be determined by the Ape Master.

## Animals

This section details some common types of animals that can be encountered. Some of these are presented in generic terms so that the Ape Master can customize them. Many animals in this new world are similar to, but slightly different from, their pre-holocaust counterparts. These small details can be used to underscore the alienness of this grim future. These animals may be used sparingly if the Ape Master is focusing the campaign more directly on interactions with apes.

## Animal, Herd

<i>Encountered:</i>	0 (3d10)
<i>Movement:</i>	240' (80')
<i>Intelligence:</i>	Low
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	1d8 to 4d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	12 to 15
<i>Save:</i>	G1 to G4
<i>Attacks:</i>	1 (butt)
<i>Damage:</i>	1d4, 1d6, 1d8, or 1d10
<i>Morale:</i>	5
<i>XP:</i>	10, 20, 50, 80

In this post-apocalyptic Earth, herd animals may resemble their past equivalents, or be new animals that now fill the ecological niche. Evolution favors a sleek, fast moving body plan and a hide that blends in well with the environment. Those with natural weapons usually take the form of horns of some type, and they deal damage relative to the size of the animal. Animals with the following hits deal the corresponding damage: 1d8 hits, 1d4; 2d8 hits, 1d6; 3d8 hits, 1d8; 4d8 hits, 1d10.

Herd animals generally avoid threats when possible. They can live in many climates, including harsh arctic climates or cameloids in dry, hot environments.

**Plains Deer:** Plains deer are much larger descendents of white tailed deer. Both males and females have two 2' long two-pronged antlers. They travel in large herds not unlike ancient American bison, and have similar coarse fur. MV 240' (80'), INT Low, PP 2d4 (inactive), HT 2d8, AR -2, TH 13, SV G2, #AT 1 (butt), DG 1d6, ML 5

## Baboon, Cave

<i>Encountered:</i>	2d4 (1d4x10)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Feeble
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	1d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	12
<i>Save:</i>	G1
<i>Attacks:</i>	1 (bite or weapon)
<i>Damage:</i>	1d4 or 1d6
<i>Morale:</i>	8
<i>XP:</i>	10

Cave baboons are semi-evolved baboons. They have a primitive intellect, and may stand and walk on two legs though they prefer all-fours. They have a tendency to live under rock shelters and in caves in mountainous regions.

They wield very primitive tools made of wood, such as clubs, and sometimes attack with them rather than their formidable bite. Cave baboons compete with humanoids for resources in the wilds, but the baboons seldom approach ape settlements. They may weigh as much as 100 lbs., with males being larger than females. In large groups of cave baboons, half their number will be non-combatant young.

## **Bear, Dire**

<i>Encountered:</i>	1d2 (1d2)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	8d8
<i>Armor:</i>	-4
<i>To-Hit:</i>	19
<i>Save:</i>	G8
<i>Attacks:</i>	3 (2 claws, bite)
<i>Damage:</i>	1d4/1d4/1d8
<i>Morale:</i>	7
<i>XP:</i>	1,060

The dire bear is an immense black or brown bear that stands 14' tall. It is a highly aggressive hunter, frequenting hilly or mountainous regions, but is known to enter other habitats in search of food. In addition to their powerful claw and bite attacks, dire bears are capable of squeezing an opponent in a hug if both claws strike in one round. This deals 3d8 hp damage.

## **Bird, Predatory**

<i>Encountered:</i>	0 (1d6)
<i>Movement:</i>	9' (3'), (F) 480' (120')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	1d8
<i>Armor:</i>	-1
<i>To-Hit:</i>	12
<i>Save:</i>	G1
<i>Attacks:</i>	1 (bite)
<i>Damage:</i>	1d2
<i>Morale:</i>	7
<i>XP:</i>	10

This animal listing describes any of a number of relatively small predatory birds (hawks, eagles, etc.). They generally swoop to bite opponents.

## Boar, Wild

*Encountered:* 1d6 (1d6)  
*Movement:* 150' (50')  
*Intelligence:* Animal  
*Psionic Potential:* 1d4, inactive  
*Hits:* 3d8  
*Armor:* -2  
*To-Hit:* 14  
*Save:* G3  
*Attacks:* 1 (tusk)  
*Damage:* 2d4  
*Morale:* 9  
*XP:* 50

Wild boars are typically found in woodlands and open plains alike. They can be incredibly destructive to crops, and are sometimes a nuisance due to their abundance. Wild boars can be very aggressive and deadly if threatened. These animals are the wild cousins of domestic pigs.

## Cat, Razor-tooth

<i>Encountered:</i>	1 (1d4)	<i>Attacks:</i>	3 (2 claws, bite)
<i>Movement:</i>	150' (50')	<i>Damage:</i>	1d6/1d6/2d6
<i>Intelligence:</i>	Animal	<i>Morale:</i>	9
<i>Psionic Potential:</i>	1d4, inactive	<i>XP:</i>	570
<i>Hits:</i>	6d8		
<i>Armor:</i>	-3		
<i>To-Hit:</i>	17		
<i>Save:</i>	G6		



The razor-tooth cat is a large deadly feline descended from the cougar. They frequent both plains and mountainous regions, with a black variety that has occasionally been spotted near the Forbidden Zone. These cats are named for the row of large razor-sharp teeth at the front of their mouths. When attacking with their bite, on a natural roll of 1 the attack severs a limb. Roll 1d4 to determine which limb (1, right arm; 2, left arm; 3, right leg; 4, left leg). Victims suffer 1d4 hp damage each round the wound is allowed to bleed out. Further, they must succeed in a save check vs. death or pass out for 2d4 rounds, which usually means death. If a limb is severed, the razor-tooth cat will typically snatch the limb and retreat to a safe location to consume it. The cat will later track the victim down to finish its meal.

### **Coywolf**

<i>Encountered:</i>	3d4 (4d6)
<i>Movement:</i>	180' (60')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	2d8
<i>A armor:</i>	-1
<i>To-Hit:</i>	13
<i>Save:</i>	G2
<i>Attacks:</i>	1 (bite)
<i>Damage:</i>	1d6
<i>Morale:</i>	8
<i>XP:</i>	20

The harsh conditions of the nuclear winter and subsequent glacial period made survival for coyotes and wolves difficult. Where they hybridized, they flourished, producing a new animal with the strengths of each species. Coywolves resemble wolves except they have short wide snouts. They are as deadly as their wolf ancestors, but as cunning as their coyote heritage. This makes them particularly deadly to apes, because coywolves often venture near settlements to ambush lone apes and their children. Coywolves can mimic the sound of an ape child crying, which they sometimes use to lure unsuspecting prey. They are equally vicious to livestock.

## Crocodile, Inland

<i>Encountered:</i>	1 (1d6)
<i>Movement:</i>	90' (30') (S) 90' (30')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	2d8
<i>Armor:</i>	-4
<i>To-Hit:</i>	13
<i>Save:</i>	G1
<i>Attacks:</i>	1
<i>Damage:</i>	1d8
<i>Morale:</i>	7
<i>XP:</i>	29

Inland crocodiles can be found most frequently near marshes or other small bodies of water, but in other areas as well, particularly following large amounts of rain or during a rainy season. Unlike their ancestors, inland crocodiles do travel and hunt overland, not only in water. However, they still need to seek water to bathe in at least once a day. If caught in a dry area for a week or more, or if the marsh or other body of water they frequent dries up, inland crocodiles burrow underground where they desiccate into a mummified suspended state. They can survive in this condition for up to 100 years, and they rehydrate and become active again when exposed to considerable moisture.

## Dinoran

<i>Encountered:</i>	1d6 (2d4)
<i>Movement:</i>	180' (60')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	2d8
<i>Armor:</i>	-3
<i>To-Hit:</i>	13
<i>Save:</i>	G2
<i>Attacks:</i>	3 (2 claws, 1 bite)
<i>Damage:</i>	1d3/1d3/1d4
<i>Morale:</i>	8
<i>XP:</i>	29

Dinoran are large 5' tall flightless birds. They have brown feathers, and males have a plume of bright yellow feathers that runs from the top of their heads down their spines. Dinoran attack with two claws on their wings, and a bite with their sharp beaks. If a nest is encountered there will be 1d4 dark blue eggs that are 1' long. The egg shells are very thick, requiring dinoran parents to assist in the hatching process. The eggs are prized by apes for

jewelry, blade handles, and other ornamentation, as the shells may be worked like a softer version of ivory.

## Hawk, Giant

<i>Encountered:</i>	1d6 (3d6)
<i>Movement:</i>	30' (10'), (F) 480' (120')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	4d8
<i>A armor:</i>	-2
<i>To-Hit:</i>	15
<i>Save:</i>	G4
<i>Attacks:</i>	3 (2 claws, bite)
<i>Damage:</i>	1d6, 1d6, 2d6
<i>Morale:</i>	8
<i>XP:</i>	135

Giant hawks evolved to feed on the newly evolved megafauna of the new glacial age, and continue to exist even though the glaciers have greatly reduced. They generally swoop to attack with claws and a bite. They may alternatively grab a human-sized or smaller opponent and carry him away (movement halved). When a nest is found there will be 1d4+2 eggs (20%) or 1d4 hatchlings (40%).

## Horse

<i>Encountered:</i>	0 (1d10x10)
<i>Movement:</i>	240' (80')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	2d8
<i>A armor:</i>	-2
<i>To-Hit:</i>	13
<i>Save:</i>	G2
<i>Attacks:</i>	2 (hooves)
<i>Damage:</i>	1d4/1d4
<i>Morale:</i>	7
<i>XP:</i>	20

Horses are much like their ancient forbearers. Horses of this time are descendents of both feral horses from millennia past, and new blood from domesticated equines out of Asia. Therefore they often resemble old-time horses but may have various degrees of faint zebra-like stripes on the hind quarters. The statistics presented here apply to both wild and domesticated horses. They can carry up to 300 lbs. and move at full movement. If they carry up to 600 lbs. movement is half.





### Hyena, Arctic

<i>Encountered:</i>	2d6 (2d6)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	3d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	14
<i>Save:</i>	G3
<i>Attacks:</i>	1 (bite)
<i>Damage:</i>	2d4
<i>Morale:</i>	9
<i>XP:</i>	50

The arctic hyena is a cold and temperate climate adapted version of their African cousins, with a wide range across Europe, Siberia, and North America. Like their brethren, they are fierce and determined hunters. Their cackles send shivers down the spines of all apes who hear it. Arctic hyenas have dark black-grey fur in the warm months, which turns bone white in the winter.

## Muskox

<i>Encountered:</i>	0 (5d6)
<i>Movement:</i>	240' (80')
<i>Intelligence:</i>	Low
<i>Psionic Potential:</i>	2d4, inactive
<i>Hits:</i>	4d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	15
<i>Save:</i>	G4
<i>Attacks:</i>	1 (butt)
<i>Damage:</i>	1d10
<i>Morale:</i>	5
<i>XP:</i>	135

The muskox is a large odiferous relative of sheep and goats. It has long coarse brown hair and two large horns. Despite its large size it is adept at traveling rocky and steep terrain. It travels in herds and prefers colder climates; thus, it is typically found at high elevation and areas nearer to receding glaciers. They are not especially aggressive, though if provoked they can deal double damage in a charge.

## Rhino, Woolly

<i>Encountered:</i>	0 (1d8)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	8d8
<i>Armor:</i>	-5
<i>To-Hit:</i>	19
<i>Save:</i>	G8
<i>Attacks:</i>	1 (butt or trample)
<i>Damage:</i>	2d6 or 2d12
<i>Morale:</i>	6
<i>XP:</i>	1,060

These shaggy-furred rhinos are reminiscent of the historical woolly rhino. However, these are descended from the Indian rhino to fill the same ecological niche from the recent glacial age. They are cranky and territorial, and prone to attack intruders. They may deal double damage when charging. If threatened the entire herd may stampede, in a random direction determined by the Ape Master. The horn of the woolly rhino is highly prized in ape society as a medicine for many ills.

## Toad, Giant Fanged

<i>Encountered:</i>	1d4 (1d4)
<i>Movement:</i>	90' (30')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	2d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	13
<i>Save:</i>	G2
<i>Attacks:</i>	1 (bite)
<i>Damage:</i>	1d6
<i>Morale:</i>	8
<i>XP:</i>	38

Giant fanged toads are 5' long and weigh 300 lbs. They range from dull brown to dark green, usually conforming to the terrain they live in. They live in a variety of areas, including mountainous regions, plains, ruins, and even colder places near retreating glaciers. They attack by lunging and biting with their dagger-like fangs. On a natural attack roll of 1 they get a solid latch that will allow them to swallow a human or ape-sized victim the next round. A victim must succeed in a save check vs. stun to avoid being swallowed. Once a giant fanged toad has swallowed a victim it will no longer attack, and will try to hop away to digest its meal. A victim in the stomach suffers 1d6 hp damage each round due to digestion.

## Dangers of the Forbidden Zone

The creatures presented here are for use if the Ape Master wants to add a more fantastical element to the campaign. Despite the heading of this subsection, these dangers need not be placed exclusively in the Forbidden Zone. The Ape Master may pick and choose which of these are appropriate for the campaign, or use them as inspiration for new creations.

### Cyborg, Simian

<i>Encountered:</i>	1
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	High
<i>Psionic Potential:</i>	4d4, inactive
<i>Hits:</i>	2d8
<i>Armor:</i>	-3
<i>To-Hit:</i>	13
<i>Save:</i>	G2
<i>Attacks:</i>	1
<i>Damage:</i>	1d4 or weapon
<i>Morale:</i>	9
<i>XP:</i>	16



Simian cyborgs are the creations of the underdwellers. They are placed in ape communities, sometimes wandering in claiming to be migrants, other times specifically made to replace a member of ape society as a doppelganger. They are composed of machinery on the inside, with a metal skeleton and robotic brain, but have functioning organs including skin that bleeds, etc. They are capable of eating, and in fact must in order to maintain their organic components.

Simian cyborgs have low-light vision that is capable of seeing to 100 yards on a clear night. Since they are essentially machines, they are immune to poisons and the harmful effects of extreme heat and cold. Though their organic parts will burn, they can withstand intense fire. There is a 50% chance that a simian cyborg will have an energy pistol, but will otherwise be armed with ape weapons.

The underdwellers use these constructs to spy on ape communities. They can provide warning if the apes plan to mount an attack against them. They have also been used to spy on chimpanzee scholars and others who might

commit heresy against the ape religion of Sehton. Simian cyborgs may report breaches of faith to the ape authorities. This is in the interest of the underwellers because it helps prevent the apes from becoming a technologically advanced society.

### **Insectoid**

<i>Encountered:</i>	2d4 (2d6x10)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Average
<i>Psionic Potential:</i>	3d4, inactive
<i>Hits:</i>	1d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	12
<i>Save:</i>	G1
<i>Attacks:</i>	2
<i>Damage:</i>	1d4/1d4 or spit
<i>Morale:</i>	9
<i>XP:</i>	16

Insectoids are intelligent bipedal insects that resemble ants. They have two legs, four arms, and stand 6' tall. Insectoids are covered in natural chitin armor that is glossy red on the head and thorax, and jet black on the abdomen. They are armed with stone daggers and can wield two at a time for 1d4 hp damage each and two attacks per round. Alternatively, they have a noxious spittle that can hit a target with a range of 20'. If a victim is hit, he must save vs. poison or be blinded for 2d4 rounds. Blinded victims attack at -4.

Insectoids are intelligent but are at an early stage of technological development. They use stone tools and live in underground warrens that can be extremely large and complex. Insectoids are not particularly aggressive or malicious, but do defend their territories viciously. They communicate in a complex language using scents and pheromones, which they may use to mark locations much like other sapient species might leave writing. Insectoids have a large (3 lb. adults) species of domesticated beetle that they raise for meat deep in their warrens, in addition to gardens of fungi. In the deepest level of their homes, each insectoid colony has a large, 18' long queen that is almost entirely immobile but is tended by her subjects.

## Jelly, Cerebral

<i>Encountered:</i>	0 (1)
<i>Movement:</i>	30' (10')
<i>Intelligence:</i>	High
<i>Psionic Potential:</i>	4d4 (min. 20), potent
<i>Hits:</i>	3d8
<i>Aarmor:</i>	-2
<i>To-Hit:</i>	14
<i>Save:</i>	G2
<i>Attacks:</i>	1 (acid or PSI)
<i>Damage:</i>	2d4/as power
<i>Morale:</i>	8
<i>XP:</i>	110

Cerebral jelly is a nearly transparent giant 10' diameter amoeba-like creature. Within its jiggling mass lies a highly intelligent brain gifted with PSI powers. Cerebral jelly may lash out with a pseudopod that deals 2d4 hp acid damage. Further, successful attacks against the creature with bare hands deal similar damage to the attacker, and melee weapons used to attack cerebral jelly must succeed in a save check or be destroyed. Blunt weapons deal only half damage against them.

These creatures have the PSI power *tentacles of the mind*, which they may use to immobilize an opponent and then engulf him to digest the victim with the amoeba's acid. This deals 3d4 damage per round. Any being thus slain is completely digested. Cerebral jelly occupy damp locations such as caverns, underground ruins, or areas near water.

## Puffball, Subterranean

<i>Encountered:</i>	See below
<i>Movement:</i>	None
<i>Intelligence:</i>	None
<i>Psionic Potential:</i>	None
<i>Hits:</i>	See below
<i>Aarmor:</i>	0
<i>To-Hit:</i>	12
<i>Save:</i>	G1
<i>Attacks:</i>	2
<i>Damage:</i>	Burst and spores
<i>Morale:</i>	None
<i>XP:</i>	16 per 10' square

Subterranean puffballs are a type of fungal nuisance. When encountered they cover a 2d4x10 square feet area. These areas are covered in a thin mat of fungus, with purple and white fungi growths that are topped with purple balls. When a being enters their growth area, a number of adult balls will

explode, inflicting 1d6 hp damage to all within a 10' radius. This effect happens per 10' of growth area. In addition, all victims in the burst area must make a save check vs. poison or the spores germinate in and on the body of its victims. Each round thereafter a victim suffers 1d6 hp damage until death. If death occurs, the body has been completely disintegrated and a mass of mycelium is left in its place.

Physical attacks only trigger these bursts, dealing no real damage to the fungi. Fungal areas can be cleared with fire or energy weapons. If engulfed in fire the fungi is destroyed in one round. A total of 10 hp damage must be inflicted with an energy weapon per 10' squared to eradicate the fungi.

### **Robot, Guardian**

<i>Encountered:</i>	0 (1-3)
<i>Movement:</i>	120' (40')
<i>Intelligence:</i>	Average (programmed AI)
<i>Psionic Potential:</i>	3d4, inactive
<i>Hits:</i>	3d8/5d8/7d8
<i>Armor:</i>	-5
<i>To-Hit:</i>	14/16/18
<i>Save:</i>	G3/G5/G7
<i>Attacks:</i>	1 (see below)
<i>Damage:</i>	See below
<i>Morale:</i>	12
<i>XP:</i>	80/500/1,490

Robot guardians are used by the underdwellers to guard against intruders to their underworld strongholds. They are generally human in shape, 7' tall, with featureless faces and bodies covered in metal plates. Since their main objective is to dissuade trespassers, they do not immediately attack to kill; this follows the principle that scared would-be intruders are likely to spread more fear of returning home, versus others coming in search of dead comrades. There are three main types of guardians. One or more of mixed types may be present near an underdweller entrance.

*Silver:* Silver guardians are capable of emitting a booming siren. All within 50' must succeed in a save check vs. stun attacks or run away in fear at full speed for 2d4 rounds. They are also armed with a built-in energy pistol in their right arms (1d10 damage).

*Red:* Red guardians may project holograms of fire, falling rocks, and other shows of frightening force to a distance of 100'. The holograms are accompanied by sound effects projected from the guardian. Viewers are entitled to a save check vs. energy weapons to realize it is not real. Otherwise the hologram is treated as if it were real. However, effects cause no real damage, so viewers may realize the deception by coming in proximity to it. Red guardians are armed with a flame thrower that has a range of 30' and

deals 2d6 hp damage. This is sometimes used in combination with a fire hologram.

*Black:* Black guardians are used when other deterrents are unsuccessful. They attack to destroy, and rarely, to capture. They are armed with a built-in energy pistol (1d10 damage) and six fragmentation grenades that deal 5d6 hp damage to all within 20'. In addition, they are armed with 3 knock-out gas grenades that require a save check vs. poison to all within 30' or they fall unconscious for 2d4 turns.

### **Salamander, Sapient**

<i>Encountered:</i>	1d4 (2d4)
<i>Movement:</i>	120' (40'), (S) 240' (80')
<i>Intelligence:</i>	Average
<i>Psionic Potential:</i>	3d4, active
<i>Hits:</i>	1d8
<i>Armor:</i>	-2
<i>To-Hit:</i>	12
<i>Save:</i>	G1
<i>Attacks:</i>	1 (weapon)
<i>Damage:</i>	1d6, poison
<i>Morale:</i>	8
<i>XP:</i>	16

Sapient salamanders are 9' long from head to tip of tail, with bright red bodies marked by purple dots. They are intelligent and reclusive, seeking to avoid contact with other intelligent beings when possible. They wield spears which they sometimes poison using their own poison sacks located below their chins. Victims stabbed with a poisoned spear must succeed in a save check vs. poison or suffer from a neurotoxin that causes paralysis for 2d4 turns. In addition, sapient salamanders have the PSI power *empathic projection*, which they most often use to cause fear in a target in hopes that they will flee.

### **Snake, Giant Flying**

<i>Encountered:</i>	1d3 (1d3)
<i>Movement:</i>	90' (30'), (F) 360' (120')
<i>Intelligence:</i>	Animal
<i>Psionic Potential:</i>	1d4, inactive
<i>Hits:</i>	5d8
<i>Armor:</i>	-3
<i>To-Hit:</i>	16
<i>Save:</i>	G1
<i>Attacks:</i>	2 (bite, constrict)
<i>Damage:</i>	1d4/2d8
<i>Morale:</i>	8
<i>XP:</i>	650



Giant flying snakes are 30' long. The tops of their bodies are yellow with black stripes, while the undersides of their wings and bellies have a chameleon-like quality that is able to match the color of the sky to compensate for cloudy days, sunny days, etc. This allows them to surprise opponents on a roll of 1-3 on 1d6 when attacking from the air. When attacking from the air they use their poisonous bite, which deals 1d4 damage and victims must make a save check vs. poison or be paralyzed for 1d4 turns. Victims that fail the save check also suffer a temporary loss of 1d6 STR for 2d4 turns after the paralyzing effect wears off. If a victim is reduced to zero or fewer STR as a result of this attack, he dies.

When attacking from the ground, giant flying snakes use their bite and upon a successful attack also constrict an opponent for an additional 2d8 damage that round and each subsequent round. The skin from the underside of these snakes is especially valued by bonobo diplomats. When cured into leather, the skin turns black and alters its saturation to match the dark of shadows or night. This grants a bonus of +10% to *hide in shadows* rolls when the skin is fabricated into leather armor.

## **Creatures from Other Games**

If the Ape Master desires more creatures for the campaign, he may draw from the many available in compatible games published by Goblinoid Games. These titles include *Labyrinth Lord*, *Advanced Edition Companion* (*Labyrinth Lord*), *Realms of Crawling Chaos*, *Mutant Future*, and *Starships & Spacemen 2e*.



# SECTION 6: APE SOCIETY

## Overview

The four species of apes—bonobos, chimpanzees, gorillas, and orangutans—live together in relative harmony. There exists a hypothetically informal but effectively formal caste system in which the bonobos and orangutans are most often involved in public service. Bonobos are usually in positions related to diplomatic efforts, public relations, or other lower government positions, while the orangutans occupy higher governing positions. Bonobos are generally viewed as too emotional to take on roles with real authority or that require hard choices.

The orangutans are intellectually inflexible and bound by strict rules. Governing in ape society also means being a defender of the faith, with a position that seeks to balance fair governing with science and religion. Religion is intertwined in all intellectual pursuits, including philosophy and behavioral sciences. When any of these other intellectual disciplines come into conflict with religion, doctrine takes precedence.

Chimpanzees are thoughtful and flexible intellectuals. They are not always bound by dogma, though they may deny certain scientific findings or choose not to pursue some lines of thought for no other reason than to avoid persecution. Chimpanzees most often occupy scientific posts and other intellectual professions, though they are not often in positions to dictate policy, which is almost entirely the domain of the orangutans. It is chimpanzee nature to test the boundaries of what is acceptable in society, and generally orangutans tolerate this so long as it does not edge too far into blasphemy.

Gorillas form the warrior caste. They are superior in physical attributes to the other apes, and though they are slow thinkers they are tactical geniuses once they have had time to ruminate about a problem. They are aggressive fighters, and there is constant friction between them and the orangutan rulers. Orangutans prefer measured responses, allowing some room for mercy if possible, while gorillas prefer scorched earth tactics. Though the gorillas often resent being ruled by inferior apes, this conflict seldom results in insubordination beyond verbal resistance. In communities that have had military coups the new government inevitably falls apart due to the single-mindedness of the gorillas. History is ripe with such examples, which further serves as a deterrent to gorilla rebellion.



Though there are no anti-miscegenation laws, ape society takes a severely prejudiced view toward the marriage of apes from different species. It is almost never done. The exception to this is bonobos and chimpanzees, who occasionally intermarry, but infrequently, due to their very different mindsets. Bonobos are more emotional and artistic, while chimpanzees are more literal and logical.

All marital unions must be approved by the local government. This is primarily done for the purposes of population control due to limited resources, but can also be bent to political purposes in the case of unions that face influential opposition.

## **Ape Governance**

Even though the environment is beginning to recover and become more hospitable as the glacial period comes to an end, natural resources and arable land are scattered far and wide. Regular long-distance travel is burdensome, and frankly discouraged at any rate. Ape communities are independently governed city states, with recognized territories. Warfare between city states is very rare, and disputes are generally diplomatically settled. City states seldom face conflicts over resources because the cities are usually spread far apart, rarely closer than 50 miles.

There is little variation in city governance between settlements. Most city states are ruled by a Governing Council that consists of the heads of the various Ministries, including the Ministry of Sehton, which is the religious branch. One of these serves as the Chair of the council, and that position rotates among the ministries in three-year intervals. These council members are almost always orangutan politicians. In the few cases where another ape is a member, it is most often a token position for a chimpanzee scholar.

The various ministries govern under their jurisdiction for their areas of interest, under the authority and guidance of the council. The Ministries are as follows:

Agriculture	Finance	Natural Resources
Animal Affairs	Health	Science
Arms	Intelligence	Sehton
Culture	Justice	Sports
Education	Labor	Trade

## **Ape Religion**

The Ministry of Sehton is the formal organization of religion. It is both a religious organization and a branch of government. Ape religion centers

around the holy writings of the prophet Sehton, who is worshiped in a similar manner as a Saint. Thousands of years ago when the apes were emerging as intelligent beings, there was much warfare between the races. An orangutan by the name of Sehton allegedly performed numerous miracles, and produced many writings that laid the foundation of the future unified ape society. These writings are compiled in the holy book titled, "Testament of Sehton."

These writings preach the brotherhood of the ape races, and forbid apes from killing other apes. The writings further forbid numerous concepts, such as biological evolution. They also state that certain observations in nature, like the flight of birds, are divine miracles with no basis in science that can be understood by apes.

Apes are taught that they have an eternal soul and a place in an afterlife, neither of which applies to humans. The Creator made apes in his image. Humans are animals that happen to have an ape-like form. Humans are denigrated throughout Sehton's writings. It is said that humans are dangerous parasites that will destroy local resources if their population is not kept in check. There is much truth to this since resources are scarce and essentially scattered between oases of fertile land.

There are inconsistent writings in the Testament of Sehton concerning ape and human origins, which have formal scholarly interpretations that bring them in line with other agreed upon concepts in the religion. There are other concepts that seem incongruent with accepted beliefs. Although humans are seen as merely animals, there are many warnings in the writings of Sehton that humans should never develop complex society. Teachings say that humans are an incredibly violent species, even though current observations of them show that although they brawl with one another and defend themselves against apes, they fabricate no weapons. The writings further state that if humans were ever to develop language, they should all be exterminated because they may develop blasphemous technologies that would lead to the utter destruction of ape society.

The clergy of the Ministry of Sehton is almost exclusively composed of orangutans. Most orangutans start their careers as lower clergy of the Ministry, later going to earn advanced degrees in religion and science. Members of the clergy move in and out of other government positions.

## **Ape Science**

Science in ape society is peculiarly advanced in some areas and stunted in others. Many complex surgeries are routine, with blood transfusions and

organ transplantation being highly successful. There are vaccines and antibiotics. Therefore the field of medicine is rather advanced.

However, understanding of biology is hindered by the suppression of concepts like evolution and the mechanism for inheritance. There is a basic understanding of inheritance that follows the successful domestication of plants and animals, and improvement of domestic varieties, but this concept is not applied to natural selection.

Behavioral sciences are somewhat successful in solving social ills, but psychological knowledge is bound up in religious thought. Therefore, much of the basis of psychological research is starting from untestable premises about the nature of ape minds.

Humans are used extensively in behavioral tests and biological experiments as a way of understanding apekind, though controversial findings are avoided. Results that elevate apes are generally lauded, those that would reduce apes to a comparison with animals are ignored. The advanced field of ape medicine owes everything to its experimentation on humans. There are no ethical barriers for even the most heinous experiments, though there is some effort made to avoid unnecessary pain. Current official opinion states that humans, being animals, do not truly feel pain as an ape would. Human cries of agony are convincing because they touch on ape empathy, but humans are merely acting out survival instincts when they seem to emote suffering. Not all scientists hold such disregard for human life, but those who would advocate for humans are few and far between.

## **Ape Technology**

Technology is an extension of science, and suffers from the same liabilities in ape society. Metal and stone working are highly advanced. Apes have firearms, but the military alone is allowed to regularly carry them. Gorilla soldiers also carry swords, and such weapons are allowed to the general populace. Apes rely heavily on animal labor, including human slavery, which combined with religious teaching explains why they have not invented combustion engines. The idea of machines for travel is vulgar, and potentially dangerous to society. Since resources are clustered in small areas and are spread far apart, long distance travel is very infrequent except for occasional trade or communication with far away settlements. The Ministry of Sehton is very cognizant that information is power, and it seeks to keep apekind relatively ignorant in order to maintain control of thinking.

Apes have not harnessed electricity. Energy is derived solely from heat and fire. Pursuing scientific knowledge about electricity is forbidden, because the writings of Sehton declare lightning to be the punishment and wrath of the Creator. To try to harness that would be blasphemy.

# SECTION 2: THE UNDERDWELLERS

## Humanity's Seed

A nuclear war was anticipated by many. Underground facilities were stocked with supplies, given access to clean water from deep underground, and furnished with libraries to ensure that the greatest human achievements would not be lost after a nuclear holocaust.

These efforts both succeeded and failed. Some of the greatest minds were allowed sanctuary in the underground fortresses. By the time the long nuclear winter was ending, the new glacial age made prospects for building a life above ground difficult. The survivors and their immediate descendants decided to continue to build upon their new lives underground.

They achieved new technological advances, and over the millennia they became incredibly advanced. But even as human technological progress marched forward, the people became twisted of intellect. Their values and emotions became inhuman, and their minds developed in new ways, achieving great mental powers. Their bodies evolved to the new environment, becoming too vulnerable to return to the surface without precautions.

In this way the humans of the past preserved the human drive for achievement, but failed to preserve humanity along with it.

## Underdweller Communities

The underdwellers have underground cities of varying sizes, from large sprawling underground labyrinths to smaller “villages.” Their governance evolved into a philosophical technocracy. Positions of authority are available to those who have made great advances in science. Leaders of smaller communities are either young or have achievements that were never great enough to elevate them to more prestigious posts.

Underdweller philosophy is essentially religious dogma and is focused (or obsessed, more accurately) around the concept of cleansing and redemption by nuclear fire. The history of the nuclear apocalypse is viewed as a holy act by a Creator operating through the tainted hands of humans. The nuclear war cleansed humanity and the planet of the sickness they had become and wreaked on the world. The underdwellers pay homage to a deity of Holy Radiation that is vicious, but merciful—vengeful, but just.

The underdwellers view themselves as the inheritors of the world. The apes are viewed as new unclean beings that will inevitably bring the wrath of Holy

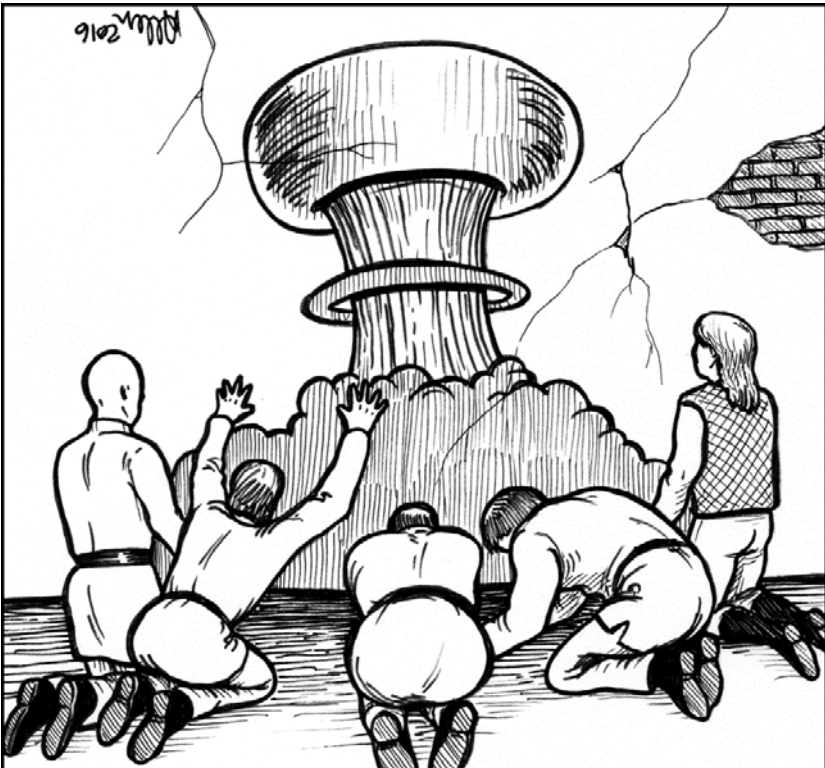
Radiation back down upon the planet. Therefore, ultimately, the apes must be exterminated.

## **Underdweller Technology**

The underdwellers have developed the following technologies. This list should not be considered exhaustive, and the Ape Master should develop additional technologies that make sense if the underdwellers become a focal point for the campaign.

### **Cloning and Food Production**

These technologies are used primarily for producing food and replacement organs for the sick and elderly. Although the underdwellers can clone animals, meat is produced in vats because it is more efficient and less labor intensive. Food crops are cloned and genetically engineered, then intensively grown in horticulture chambers. Cloning and tissue engineering are used to create the skin and organs of simian cyborgs and other cybernetic organisms.





### **Cryonic Healing Pods**

The underdwellers built upon cryonic suspension technology that had only just been invented in the 1970s. Their units will also repair any tissue damage of a suspended subject, cure all infectious diseases and cancers, and neutralize all poisons and radioactivity. Subjects must still be alive when entering suspension for the device to work. The pods are proven to successfully suspend life for at least 1,000 years. Subjects must succeed in a *resist trauma* role to survive reanimation.

### **Cyborgs and Robotics**

Cyborgs are used predominantly to spy on ape settlements, as discussed in Section 5. Animal cyborgs may also be produced for similar purposes or as scouts above ground. The underdwellers employ many types of robots in different capacities. They are used for defense, labor, and entertainment. The cyborgs created by underdwellers are essentially robots fitted with convincing organic parts.

### **Exowombs**

The underdwellers reproduce predominantly by the use of exowombs. These advanced artificial wombs have all of the functions necessary to artificially conceive and develop progeny to birth. Underdwellers restrict reproduction to only the most intelligent men and women. Reproduction may take the form of sexual reproduction, or cloning if an individual is exceptional.

### **Transport Gates**

The underdwellers use gates that create a rift in space and can send people and materials through to a connected gate at another location. Gates have a range of 1,000 miles. This mode of transportation is the main manner in which the underdwellers travel between their communities.

*Interplanetary Gates:* The Ape Master might consider the possibility that the underdwellers have reached beyond Earth, perhaps to take advantage of old lunar bases. There may be gates that will transport people as far as to the moon. Depending on the scope of the campaign, a lunar launch point with efficient solar collectors might allow transport to ancient Martian colonies or other places in the solar system. If this were the case, the reason the underdwellers have not bothered to combat the apes more aggressively could be that their motives reach much further than Earth.

# SECTION 8: THE APE MASTER

## It's a Madhouse!

One of the challenges of the world presented in *Apes Victorious* is the fact that the genre is very niche specific. A reader may rightly be wondering how much mileage one can get trying to play out scenarios to depict the strangeness of a post-apocalyptic world where apes run everything, and humans are degenerate slaves. After all, as the Ape Master, how many times can you start the game by saying, "You are stranded astronauts, having just awoken from cryogenic slumber..."?

This section provides some discussion about games and campaigns, so that it might help one generate ideas not just for "one-shots" but possibly entire campaigns that take place on this planet of apes.

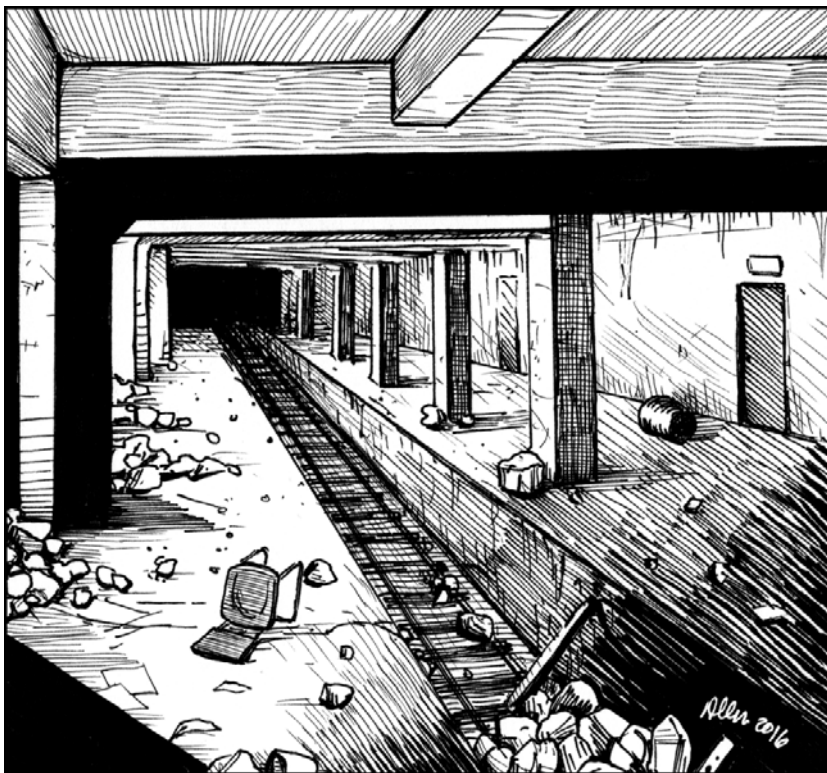
### Referee Option: Intelligent Humanoids

One option the Ape Master can consider is having the humanoids be intelligent but essentially uneducated. If this is the case, they can speak but generally cannot read unless taught by the apes. It would be very uncommon. The humanoids would be a subservient class of people, less in a role as "pests" as they are serfs. Some would be slaves, others would be free humanoids but bound to indentured servitude that pays very little. They may be engaged in share cropping, hard labor, or other activities that keep them poor, work them hard, and doom them to short lives. The apes rely heavily on them for labor and doing jobs unfit for apekind. Humanoids would not have the same rights as apes, and would still be little above animals. Their numbers may not prove a problem because there is always need for their labor. They would be capable of complex tasks and valued as slaves in a way that they would not be if they were unintelligent and could not speak. If humanoids are used in this way, their essential class abilities remain unchanged, but their maximum INT becomes 12 to reflect their lower intellectual capacity due to lack of opportunity. In this situation the humanoids are not biologically degenerate humans, but are culturally oppressed and there is no continuity between their culture and human culture from the past.

## Some Assumptions about the 1970s

Much has already been said about the starting assumptions of a world run by apes. A few things should be said about the assumptions regarding the origin of most human PCs, the 1970s.

As mentioned previously, this game takes some inspiration from the 1968 film *Planet of the Apes*, as well as other films and television from the franchise. The 1970s is as it might have been imagined by people in the late 1960s. Americans were about to set foot on the moon, and it seemed logical that space exploration would begin and develop at a fast pace. So there is an anachronistic feel for us because much of the technology will be as imagined and extrapolated from 1960s and 1970s technology. For example, spaceships and other technological artifacts might use large advanced computers with limited miniaturization and more advanced but still bulky magnetic tape storage technology. The Ape Master might use these sorts of elements in the game to portray the feel of this alternate 1970s “future.”



There is no set canon for what technology did or did not exist in this alternate 1970s era, so the referee should feel free to make this his own, and use it as a way to spring surprises on players.

Other assumptions that may or may not be made by the referee are that there were human colonies on other planets. Not just in our solar system, but elsewhere. Maybe those colonies are still out there somewhere, maybe not. Time dilation probably makes it unlikely there will be any communication with those lost colonies, though this is an area that can be further explored in long term campaigns.

## **Adventure Themes**

The following general adventure themes may be used as a central focus to build a game scenario, or possibly even an extended campaign of multiple scenarios. Each subsection addresses themes according to the composition of the PC group. These are certainly not exhaustive of possible themes, and are presented mainly as a springboard for the imagination. There is an emphasis placed on astronaut campaigns, but certainly other kinds are possible.

### **Astronaut Themes**

**Finding a way home** is probably the most obvious theme for a game featuring astronaut PCs. This theme may be mingled with other themes, with the goal of finding a way home being the central goal. Once the astronauts discover that they are on Earth, but an Earth of the future, they will likely want to quest for a way to travel back in time. If their ship is still relatively in one piece, adventures may center around finding repair parts or a means to fabricate spare parts or other components. In this case they will probably seek to replicate whatever phenomenon brought them through time. Alternatively, if they simply slept in cryosleep the whole time, they may be seeking an entirely different route for time travel.

**Fighting the apes** is another theme that will be common, and probably mixed with other themes. Much depends on how the PCs proceed after landing on Earth. If they are captured immediately by the apes, it might be a very short campaign indeed! The discovery of talking humans will lead to religious-based and xenophobic fears. The apes will almost certainly subject the humans to cognitive tests and finally vivisection in order to discover how they are different. This may also lead to the beginning of human genocide out of fear that other humans may develop the ability to speak. If the PCs manage to discover that the world is run by intelligent apes ahead of time, or perhaps receive help from sympathetic apes, then the PCs might survive long enough

to stay out of the clutches of the apes, or escape from captivity. Then the campaign becomes one of being on the run most of the time.

**Seeking the underdwellers** may be a goal of the PCs. Once the PCs learn of the existence of the underdwellers, they may deduce that these advanced human descendents have technology that can be of use. Maybe they can provide assistance in repairing the astronauts' spaceship, or provide a means of time travel, or some other form of assistance. There are a few ways to handle interactions with the underdwellers. The PCs may soon discover that the underdwellers probably have no interest in helping them. Unless the Ape Master devises motives, or the PCs come up with leverage to make the underdwellers accommodating, the underdwellers are almost as likely as the apes to study and dissect the humans. Alternatively, the underdwellers may take an interest in the astronauts. Perhaps the opportunity to benignly study their genetic material can give them a way to alter themselves to better handle the world above ground. Maybe knowledge of the past is useful to the underdwellers in their activities, such as recovering lost human knowledge.

**Helping the humanoids** can be an important motivation for the PCs. Many humanoids are enslaved or used in experiments. Uncounted others are hunted for sport. Wild humanoids live a precarious existence on the scraps of ape society. The PCs may take up a cause to fight for the humanoids, free the enslaved, or try to secure safety for them in the wild. Educating them may be another goal. It is at the Ape Master's discretion to decide how much potential the humanoids have. The default assumption is that they have degenerated and cannot ever learn to speak. However, it's possible that with the right leaders they could achieve much more.

**Exploring the Forbidden Zone** is a way of both avoiding ape patrols that might be hunting the astronaut PCs, and seeking relics from the past that might aid them with their other goals. Such campaigns would involve exploring old ruins and encountering creatures that are not common in other areas. Dangers would also include residual radiation from nuclear fallout. If the Forbidden Zone becomes a focus of the campaign, the Ape Master would likely emphasize the alienness and barrenness of the landscape. Strange encounters would feature prominently, and more brushes with the underdwellers, whether sought or not, would be likely.

## **Ape Themes**

**Hunting astronauts** is a way of turning the campaign around to the point of view of the apes. Perhaps advanced human astronauts from the past make a fairly regular appearance. There could be many astronaut expeditions that were lost, and every few years a new one seems to surface, with several astronauts that threaten the status quo. Scenarios might center around

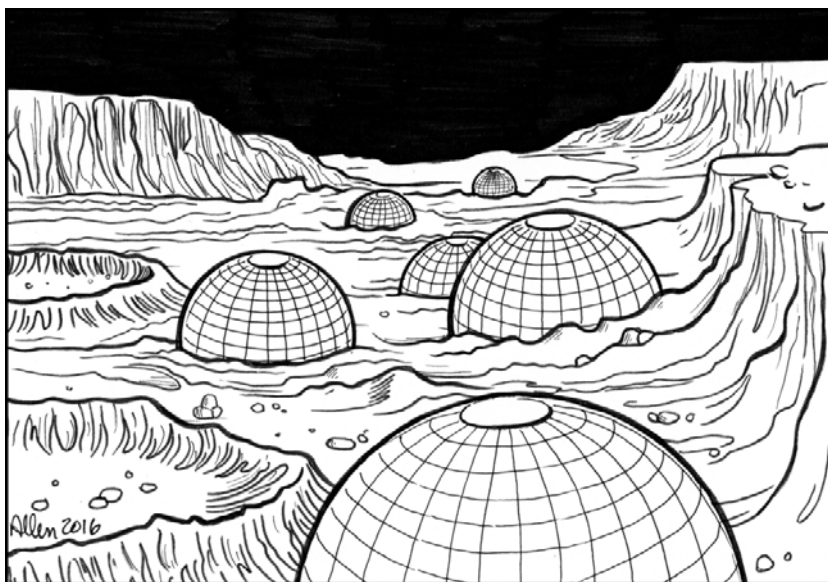
gorilla soldiers who hunt these humans down, accompanied by chimpanzee scholars who seek to study them before they are slain.

**Investigating and fighting the underdwellers** can feature in campaigns involving ape PCs. The apes may or may not be aware of the underdwellers at the start of the campaign, but perhaps a simian cyborg is revealed in a community, or underdwellers are encountered when an ape patrol is investigating ruins. The apes will find the underdwellers utterly repugnant. The idea that humans once ruled the Earth is unthinkable, or that there could be intelligent humans living today. The technology of the underdwellers will be frightening and blasphemous. Apes will not sit idly and allow the underdwellers to coexist in peace once knowledge of them becomes common. It is also possible that battles are waged against them quietly. The Ministry of Sehton might keep the existence of the underdwellers hidden because of the threat it could pose to their teachings. They might have secret groups (i.e. the PCs) that are sent on missions to investigate the underdwellers and destroy them where possible.

## Underdweller Themes

An assumption in *Apes Victorious* is that underdweller PCs are uncommon, and that when they do appear it is in mixed groups that essentially have an astronaut focus. In this case underdwellers are probably outcasts. They may not oblige the decadent and cult-like inclinations of their peers. Alternatively, underdwellers could be helping the astronauts because they are also interested in traveling to the past. Their motivations for doing so could be many.

**Exploring the fantastic** might be a theme for groups that exclusively involve underdwellers. Other sorts of obvious themes, such as **waging fights against apes**, are of course possible as well. However, if a campaign is based entirely on the motivations of the underdwellers, the players might be looking to explore aspects of the setting that are often out of the scope of other sorts of campaigns in this world, or at least not brought into a campaign until much later. The Ape Master will need to elaborate on some of the ideas presented in this game about the underdwellers. New fantastic technologies can be allowed that enhance campaign play. For example, there could be thriving colonies on the moon or Mars. Perhaps the underdwellers are seeking human colony planets, because they want to hunt down those humans who avoided the Holy Wrath of nuclear cleansing, and all human colonies must be cleansed. They might travel to lost Earth colonies via gate technology or even starship technology. Though faster than light travel had never been invented by humans, the underdwellers may have developed it. There is potential for crossover with *Starships & Spacemen* in such a game if the general assumptions about the Earth are slightly altered. It is possible that



the Earth in *Apes Victorious* is identical to the Earth from *Starships & Spacemen*, but with a different history. Such possibilities were not unheard of in the inspirational material of *Starships & Spacemen*.

### **Mixed Groups**

Groups that include a mix of astronauts and apes, maybe even underwellers, would likely be from the perspective that the other PC types are sympathetic to the astronauts' cause and are helping them. Therefore any of the themes discussed for astronauts are appropriate to groups of mixed composition. Apes will likely believe that humans are treated unfairly and seek to help them. The most likely candidates are chimpanzee scholars, but this need not always be the case. Another possibility is that the apes in the group are grudgingly allowing the astronauts to roam free, but only to help the apes track down other astronauts, use their knowledge of the past to navigate ruins and attack the underwellers, or otherwise make use of their knowledge of the past for a specific mission. In this case the astronaut PCs are essentially enslaved, and this would be a very challenging campaign.

### **Adventure Locations**

The Ape Master will decide where adventures take place. Many games will take place in the wilderness while the PCs are on the run, or in the ruins of the past human civilization. If the PCs are seeking the underwellers, adventures may take place in underground structures or caverns.

After the adventure location has been chosen, the Ape Master must think about whether certain creatures may be encountered in the area. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The Ape Master will then design the area to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in an underdweller stronghold, or a labyrinth of wreckage in ruins. If the Ape Master is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1-inch square equals 5 feet. This provides an appropriate scale for use with typical 25-28 mm scaled figurines.

## **Underdweller Locations**

The underdwellers live in underground facilities. These can take a few forms. Most typically they live in rooms and tunnels that they have excavated, making use of natural caverns or tunnels when possible. There will be larger passages to accommodate vehicle traffic or even rail traffic. In some places there will be large caverns that have individual buildings within. Occasionally such underground caverns are so large that they have their own weather, with clouds and occasional rain. Each entrance to an underdweller community is most often hidden within a set of caverns or other natural-appearing feature as an initial barrier. These areas are frequently policed by cyborgs or robots, and protected by various traps.

The Ape Master should create a map of these areas when appropriate. When determining how many cyborgs or robots to place as guards, the Ape Master should take into account the combined level of the adventuring party, and make the threat formidable. For example, if there are six 1st level PCs, the Ape Master might place from 6-9 combined hit dice of opponents. They can all be placed in one opponent or spread among several, with the choice of number of hit die determined by how challenging the Ape Master thinks it should be. For example, there could be a 6d8 hp robot, or three robots each with 2d8 hp, or some other combination of opponents. Players should use their wits, not just brute force, to conquer challenges. If they always try brute force sooner or later they will be doomed.

## **Ruins**

Since it has been thousands of years following the nuclear Armageddon, very little of past human civilization is found on the surface of the Earth. While glaciers and the general ravages of time have destroyed much of the past world, some remnants can be found underground. Glaciers buried many ruins, and natural forces of deposition have hidden ruins under layers of soil. Of the ruins still present, stone buildings are most likely to have survived.



Most other construction material of the 1970s would not have survived the thousands of years until now on the surface, though it has survived in places when buried.

Much human refuse has either completely degraded or degraded past the point of being recognizable. If underground conditions are right, some material will have preserved, but unless specially preserved and sealed from the ravages of time, few technological artifacts will be functional at all, or will need some level of cleaning and refurbishing.

When characters are traveling about on open ground there is only a 1% chance they will find any small tidbit of an artifact each month. To the eye of an ape, these small fragments will generally mean nothing or be assumed to be attributed to an ape's garbage. However, when traveling in the area of ruins, above or below ground, there is a 1 in 6 chance of finding something per day. There will be times when these odds make no sense, such as an underground area like a subway system where there will probably be artifacts of some sort everywhere. The following tables may be used as a general outline for what might be randomly found in different contexts, and the Ape Master should adjust results or add to this as the need arises. As always, the Ape Master should adjust results to make sense with the context.

Roll d00	Artifact (Roll d00)
01	8-track player
02-03	8-track tape
04-05	Ammunition
06-09	Automobile
10	Bicycle
11	Blender
12	Board game or other game (determined by the Ape Master)
13-17	Bones (roll d6; 1-4, animal; 5-6, human)
18	Book (roll on the Book Subject table)
19-20	Bottle (roll d6; 1-2, plastic; 3-6 glass)
21	Calculator
22	Camera
23-24	Camera film
25-26	Candy (in a sealed container, rancid)
27	CB radio
28-30	Children's toy
31	Cigarette machine
32	Clock
33	Clothing
34	Coffee maker
35	Computer
36	Curling iron

37	Dishwasher
38-39	Dishes (roll d6; 1-2, melamine; 3-6, porcelain)
40	Floppy disc
41	Fondue pot
42	Food processor
43-46	Food, canned (will be spoiled)
47	Food sealer (no plastic bags)
48	Gumball machine
49	Gun
50	Hair dryer
51	Helicopter (or parts)
52	Ice chest
53	Instant camera
54-55	Instant camera film
56-58	Jewelry
59-60	Kitchen utensils
61	Lamp
62	Laserdisc
63	Laserdisc player
64	Lava lamp
65	Magazine (determined by the Ape Master)
66	Microwave oven
67	Musical instrument
68	Newspaper (contents and date determined by the Ape Master)
69	Oven (roll d6; 1-3, electric; 4-6, gas)
70-73	Pen
74	Pet rock (or is it?)
75-77	Picture frame (with or without picture of humans)
78	Plane (or parts)
79	Pocket knife
80-82	Pot or pan
83	Radio
84	Record player
85	Refrigerator
86	Telephone
87	Television
88	Toaster
89-90	Toothbrush
91-93	Typewriter
94	Umbrella
95	Vacuum cleaner
96-98	Vinyl record
99-00	Wrist watch

Roll d00	Book Subject
01-02	Animals of North America (or another area)
03	Antiques
04-07	Art
08-12	Automobile repair
13	Book of world records 1974
14-17	Business
18-21	College textbook
22-25	Computers
26-30	Cook book
31-35	Dinosaurs
36-37	Economics
38-39	Encyclopedia volume (roll d10; 1, A-B; 2, C-D; 3, E-F; 4, G-H; 5, I-K; 6, L-M; 7, N-O; 8, P-R; 9, S-T; 10, U-Z)
40-44	Fiction
45-49	Gardening
50	Ham radio
51-57	History (time period and/or geography determined by Ape Master)
58-60	Human anatomy and physiology
61-63	Law
64-68	Literature
69-73	Music
74-78	Nonfiction book
79-80	Plants of North America (or another area)
81	Plato
82-84	Religion (type determined by the Ape Master)
85-88	Science (type determined by the Ape Master)
89	Self help
90-91	Shakespeare's plays
92-96	Social science
97	Sports Almanac 1950-1978
98-99	Travel
00	Determined by the Ape Master, a particularly useful book

## Caches

Caches are collections of goods placed in what was believed to be a safe environment for later use. Most caches that players will find were created to weather the nuclear apocalypse, but for one reason or another the people who left it did not return for it. Originally almost all caches were placed underground in lead vaults or many feet of concrete. The Ape Master may design and place specific caches in adventures, or randomly determine if one is found. The Ape Master may assign a probability that when a roll indicates an artifact is found as indicated above, there is a 5% chance that a cache is actually found. Caches generally contain a mix of items, including food,

clothing, and weapons. Invariably the food will be disintegrated and/or spoiled, but exceptions may exist. There may also be “information” caches left behind in the hopes that someone might find it in the future. Such places may contain computers with the sum of human knowledge, including plans and instructions for fabricating technological artifacts like computers, automobiles, spaceships, etc.

The other possibility for a “cache” is a location containing cryosleep pods that may or may not still contain living cryogenically frozen people from the past. Such people would most likely be scientists, politicians, or military personnel. The table below may be useful if the Ape Master wants to randomly determine the contents of a cache.

CACHE CONTENTS	
Roll d00	Contents
01-70	Supplies (roll d6; 1-2, food; 3-4, weapons; 5-6, general)
71-97	Information (roll d6; 1-3, books, 4-5, microfilm, 6, computers)
98-00	Cryopods (roll 2d4 to determine number)

To determine supplies, roll once for each column below to determine entire contents of the cache.

SUPPLIES			
Roll d10	Food	Weapons	General
1-5	1 year supply for 5 people	1d4 pistols, 1d4 rifles, 1d10 x100 ammunition per firearm	Blankets, clothing, survival gear (i.e. backpack, compass, fishing tackle, flint and steel) to outfit 20 people
6-8	1 year supply for 20 people	2d4 pistols, 2d4 rifles, 1d10 x100 ammunition per firearm	Blankets, clothing, survival gear (i.e. backpack, compass, fishing tackle, flint and steel) to outfit 50 people
9	1 year supply for 50 people	3d4 pistols, 3d4 rifles, 1d4 automatic rifles, 2d10 x100 ammunition per firearm	Blankets, clothing, survival gear (i.e. backpack, compass, fishing tackle, flint and steel) to outfit 100 people

0	1 year supply for 100 people	4d4 pistols, 4d4 rifles, 2d4 automatic rifles, 3d10 x100 ammunition per firearm	Blankets, clothing, survival gear (i.e. backpack, compass, fishing tackle, flint and steel) to outfit 150 people
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*Supplies:* The food packed in a cache is assumed to still be viable through careful preparation, even if it does not have the full nutrients it would have in the past.

*Information:* Contents will be determined by the Ape Master. When people went to the trouble to cache information, they attempted to seal the material from the ravages of time. The Ape Master will roll an item save check to determine if the contents are still viable. Books need a roll of 1-6 on 1d10, and microfilm a roll of 1-8 on 1d10. Computers are fully functional on a roll of 1-7 on 1d10. If this roll fails, the Ape Master may rule that the computer(s) can be repaired. The libraries found may cover a breadth of knowledge from medicine, social science, history, technology, and so on, or be highly detailed on a particular subject, such as medicine or advanced food propagation. In the case of something like food propagation, for example, there may also be cryo-preserved seeds and possibly even farm animals. These added details should be designed by the Ape Master as needed. There may also be other special caches, such as chambers with a large number of cryopods intended to be the founders of a new colony, etc.

*Cryopods:* Any survivors in cryopods will be operated by the Ape Master as NPCs. The Ape Master may design more detailed information about these NPCs' abilities using existing classes in *Apes Victorious* as a guide. The table below can be used to randomly determine cryopod occupants. Roll separately for each occupant.

CRYOPOD OCCUPANTS	
Roll d6	Occupant
1-2	Politician: MV 120' (40'), INT High, PP 4d4 (inactive), HT 1d6, AR 0, TH 12, SV O1, #AT 1, DG by weapon, ML 7
3-4	Scientist: MV 120' (40'), INT High, PP 4d4 (inactive), HT 1d8, AR 0, TH 12, SV G1, #AT 1, DG 1d4 or 1d6, ML 8
5-6	Soldier: MV 120' (40'), INT Average, PP 3d4 (inactive), HT 2d8, AR -2, TH 12, SV G2, #AT 1, DG by weapon, ML 8; Soldiers are wearing Kevlar vests and have a pistol, rifle, and knife. The firearms are equivalent in range and damage to their ape counterparts, but the ammunition is not compatible. There will be 1d10 x100 rounds per firearm.

## Ape Names

Players may consult the list of names below when choosing an ape character name, or the Ape Master may reference this list when assigning names to ape NPCs. The style of these can be used as inspiration when coming up with additional names.

## Male Names

Choose or Roll d00

01	Abner	26	Davon	51	Julius	76	Phylos
02	Ainar	27	Denus	52	Kaes0	77	Pollus
03	Akten	28	Dimetor	53	Karm	78	Rhondu
04	Aldo	29	Dionyss	54	Kassius	79	Ronth
05	Allin	30	Dixun	55	Khodius	80	Siezer
06	Allistor	31	Domam	56	Kornelious	81	Teves
07	Argoth	32	Drusus	57	Krikor	82	Theron
08	Argus	33	Drusus	58	Kriton	83	Tich
09	Attilios	34	Elan	59	Lars	84	Titus
10	Axul	35	Erko	60	Leon	85	Tullus
11	Baako	36	Errick	61	Lestor	86	Tymon
12	Bardoss	37	Ersus	62	Lethrem	87	Tyrsus
13	Bartok	38	Eryx	63	Linus	88	Uremm
14	Bertrum	39	Faylan	64	Lucius	89	Urkan
15	Billin	40	Felix	65	Lukos	90	Ustes
16	Brade	41	Gaius	66	Mahl	91	Vaska
17	Brek	42	Galan	67	Mandemus	92	Velopp
18	Buran	43	Gallis	68	Marcus	93	Virgil
19	Cadoc	44	Gamin	69	Maxus	94	Weller
20	Caesar	45	Gilad	70	Milo	95	Xyilom
21	Charis	46	Grazier	71	Neero	96	Zaan
22	Colun	47	Iaros	72	Odis	97	Zaman
23	Craix	48	Io	73	Oron	98	Zayus
24	Darno	49	Jone	74	Osido	99	Zolan
25	Datak	50	Jonta	75	Phane	00	Zorn

## Female Names

Choose or Roll d00

01	Abbil	26	Falx	51	Leah	76	Raenen
02	Amphis	27	Farol	52	Liana	77	Randah
03	Antigone	28	Frenda	53	Lilee	78	Reegan
04	Arol	29	Gaeley	54	Lylyth	79	Regine
05	Arvilla	30	Getha	55	Lysus	80	Rho
06	Barba	31	Harmon	56	Machaea	81	Sisi
07	Basta	32	Iros	57	Mara	82	Tahis
08	Beutha	33	Issa	58	Margra	83	Tapa

09	Blossia	34	Jaelynne	59	Maridd	84	Thel
10	Cariss	35	Jaiy	60	Melita	85	Thonta
11	Carra	36	Jakodi	61	Meusari	86	Tine
12	Chrol	37	Jexica	62	Mous	87	Trena
13	Cinna	38	Jorura	63	Muse	88	Tynna
14	Circe	39	Kasmos	64	Nella	89	Ursus
15	Cohren	40	Kassandra	65	Nike	90	Varann
16	Daphnae	41	Kathra	66	Nyha	91	Vedia
17	Dara	42	Kaylah	67	Oenone	92	Vizi
18	Deena	43	Kimbur	68	Patria	93	Withia
19	Dia	44	Kira	69	Penni	94	Xene
20	Drosis	45	Kydilla	70	Peony	95	Xenobia
21	Eladia	46	Kynnina	71	Phane	96	Xeris
22	Eran	47	Kynthia	72	Phera	97	Yuree
23	Eriska	48	Kypris	73	Phollah	98	Zae
24	Euphro	49	Lais	74	Pris	99	Zeera
25	Faen	50	Lari	75	Quince	00	Zita

## Wilderness Design

The Ape Master should first design a relatively small area at the start of the campaign, either from scratch or using the sample provided in this book as a starting place. This area will most likely consist of the astronauts' crash site and many miles around.

When creating an area, the Ape Master has to decide how the land is shaped. It is best to use hex graph paper, which can be found on the Internet and printed on a home printer if hex paper is difficult to find at the store. The Ape Master must consider many questions. Where are the shorelines? Is this area part of a continent, or a series of islands? Are there areas of deadly radiation? Next, decide on the climate. Is the climate temperate or tropical? Near the retreating glaciers? Mapping can begin, making note of mountains, grasslands, rivers, jungles, and other types of terrain or features.

Once the overall geography is mapped, decide which areas are inhabited by apes, humanoids, underdwellers, and other relevant creatures. Since areas of arable land are spread about, ape communities are also spread about. Humanoids can usually be found nearby because they try to scavenge food from farms, but they may also be found in other areas with natural resources.

When placing ape towns, it is useful to have a guide for how large different kinds of settlements are. Below is a good set of guidelines. Note that medium and large towns will be few and far between. The most common settlements are villages and small towns.

Population Size	Settlement Type
30-800	Village
801-4,500	Town, Small
4,501-12,000	Town, Medium
12,001+	Town, Large

## Sample Map

The area presented here can be used as the basis for adventures in this planet ruled by apes, or as inspiration for developing your own area. Ape settlements and major features are detailed.

### Ape Settlements

Ape cities are considered city states, and smaller settlements may be self-governed or governed by the nearest city.

**Ape City:** Ape City is the largest ape city known. It has a population of 13,000 and a standing ape army of 1,200. Gorilla soldiers frequently patrol around Ape City, sometimes as far as a 50-mile radius, though never into the Forbidden Zone unless given specific instructions by the ruling council. The economy is based largely on farming and mining.

**Letonrach:** This village has a population of 350. It is almost autonomous, but pays taxes to Ape City for protection. They have a militia of 50 gorilla soldiers. The village survives by farming and raising cattle on the vast tracks of grassland nearby.

**Shairron:** Shairron is a small town with a population of 3,500. They are politically independent and have a militia of 250 gorilla soldiers. This small town is primarily engaged in farming, but conducts some mining in nearby hills.

**Theron:** Theron is a medium town with a population of 7,000 and a standing army of 600 gorilla soldiers. Their economy is diverse, being involved in farming, mining, and fishing. They engage in frequent trade with Ape City.



## Map Key

1 Hex = 10 Miles

 Mountains	 Large Town
 Hills	 Medium Town
 Caves	 Small Town
 Forest	 Village
 Grasslands	 Ruins
 Swamp	 Radiation
 Jungle	
 Desert	

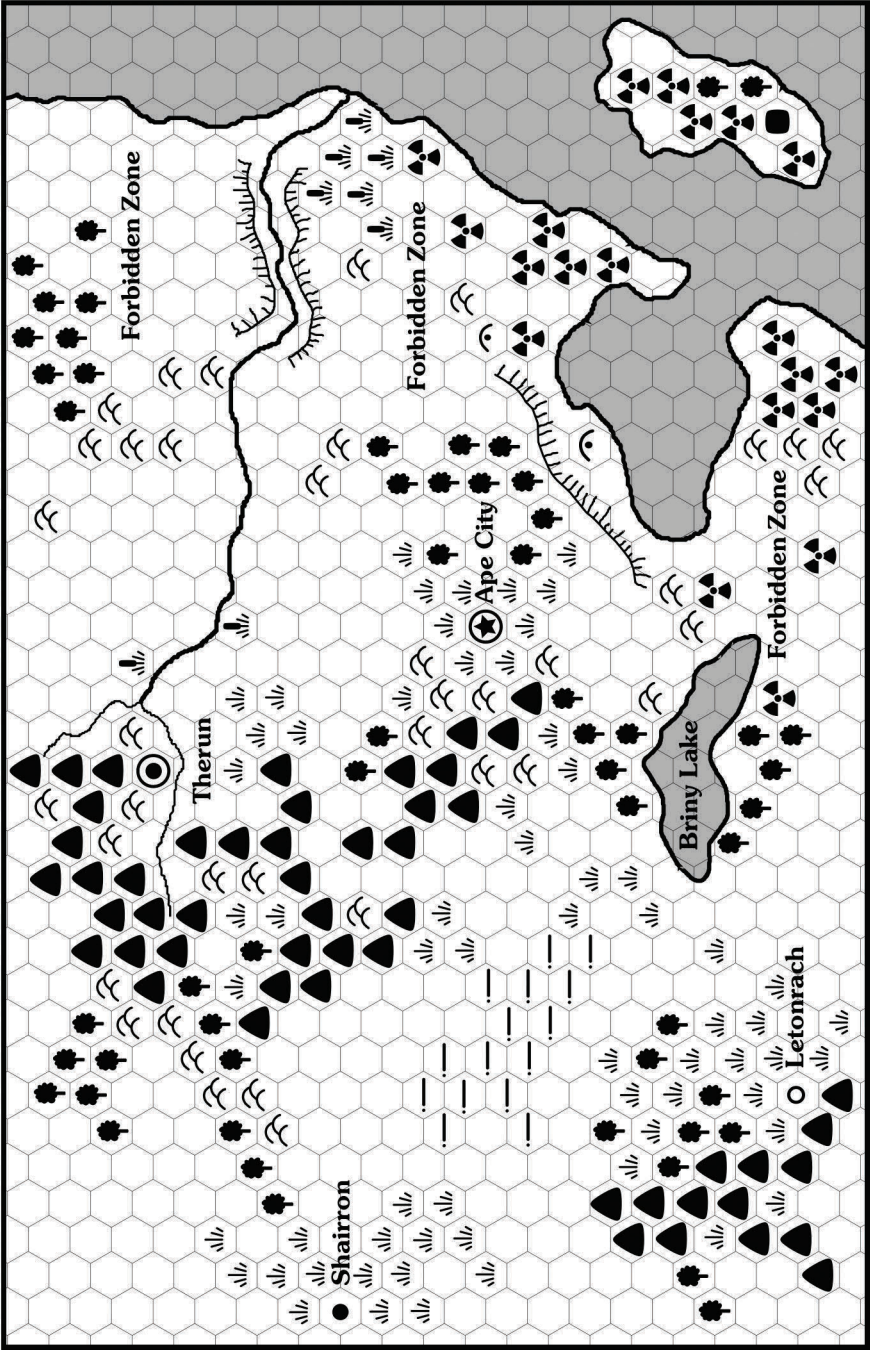
**Blank hexes:** Blank hexes indicate “barren” land. It is relatively dry and only has very sparse vegetation.

## Radioactive Areas

Radioactive areas on the sample world map are places that still maintain dangerous levels of residual nuclear radiation. The Ape Master must decide how polluted these areas are. Does it mean near instant death to enter this terrain? Does it just cause sickness? The Ape Master should assign a general potency of radiation in an area and apply save checks against radiation appropriately. Below is an example of how this can be done.

SAVE CHECK FREQUENCY			
Radiation Level	Wilderness	Indoors/ Underground	Damage
Low	1 per week	1 per day	1-3 d6
Moderate	1 per day	1 per turn	4-6 d6
High	1 per turn	1 per round	7+ d6

Save check frequency above for wilderness can be used for areas on the world map or other smaller scale areas outside. The column for indoors or underground, such as in ruins or caverns, can be used for closed-in areas. If the save check is failed, the Ape Master can assign damage depending on the guidelines above, or adjust these as necessary. Generally a successful save should cut damage by half.



## SECTION 9: ESCAPE APE PLANET

This introductory adventure can be used to introduce the players to the world of *Apes Victorious*. Part of the mystery and excitement should be the players' dawning realization of the situation they find themselves in...and the thrill of trying to discover a way out!

### Player Information

The players are members of a small scientific team aboard the deep-space exploratory vessel *Icarus*, which is bound for the Gamma Epsilon system. For the 10-year journey, the team was placed into cryosleep chambers to be awakened upon arrival. The players groggily come to, finding all of the stasis pods have been automatically opened while an emergency message flashes on a nearby computer screen. The ship's sensors have detected a distress beacon coming from a nearby planet, its origin the *Daedalus*, a sister ship of the fleet that was sent ahead of the *Icarus*. It is unknown why the *Daedalus* apparently crashed on the planet below, but the ship's computer has orders to enter orbit until the situation can be assessed and, if possible, the crew of the *Daedalus* rescued.

The *Icarus* is equipped with an automated landing pod that can take up to six astronauts to the planet surface. The team is expected to descend to the unexplored planet's surface, investigate the location of the emergency beacon, and rescue the three-man crew of the crashed ship. However, the ship's computer is programmed to leave orbit in 24 hours before the reserve fuel cells are depleted, making the journey to Gamma Epsilon impossible. So the players will have to act fast to determine what happened to the crew of the doomed ship.

### Referee Background

The *Daedalus* encountered a rogue asteroid field that damaged its computer system and engines beyond repair. The crippled ship was caught by the planet's gravity field, entering the atmosphere and crashing into the surface. The three astronauts on board never awoke from cryosleep and were killed on impact.

This uncharted planet is inhabited by intelligent apes who see humans as pests and chattel. On this planet, humans are feral, violent beasts. The apes who rule are fearful of humans (and rightfully so!) and will view any talking intelligent humans as freaks or abominations!

The crash of the *Daedalus* lit up the night sky, where it was seen by apes manning an isolated outpost. Once the wreckage of the ship was discovered, the apes used several teams of horses to drag it back to the outpost for

further study. The bodies of the three dead astronauts (*“Humans who fell from the sky!”*) are undergoing a medical autopsy in the outpost’s clinic, while the outpost’s director, a chimpanzee named Xarn, tries to make sense of the mysterious humans, craft, and cargo that fell near his outpost. Xarn is an opportunist who sees this discovery as being his ticket to a higher social standing—if he can keep it out of the hands of the Ministry, of course!

## Upon Landing

The journey to the surface in the cramped landing pod is more jarring than normal, as the pod lands roughly on the planet’s surface. It seems as if the retros didn’t fire early enough, and the landing was fairly violent. If the players inspect the pod, they can determine that the craft’s stabilizer has been badly damaged. Without a replacement, the pod will be uncontrollable in flight, making a return to the orbiting craft impossible. However, a replacement stabilizer can be salvaged from the *Daedalus* once it’s been found, lending a sense of urgency to finding the downed craft. According to the pod’s sensors (still online and functional), the radiation signature of the *Daedalus* is 3 miles to the southeast of the players’ current location.

The planet’s climate is temperate, and the landing site is in a grassy plain. A forested treeline is seen to the southeast where the players need to go. The players should equip themselves with standard equipment and weapons taken from the pod’s cargo hold. (See Section 2 for astronaut equipment and weapons.)

While making their way to the *Daedalus* (or any time the players traverse overland), the AM should roll 1d6 for each hour of travel. One a roll of 1, the players encounter one of the following (roll 1d6 again):

## Random Encounters

1. Gorilla soldier patrol: Two soldiers mounted on horseback encounter the players. They immediately attack the players on sight. (MV 120 (40’), INT Average, PP 3d4 (inactive), HT 1d8, AR -1, TH 12, SV G1, #AT 1, DG 1d10 (pistol), ML 10)
2. Humanoids: Four humanoids cautiously observe the PCs. They will flee immediately if any of the PCs speak. (MV 120’ (40’), INT Low, PP 2d4 (inactive), HT 1d6, AR 0, TH 12, SV H1, #AT 1, DG 1d2, ML 3)
3. Dire bear: The hungry beast comes lumbering out, seeing the players as easy prey. (MV 120’ (40’), INT Animal, PP 1d4 (inactive), HT 8d8, AR -4, TH 19, SV G8, #AT 3 (2 claws, bite), DG 1d4/1d4/1d8, ML 7)

4. Wild boars: Three squealing boars charge out of the underground. (MV 150' (50'), INT Animal, PP 1d4 (inactive), HT 3d8, AR -2, TH 14, SV G3, #AT 1 (tusk), DG 2d4, ML 9)
5. Coywolves: Snarling and snapping, four coywolves attack the party. (MV 180' (60'), INT Animal, PP 1d4 (inactive), HT 2d8, AR -1, TH 13, SV G2, #AT 1 (bite), DG 1d6, ML 8)
6. Razor-tooth cat: The predatory feline pounces from its hidden perch. (MV 150' (50'), INT Animal, PP 1d4 (inactive), HT 6d8, AR -3, TH 17, SV G6, #AT 3 (2 claws, bite), DG 1d6/1d6/2d6, ML 9)

As the players near the site of the *Daedalus*, they'll notice the tops of several trees are sheared off, giving them a clue that the ship came in hard and fast. They'll eventually come to the site of the crash: a long, blackened furrow where the ship plowed into the earth. At the end of the 100-foot long trail is a charred crater where the ship came to a stop. But there's no sign of the ship! There are scattered bits of wreckage and twisted chunks of metal, but the bulk of the ship (or what remained of it) is missing from the crash site.

If the players examine the area, they'll see many hoofprints in the soft soil, as well as deep ruts where wooden wheels sank into the ground. It appears that the wreckage was loaded upon a sizable cart then dragged away by a team of horses...but by whom?

As the players investigate the site, have them roll versus surprise. If they make it, they'll hear hoofbeats approaching quickly, giving them enough time to either hide or stand their ground. If they fail, they're surprised by the gorilla patrol returning to the crash site to gather up more pieces of wreckage. All four are on horseback, two armed with rifles, and the other two carrying knives and nets. The soldiers recognize the "silver-suited humans" as more of those things that fell from the sky, and they will try to subdue the players to bring them alive to Xarn for questioning and study.

*Gorilla soldiers (4)* MV 120 (40'), INT Average, PP 3d4 (inactive), HT 1d8, AR -1, TH 12, SV G1, #AT 1, DG 1d10 (rifle) or 1d4 (knife), ML 10.

Although the soldiers have a high morale, they will not be willing to fight to the death. If the fight goes badly, they will instead break off their attack and immediately ride back to warn the outpost of an invasion of living "sky humans."

If the players are instead subdued and captured, they'll be knocked unconscious. Upon awakening, they'll find themselves in cages in the outpost's kennel (see area 7) where they'll wait until Xarn decides what to do with them.

## The Outpost

It's fairly easy to follow the hoofprints and wagon wheel ruts back to the ape's remote outpost. The outpost is built at the center of a crossroads—likely the intersection of two trade routes. The small fort is constructed of rough-hewn lumber and logs cut from the nearby forest line. A tall log wall surrounds the outpost, and a large set of wide wooden doors is set in the wall facing the players. Above the gate, the players can see two armed gorillas keeping watch.

The outpost is manned (or perhaps “aped”?) by a contingent of 10 gorilla soldiers, led by Xarn. Although it's unusual for a chimpanzee scientist to have any dominion over a gorilla platoon, Xarn has proven himself worthy of such responsibility to the Ministry of Sehton. The soldiers have a grudging respect for Xarn, who can be ruthless at times.

At any given time, the outpost has 2d4 soldiers onsite, with the rest of the soldiers out on patrol in the surrounding area. If the bell (area 5) is rung repeatedly, any soldiers within earshot will return as quickly as possible to investigate.

1. Stables: This small building houses the outpost's horses. There are 12 horses in use at the outpost, one for each of the 10 soldiers and 2 extra for Xarn's use or as beasts of burden as needed. If there are any soldiers on patrol when the players enter the stables, there will be one horse missing for each soldier not at the outpost. The stable also contains saddles and riding gear as well as plenty of hay and feed for the animals.

2. Barracks: The gorilla soldier barracks is very Spartan in nature. There are a dozen cots here—six lining each wall—as well as a few small tables and chairs scattered about. Any gorillas not on patrol have a 60% chance of being here, taking a nap, playing cards, cleaning their weapons, etc.

*Gorilla soldier* MV 120 (40'), INT Average, PP 3d4 (inactive), HT 1d8, AR -1, TH 12, SV G1, #AT 1, DG 1d10 (rifle) or 1d4 (knife), ML 10.

3. Armory and Supplies: The outpost's armory is kept under lock and key at all times. A soldier is typically required to stand guard as well, but that rule has fallen by the wayside over time. (There is only a 20% chance that a guard will be standing at post when the players arrive.) Xarn has the only key to the armory, although he'll hand it to any guard who asks for it. Inside the armory are 2 spare rifles and 3 spare pistols. (The guards hold the rest of the weapons.) There is also enough ammunition for the spare weaponry if the players ask. The supply area of the building holds the outpost's food supply as well as blankets, lanterns and oil, etc. (The AM should refer to the Ape

Gear and Items table. Any item the players request should have a 50% chance to being present.)

4. Church of Sehton: This building is more opulent than the others in the outpost, being constructed of mud and adobe rather than timber. This building doubles as both the Church of Sehton and the outpost's meeting hall. Once a week, Xarn oversees a simple prayer service in honor of the Ape Forefathers. (Also, to keep himself in good standing with the Ministry.) All soldiers are expected to attend. When not used as a church, the building is used for any gatherings Xarn calls together, as it will hold all outpost residents.

5. Bell: This iron bell sits atop a wooden post in the center of the outpost. The bell is usually rung to call soldiers in the field for church services. However, the bell is also used to warn others to return to the outpost if there's an emergency. If the outpost is under attack, one of the apes will race to the bell and begin ringing it until stopped. Any soldiers out on patrol will ride back to the outpost, arriving within 2d10 minutes with guns drawn.

6. Xarn's Quarters: This one-room building is Xarn's personal dwelling. The room is comfortably furnished with more finery than would be found in the soldier's barracks. Xarn has taken some of the more interesting items from the *Daedalus* for himself, hiding them in a wooden box under his bed. Within the box are two astronaut pistols, a transmitter, various pieces of broken circuitry, and a few colorful plastic buttons (thought to be gems or other valuable baubles).

Some scattered papers are on a nearby desk filled with Xarn's notes about the discovery of the *Daedalus*, the dead humanoids within, and the various machines and technology the craft held. Once Xarn has finished his research, he plans to bring his findings to the Ministry in hopes of positioning himself as the first chimpanzee member of the political organization. (It is left to the AM as to whether Xarn's notes are legible to the human astronauts.) There is a 50% chance Xarn will be here when the players investigate. If he suspects there is trouble in the outpost, Xarn will come here to retrieve one of his astronaut pistols.

*Xarn (chimpanzee scholar)* MV 120 (40'), INT Average, PP 3d4 (inactive), HT 1d4, AR 0, TH 12, SV C1, #AT 1, DG 1d2 or 1d10 (astronaut pistol), ML 10.

7. Kennel: This building has four large cages and several large wooden tables. Typically, this is where Xarn conducts medical experiments on the indigenous humanoids. (Xarn is a medical specialist, and he considers his experimentation "animal testing for the betterment of apekind".) However,

due to recent events, this is where Xarn houses the various findings of the wrecked spacecraft while he examines them. There is a 50% chance Xarn will be here when the players investigate. If the players have been captured earlier, they will awaken in one of the cages here.

In the cages are three humanoids. They are Xarn's most recent medical subjects, and they are wild-eyed with panic. Upon seeing the players, the humanoids will begin screaming, rattling their cages, and generally trying to escape. If released, they'll run out of the kennel, trying to escape from the outpost as quickly as they can. However, if Xarn is in the room, the humanoids will attack him on sight.

*Humanoids (3)* MV 120' (40'), INT Low, PP 2d4 (inactive), HT 1d6, AR 0, TH 12, SV H1, #AT 1, DG 1d2, ML 3.

On one of the tables is one of the members of the *Daedalus* crew. Xarn had been performing an autopsy on the body, trying to determine the differences between the planet's humanoids and the "sky humans". If asked, Xarn will claim that they did not kill the crew; they were found in the "sky ship", dead of grievous injuries. The body on the table is the last of the three they found; the other bodies were dropped into a charnel pit far away from the outpost, where Xarn disposes of all his dead test subjects.

Scattered across several of the wooden tables are larger pieces of technology salvaged from the *Daedalus*. Xarn has been sketching the various mechanical pieces to the best of his ability as well as trying to determine their function. Since his specialty is medicine, most of his assumptions are incredibly inaccurate. If the players examine the various pieces closely, one of the parts is the stabilizer from the *Daedalus*. It appears in good working order and can be used to repair the landing pod. Another object of interest on the table is one of the fuel cells from the *Daedalus*. Xarn had been trying to open the cell using his medical saws. Although he hadn't yet cracked it open (explaining why he's still alive), he had damaged it enough where it is highly unstable. If anyone picks up the damaged fuel cell, have them roll a save versus energy attacks. Failure means the cell zapped them for 3d6 points of energy-based damage. If the cell is ever broken open or dropped, the cell will rupture and explode, killing everyone within the kennel and doing 6d6 of damage to everyone within the outpost as it's leveled.

8. *Daedalus* wreckage: What remains of the *Daedalus* is found on a large wooden cart resting here. The wreckage is under a large tarp both to protect it from the elements while Xarn examines it as well as to keep it hidden from prying eyes. Xarn has sworn the gorilla soldiers to secrecy as well. The *Daedalus* broke up upon atmospheric entry, so all that remains is the primary control cockpit and the three cryochambers that held the astronauts.



It's apparent the crew died upon impact or perhaps long before if their cryochambers were damaged. Anything of use has been long ago taken from the ship, as every device, diode, circuit board, button, and screen has been torn out from the wreckage. Most of the items can be found in the kennel (area 7) although Xarn has squirreled away some of the better items for himself (area 6).

Once the players have discovered what became of the *Daedalus* and her crew—and if they've discovered the stabilizer they need to fix their landing pod (area 7)—the players are free to return to the pod for their return to the *Icarus*...unless they've been captured or killed by the apes!

### **Stranded!**

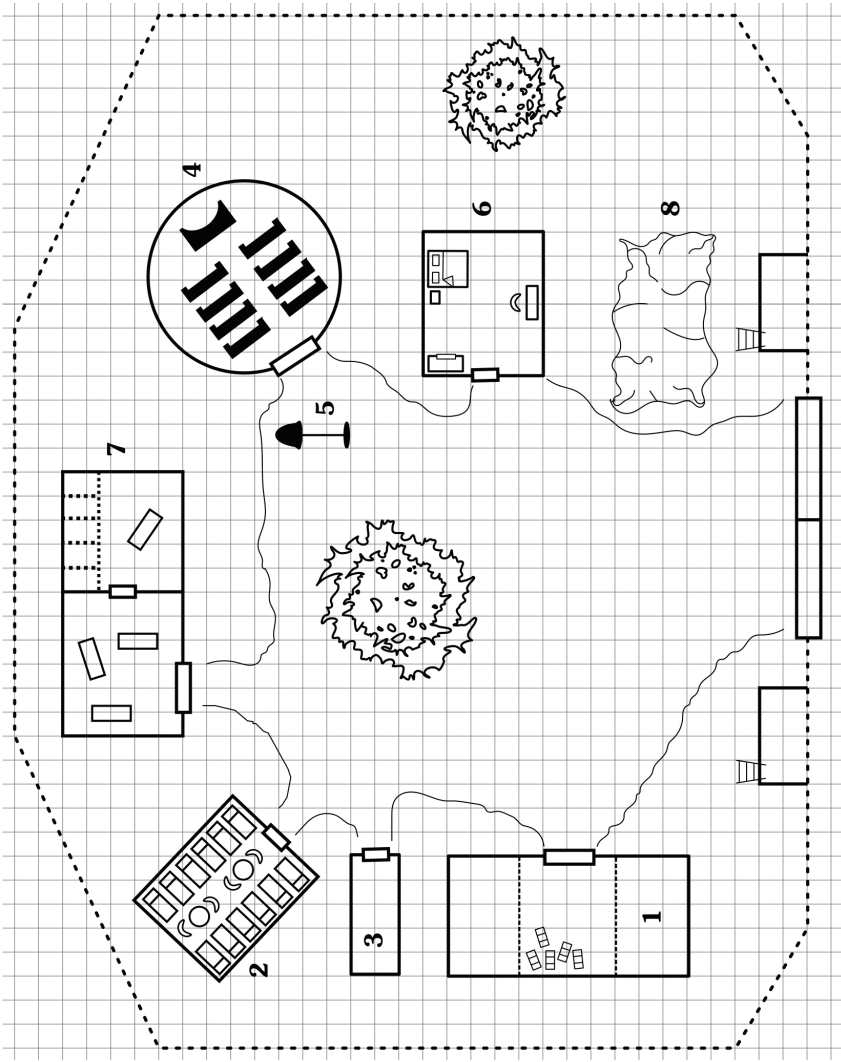
Upon returning to the *Icarus*' pod landing site, the players will be stunned to find it missing as well! Where could it have gone? Was it retrieved prematurely by the orbiting space craft? Has another ape community discovered the craft? Or perhaps the underdwellers watched the craft descend, then took it deep beneath the earth for their own nefarious purposes! What will the players do now that they themselves require...

*"Rescue From the Ape Planet"?*

### **More Adventures on the Ape Planet**

Although this adventure ends with the players trapped on the ape planet, trying to discover a way back home, the AM can instead allow the players to get safely back to the *Icarus* so they can report their findings. Future expeditions to the ape planet may be planned!

However, if the players remain trapped on the planet surface, there are many opportunities to bring in a new player to the adventure. If the new player wishes to play an ape character, perhaps one of the gorilla soldiers at the outpost is sympathetic to the player's plight. Or a travelling ape encountered on the road is curious enough to assist the players. If a humanoid PC is desired, they can be found scavenging near the outpost or perhaps one of the humanoids in the kennel can be calmed enough to join the party. And, of course, more astronauts may be arriving soon to investigate whatever became of the crew of the *Daedalus* and the *Icarus*!



1 square = 5 feet

# SECTION 10: CONVERSIONS

The following conversion notes can be used for moving between *Apes Victorious*, *Labyrinth Lord*, *Mutant Future*, and *Starships & Spacemen 2e*. These games are fully compatible, but there are a few terms and some presentation that is a little different between them. The notes below explain how to interpret these differences. There are other trivial differences not discussed here, mainly in the presentation of monsters. Those will be entirely intuitive for the referee to interpret.

## Labyrinth Lord

**Armor Class:** In *Apes Victorious*, armor has a modifier to an attacker's roll rather than provide a class that is cross-referenced for an attack number. Unarmored opponents have no modifier to an attacker's to-hit number. Therefore a modifier of 0 in *Apes Victorious* is equivalent to AC 9. Refer to the simple table below that illustrates the relationship between armor attack modifiers in *Apes Victorious* and armor class in *Labyrinth Lord*.

ATTACK CONVERSIONS	
Apes Victorious Attack Modifier	Labyrinth Lord Armor Class
0	9
-1	8
-2	7
-3	6
-4	5
-5	4
...and so on	

**Attack Number:** The attack number, or number to-hit, in *Apes Victorious* follows the same to-hit in *Labyrinth Lord* to-hit AC 9. Armor in *Apes Victorious* modifies the to-hit number, rather than have the to-hit number adjusted depending on armor class. The two systems are equivalent but expressed differently.

**Saving Throws:** The terminology is slightly different in *Apes Victorious*, which refers to saving throws as save checks. The table below shows which save checks are equivalent to saving throws in *Labyrinth Lord*.

CHARACTER SAVING THROWS	
Apes Victorious	Labyrinth Lord
Energy Attacks	Breath Attacks
Poison or Death	Poison or Death
Stun Attacks	Petrify or Paralyze
Radiation	Wands
*See below	Spells or Spell-like Devices

\*There is no *Apes Victorious* equivalent to Spells or Spell-like Devices. See the next table for assigning this category of saving throw if necessary.

SPELLS OR SPELL-LIKE DEVICES	
Apes Victorious Class	Save as from Labyrinth Lord
Astronaut	Fighter
Bonobo Agent	Thief
Chimpanzee Scholar	Magic-User
Gorilla Soldier	Fighter
Humanoid	Fighter
Orangutan Politician	Cleric
Underdweller	Cleric

## Mutant Future

**Abilities:** Willpower (WIL) in *Mutant Future* is the same as Wisdom (WIS) from *Labyrinth Lord* and Psionic Potential (PSI) in *Apes Victorious*. If using the *Labyrinth Lord* terms, WIS is the ability used in mental (PSI) combat.

**Attack Number:** The conversion from *Apes Victorious* is identical to the conversion for *Labyrinth Lord*.

**Saving Throws:** Saving throws in *Mutant Future* are identical to those (save checks) in *Apes Victorious*. Refer to the conversion notes for saving throws in *Labyrinth Lord*. Mutants from *Mutant Future* use the fighter saving throw for spells and spell-like devices.

## Starships & Spacemen 2e

*Apes Victorious* uses the same terms and presentation for essential rules as found in *Starships & Spacemen 2e*. Therefore, no conversion is necessary. Converting S&S 2e to *Labyrinth Lord* or *Mutant Future* follows the same guidelines as for *Apes Victorious*. Characters from *Starships & Spacemen 2e* use the fighter category for the spells and spell-like devices saving throw.

# APES VICTORIOUS

CHARACTER NAME \_\_\_\_\_ CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_

DESCRIPTION \_\_\_\_\_



## STRENGTH

Attack/Damage Mod:  
Muscle Check:



## CONSTITUTION

Radiation/Poison Adj:  
Resist Trauma:      HP Adj:



## DEXTERITY

Defense Mod:  
Missile Att Bonus:      Init Adj:



## INTELLIGENCE

Languages:  
Research and Tech Rolls:



## CHARISMA

Reaction Adj:  
Subordinate/Hireling Morale:



## PSIONIC POTENTIAL

Recovery Rate:



## ENERGY ATTACKS



## POISON OR DEATH



## STUN ATTACKS



## RADIATION

Hit Points:      To-Hit #:

PSI Points:

Defense:

### CLASS ABILITIES/SKILLS

### EQUIPMENT

### PSI POWERS

### EXPERIENCE

Points:

Title:

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