



## Jungle Monkey Playground

"He went to the jungle, getting closer and closer until he was face to face with the monkey. 'Privet "skazal" boy. Privet "otvetil" 'Ryan. "I'm Craig, is anyone sidit "skazal" boy?" pointing to the jungle playground next to 'Ryan. "No" go vpered "govorit 'Rayan": "I'm Ryan by the way". The monkeys knew each other well enough by the time they reached the jungle playground. At the jungle playground, Craig, 'Ryan and his parents were the last Chuck in. The monkey looked at 'Ryan's parents and said: "I'm sorry seems to be the problem. We have no bananas left, they must have been eaten by monkeys. She checked the jungle again and again, but no, there were no bananas left. The Heroes will bring our bananas back!"

### Notes

The Heroes have been charged to search for bananas at the Monkey Playground. Each gold coin will count as a banana. So if a player has found 25 gold coins he has found 25 bananas. The Monkeys in this quest have the same stats of a Goblin but roll 2 combat dice to defend. In the end the Heroe who will find more bananas will be titled as the "Big Banana King".

A As soon as this Monkey is killed its screams will alert the Monkeys in the two adjacent rooms, that will open the doors and attack the Heroes immediately, regardless of other Heroes turn!

B This door is locked and cannot be open for now. Each chest contains 60 bananas.

C The Gargoyle is the Monkey King! Each turn he can throw coconuts at the Heroes therefore he can make ranged attacks with 3 combat dice. He can throw a maximum of 4 coconuts. His stats are: Movement: 5; Attack: 5; Defense: 6; Mind: 3; Body: 6

Once the King is slayed he will drop a banana key on the floor; it can be used to open the door B.

Wandering monster: Monkey (each wandering Monkey is carrying 5 bananas)

