

JUNGLE CULT OF THE Dragon Thonkey

Based on Epic Levels Mad Dungeon
podcast episode 005
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Dramomo: The jolly trickster demigod of storms is beloved for his kindness and banana sculptures. Although he wields lightning, and can call rain, hail or tornadoes, he's always worked in support of his jungle worshipers. He can reincarnate the dead into a new primate body. His thundering laugh shakes trees, but brings comfort to his devotees.

Narwhal the Mortal: This shapeshifting half-yeti, half-monkey is impersonating the high priest of the Dramomo Temple. Born of Monica Baboonchi and a yeti, he's the mortal half-brother of Dramomo. He's dumb and mean, yet manipulative and crafty. His jealousy of Dramomo's love drives him to evil. Narwhal can hold the Heart Stone and shoot a freezing ray from it. He's using the Heart Stone to "terror-form" the jungle into a deadly arctic environment. His dark plan is to wake Icewind Scale and sell chilled monkey brains to the neighboring yeti kingdom after the jungle is frozen over.

White-Eyed Clerics: These simian priests are reincarnated sacrifices to Dramomo, and they've been corrupted by the misuse of the Heart Stone. They have glowing white eyes and mindlessly follow Narwhal's every command. They wear ice skates, dagger mittens and winter parkas to combat the freezing conditions of the temple. There are 2d4 clerics in each room.

Jayne Goodwill: She's a khaki-wearing chimpanzee prophet of Dramomo. Her heart is in conservation and animal welfare. Her empathy and powers of observation can be a huge help. She doesn't know what has happened to Dramomo, but he's sent her a vision to find help to free him.

Dramomo Heart Stone: This is Dramomo's literal heart taken from his body. It amplifies what's inside of you and attunes to who you are. Joy, warmth and gifts with Dramomo & ice, cold and horror with Narwhal, who's using it to mind control the priests. To stop this icy plague, you must reunite Dramomo with his heart. Jayne is the only one who can touch the heart without turning to ice. Better keep her safe.

Monkey Village: Surrounding the temple are small huts hung from trees and connected by rope bridges, swinging vines and rope ladders. Simple gliders are used for convenient transportation. The forest floor is peppered with hundreds of diamond mines, whose bounty is used as tribute to Icewind Scale to keep him asleep.

Dramomo Temple: This stone ziggurat temple has a ground floor entrance, and steep steps that lead to the top where a blue light is blasting into the sky through a 30ft-wide hole, freezing the jungle. The inside is filled with hieroglyphs of sexually charged bas reliefs and tablets of dragon on monkey smut. The floors are icy and slippery (save to not fall without proper footgear). There's a real danger of freezing to death. Take cold damage for every 10 minutes inside without warm winter gear.

Mine Cart Track: Mine carts are auto-constructed on the roof with the push of a button, and only move down into Icewind Scale's sub-chambers where they smash into a wreckage. They're great for getting around quickly. They're currently used to transport monkey brains, but previously moved bananas and diamonds. Great place for a boss fight!

Entrance Lounge: This freezing room used to be filled with comfort, but now has an icy sofa, pillows and tables covered with bananas and bowls of dates frozen to the surfaces. A large statue of Monica Baboonchi (mother of Dramomo) is on the northeast wall. If you push her breasts, a secret passage will open into the pantry.

Temple Apex: Used for ritual executions, a sacrificial stone baboon butt with dragon scale wings and spikes is used to smash the heads of malefactors. The corpse is thrown into the massive hole and Dramomo would decide if they deserved a second chance by reincarnating them as white-eyed clerics.

Atrium: This once verdant banana grove and workshop is now tended to by guardian ice elementals wearing banana hammocks and throwing frozen bananarangs. Icebound monkey-elves stand like statues at their work stations, carving banana sculptures that the children of the jungle may never receive.

Equipment room: Here's all of the winter equipment they've been hoarding in preparation for the jungle freezing. They have: ice skates, dagger mittens, crampons, monkey furs, monkey brains scoop, snowboards, big ice fishing drills & hand warmers. Stairs lead up to the worship room.

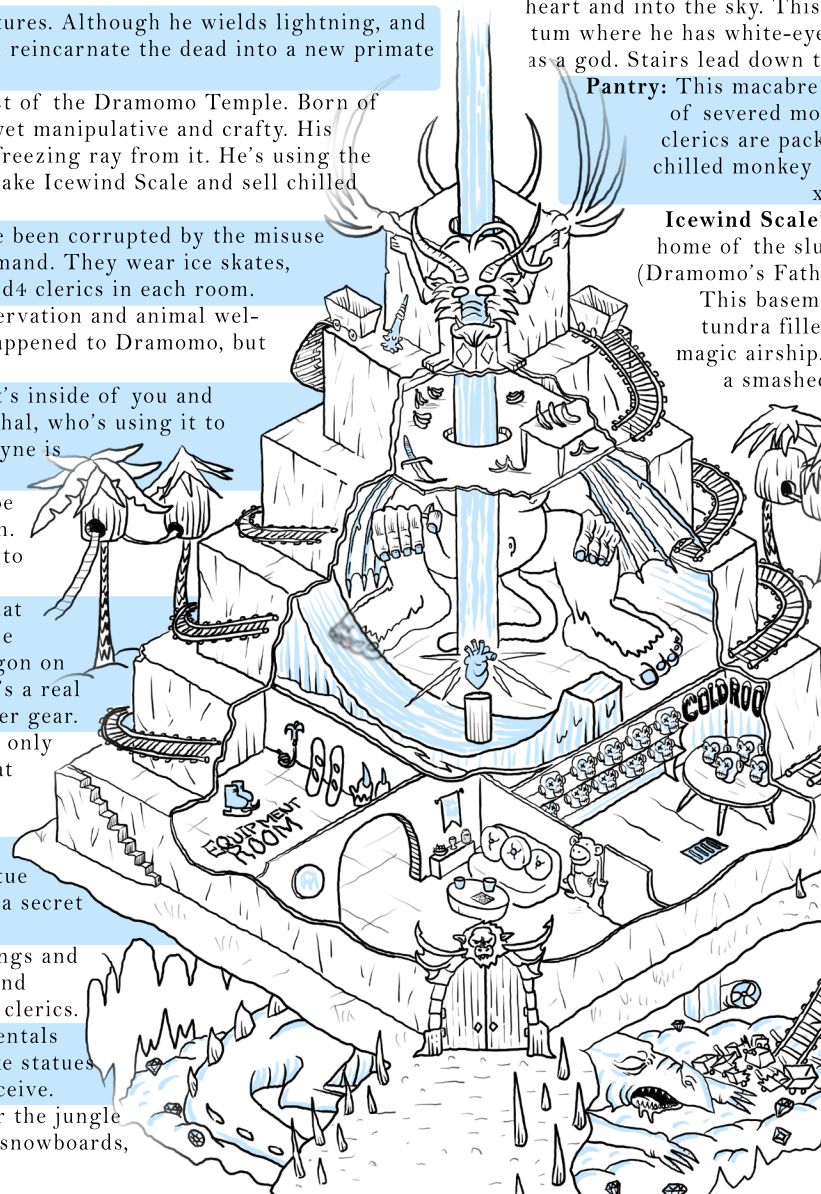
Overview: It's Dramomas, the winter solstice feast where Dramomo delivers delicious banana sculptures to the good denizens of the jungle. But instead, an icy blue beam fires into the air from the top of the Dramomo Temple. A polar plague slowly freezes the jungle, leaving everything slick and sharp. Dramomo calls to his prophet Jayne Goodwill to recruit the PCs for their help.

Ancient Lore: Icewind Scale, the ancient frost dragon god, fell in love with the mortal Monica Baboonchi, a sexy monkey. Their tails intertwined as their star-crossed act of coitus climaxed. Kaboom! A mushroom cloud rose into the sky and a shockwave blasted through the jungle, making all of the monkeys of the forest anthropomorphic and sentient. This union conceived the demigod Dramomo, and his birth was celebrated across the jungle.

Worship Hall: This cyclopean chamber was Dramomo's home and area of worship for his elite clergy. It's comfortable with pillows and enough room for him to lay down. He would leave and return by turning into lightning and bolting through the skylight hole. Now, Dramomo is hovering in a corner in stasis. A scientific contraption of lasers and cold steel contains Dramomo's Heart Stone. It's floating above a snow halfpipe and the epic blue beam emanates from the heart and into the sky. This is now Narwal's sanctum where he has white-eyed clerics venerate him as a god. Stairs lead down to the equipment room.

Pantry: This macabre room contains shelves of severed money heads. White-eyed clerics are packaging them for sale as chilled monkey brains. Cold damage is x2 in this frigde room.

Icewind Scale's Sub-Chambers: The home of the slumbering white dragon (Dramomo's Father) in the lowest level. This basement is a freezing arctic tundra filled with diamonds and a magic airship. The carts end here in a smashed pile. Vents from here cool the pantry.



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Cleric Reincarnation
d100 - Race:

01-04	lemur
05-13	howler monkey
14-21	spider monkey
22-25	marmosets
26-34	baboon
35-42	mandrill
43-46	bonobo
47-52	chimpanzee
53-56	gibbon
57-60	orangutan
61-68	human
69-76	gorilla
77-96	white ape of barsoom
97-00	giant ape