

DUNGEON CRAWL CLASSICS

MOON-SCAVES OF THE CANNIBAL KINGDOM

#93: A LEVEL 2 ADVENTURE
BY EDGAR JOHNSON



AK 6 2016

INTRODUCTION



In *Moon-Slaves of the Cannibal Kingdom*, the characters land on the perilous shores of the Tolomak Islands. Depending on the make-up of the party in question, and obligations they owe to patrons, gods, and so forth, it may make sense for PCs to ally with one of the factions present in the islands, to accomplish a task for a deity, patron, or mortal NPC, or simply to explore the isles in search of adventure. This work is intended for six 2nd-level PCs, but may prove deadly to improvident players. These 2nd-level characters may be supplemented with one zero-level character per PC (e.g., the bearers, guides, and other staples of pulp adventure), to be leveled up as the adventure proceeds, adding more depth to the party.

This adventure includes a jungle/ruins-based hexcrawl, as well as keyed locations and encounters. Depending on the judge's goals, the adventure could be accomplished in a single, four-hour session, or it could span two or more sessions. Though brief, this work provides ample opportunities for judge and players to extend their island vacation.

This work assumes that the player characters arrive on the *Vainglorious Rat*, an armed merchant ship sailing under the command of Lyraxtes Ozmandus. Further references to Ozmandus are made under that assumption, and they may be ignored should the party arrive by other means.

BACKGROUND



East, west, beyond the sun, far from civilized climes, lie the legendary Tolomak Islands. Covered with jungle and straddling ancient, sunken ruins, the islands are home to lost races, legendary beasts, wondrous artifacts, and the last scions of Marakanu, a city-state mostly destroyed by volcanic eruptions.

Three sisters reign in the Tolomaks, immortal beings and the last of their kind. The sisters serve, respectively, Law, Chaos, and Neutrality. Each rules over her own domain, in her own way and for her own reasons.

Eloiz, the Green Lady, haunts the waking lands of the Isle of the Sun, bathed in glow of the sultry tropical sun. Her realm encompasses the lush, mountainous jungle of the easternmost great island, where she cultivates a variety of dangerous plant species and binds them to her will. She has power over plant life, and commands a golden race of diminutive, fractious humanoids, "goldlings," who embody the mercurial aspects of Chaos. She has allied herself with Gormaz, an intelligent great ape. Eloiz seeks to kill her sister, the Undying Queen.

Strava, the Undying Queen, dwells beneath the Isle of the Moons, and rules over a realm of living metal forms and "moon-slaves" — victims whose life essences have been distilled and replaced with liquid moonlight! She commands Qwrzak the Moonbird using the Celestial Diadem. Strava bears an un-healing wound, inflicted by her sister, Eloiz,

and her lust for revenge is eclipsed only by her desire to escape the clutches of mortal death.

Zsofinia, the Dollmaker, lives within the caldera of Ulmalelah, an extinct volcano, and lives in solitude with her collection of living dolls. She rules the smallest island, but has powerful allies in the form of the arachno-men who inhabit the surrounding caldera. She refuses to take part in her sisters' vendetta, but uses her alchemy to lend strength to Eloiz, so as to balance the power of the feuding sisters.

JUDGE'S NOTES

GEOGRAPHY

The Tolomaks consist of two large volcanic islands linked by sunken ruins, a volcanic caldera with a central island, and several smaller islands. On the large islands, beaches of black sand and cliffs of basaltic rock climb to steep, volcanic peaks shrouded in pestilential jungle. Here and there on the land, one can spot blocky ruins of dark stone — colossal in scale and fitted almost seamlessly, with little ornament or artifice beyond the brute grandeur of their size and extent. A maze of submerged ruins forms a no-man's-land, both separating and joining the Isle of the Sun and the Isle of the Moons. Crystalline waters reveal that these ruins extend well into the sea itself, retreating down-slope from the islands into the darkest depths.

While only the most important adventure locations are listed in this work, the isles are large, and conceal potential for other adventures, beyond the scope of this writing. There are six main areas, four of which contain keyed locations:

Area 1: Isle of the Sun—Three volcanic peaks covered with dense jungle, bordered by high sea cliffs and black sand beaches. The domain of Eloiz the Green Lady, this island is home to the main goldling village (area 1-2), the Green Tower (area 1-4), and the lair of Gormaz, the great ape (area 1-6). There also are several feral goldling enclaves (area 1-3).

Area 2: Sunken Ruins—A sprawling complex of massive, submerged ruins and festering mangrove swamp, and home to many lurking dangers — animal, plant, and sorcerous. This area is used in the Random Encounter table (opposite page), but contains no other keyed locations, other than those added by the judge. Several suggestions for stocking these ruins are in the sidebar, "Adventures & Encounters in the Sunken Ruins and Outer Islands" (p. 13).

Area 3: Isle of the Moons—Similar to the Isle of the Sun, but instead holds the Moonhir home of Qwrzak the Moonbird (area 3-1), the open entrance to the Moonlands (area 3-2), a hidden entrance to the Moonlands (area 3-3), and several arachno-men colonies (area 1-5).

Area 4: Ulmalelah—Consists of a 250' high caldera of an ancient volcano, partly open to the sea. Zsofinia the Dollmaker lives in a well-provisioned hut on its small, central island, along with her collection of living dolls (area 4-1),

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Far to the west, beyond civilized lands, lie the Tolomak Islands— volcanic peaks covered in pestilential jungle and bestriding sunken ruins. The legends say the Tolomaks are home to treacherous witches, ferocious cannibals, moon demons, and worse! Wise are those who steer well away from these accursed jungle isles, but not everyone is wise... For the legends also speak of power unimaginable and treasures beyond the limits of mortal avarice. Now, under the light of the triple moons, a band of intrepid adventurers sails ever nearer the islands. With luck, they will escape with a fortune; without it, they may not keep their souls.

