

# It's a Zoo in There!

As we approach the fifteenth anniversary of the zoo's grand expansion, Perythia Aldenber Memorial Zoo remains a testament to modern magic and engineering. With the addition of castle style walls, realistic reconstruction of natural habitat, and powerful magics, this zoo offers more than the run of the mill bestiary! Thanks to the cooperation of Wizards throughout the region, our zoo offers the unprecedented experience of walking amongst amazing and terrifying creatures without visual impediment. Although the experience can be frightening, rest assured that our state of the art magical wards and restraints provide complete visitor safety.

*An adventure for 2nd to 4th level characters in  
Waterdeep or any urban setting*

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V1.0 Last updated 2019-10-05

# It's a Zoo in There!

*Although the experience can be frightening, rest assured that our state of the art magical wards and restraints provide complete visitor safety.*

—Zoo Brochure

## Adventure Background

The Perythia Aldenber Memorial Zoo is testament to modern magic and engineering. Dangerous monstrosities are on display in addition to the mundane beasts one would expect to find in the average city zoo. All of the physical barriers in this zoo have been replaced by powerful magic, allowing visitors the experience of walking among the terrifying creatures without visual impediment.

Remy Thursten, aspiring thief, stumbled across information leading him to what he believed to be an amazingly powerful and incredibly valuable magical artifact that has long been sitting right under his nose - the crystal powering all of the zoo's protective magic! With the help of hired mercenaries, he easily gained access to the zoo in the early morning hours and located and removed the power crystal.

When the zoo's magic was disrupted, large iron portcullises fell physically securing the three outside entrances. The interior of the zoo is now completely unsecured, allowing the creatures to move about freely. A pride of manticores has taken to the sky, most flying towards the mountains, but some remaining circling overhead.

Not having prepared for the results of his caper, Remy now finds himself barricaded in the zoo's visitor center, terrified of the monsters roaming free, and desperate to escape with his plunder.

With the crystal removed, the true source of the zoo's energy - the spirit of the late Perythia Aldenber - has manifested on the material plane. If she remains unrestrained long enough, her soul may finally move on to eternal rest.

### Zoo Brochure

The player handout provides more information about the zoo, including clues about the monsters the adventurers will encounter. Print a copy of the trifold zoo information handout with map on the reverse side for each player.

## Overview

The adventure consists these sections:

**Introduction.** The adventurers are alerted to the chaos at the zoo and arrive at the main entrance where they meet the gnome Zoomaster Amil Andler with the information and means to restore the zoo's magic at the visitor center building on the south end of the complex.

**Part 1.** Adorable Beasts. The adventurers travel through the habitat of traditional zoo animals who are now roaming about freely.

**Part 2.** Amazing Monstrosities. In order to reach the visitor center, the visitors must pass by the habitat of dangerous unrestrained monsters.

**Part 3.** Restoration. The adventurers reach the visitor center and must decide how to handle the thief Remy Thursten and the Spirit of Perythia Aldenber.

**Part 4.** Aftermath. Reinforcements have arrived. With either the zoo's magic restored or the Spirit of Perythia Aldenber released, the characters find a way to mitigate the consequences of what has transpired.

## Waterdeep

This adventure is written to be adapted to any urban setting in your campaign. A popular choice on the Sword Coast of the Forgotten Realms is Waterdeep, the City of Splendors.

In Waterdeep, Perythia Aldenber Memorial Zoo is located in the North Ward, adjacent to the City of the Dead; Perythia's body buried close nearby.

As a single-session adventure for low level characters, *It's a Zoo in There!* is a great fit for chapter 2 of the hardcover adventure *Waterdeep: Dragon Heist*. Use the "faction interest" adventure hook. Bregan D'aerthe or the Emerald Enclave probably wouldn't issue this mission, but Force Grey, the Harpers, the Lord's Alliance, and the Order of the Guantlet are all good fits. If the Zhents offer the mission, it's because they suspect Remy Thurston is allied with the Xanathar's Guild.

Some boxed text references summertime. If your campaign takes place in a different season, be sure to adjust the descriptions accordingly.

# Adventure Hooks

## Faction Interest

A faction agent directs a party member to investigate a rumor that an aspiring thief has identified a great source of magical energy and is planning a heist. The exact nature of this item is unknown, but he has been meeting with mercenaries at various pubs in the entertainment district (or the North Ward, if in Waterdeep). As such, the faction is willing to pay for the party's stay at a comfortable inn near the zoo which caters mostly to tourist families.

## Returning the Favor

While walking through the city's entertainment district, the party hears a child shout, "Hey mister! That man took your purse!" After the party has caught the pickpocket and reclaimed their stolen goods the child laments that with that much money she could go to the zoo every day! She wants nothing more than to visit the zoo, but her family can't afford it. Her mother is willing to let the adventurers host the family as a reward, and the girl is excited to be first in line the next morning when the zoo opens.

## Adventure Difficulty

The amount of combat in this adventure is largely dictated by the decisions of the players. If they choose to engage in combat with all of the zoo creatures, the number and difficulty of the encounters could prove to be deadly. With care, the characters may avoid combat encounters entirely. If the characters are having trouble, consider adding additional zoo monsters that fight one another (an example of this is included in the manticore encounter). Conversely, if the party is enjoying combat and having too easy of a time, consider increasing the number of monsters, substituting similar monsters (e.g. changing the grick to grick alpha), or simply giving the monsters more hit points. Note that there are only two adult owlbears, but at your discretion they could have any number of cubs. In the event of complete failure, it's reasonable to believe that the situation would eventually be resolved and the zoo would provide *raise dead* and restoration from stone services for the party's valiant effort.

# Introduction

It is a half hour before the zoo is scheduled to open on this lovely summer day. In an instant, the scene goes from ordinary to chaotic. The illusion of a stone wall bearing a sign reading CLOSED and details of the zoo's operating hours dissolves, showing the ticket window and entrance concealed behind it. At the same instant, a heavy iron portcullis falls, barring the zoo's main entrance. A cacophony of roars and shrieks steadily grows from within the zoo walls, and from the far end of the complex a stream of massive winged creatures shoot directly into the sky. After a moment, a man appears behind the bars, obviously badly wounded. He pulls a lever, and a door within the iron bars swings open. With his last bit of strength, he stumbles outside before collapsing dead in the street.

When the party proceeds into the zoo entrance, the character with the highest passive Wisdom (Perception) score is the first to notice a wooden stand holding dozens of printed and tri-folded pamphlets containing information and a map of the zoo.

A middle aged male gnome recognizes the characters as adventures and runs up to greet the party.

"You must help us! Chaos! Men with swords! Animals running amok! Luckily the failsafes went into place. The gates materialized and fell as they should. I bet my manticore have flown clear on out of here! There's still folks trapped inside! You've got to help them!"

Although clearly distraught, the characters can easily calm the gnome down. When they engage him, he identifies himself as the zoomaster, **Amil Andler**. He immediately assumes that the adventurers are there to help and entrusts them with a **zoo master key**. This key opens all doors in the zoo, including the iron gates that now close off the walled zoo from the three outside entrances.

"Even better!" He ejaculates, a brilliant idea having just popped into his head. "You can set this right!". He runs into a windowed office with the shade drawn and reappears moments later hefting a shimmering blue crystal nearly half as large as himself. "The basement of the visitor center at the south end of the complex houses the field generator. The crystal down there must have failed. Glad I had the good mind to keep a backup here! Damned magic. If they'd listened to me all those years ago..."

(continues next page)

Always has to be bigger; a greater show! It's a wonder this hasn't happened sooner. Any beast that can't be held back by iron bars don't belong in a zoo!"

The **zoo power crystal** is about the size of a soccer ball, and surprisingly light and sturdy (AC 14, 10 hp, damage threshold 5).

Encourage the players to take a moment to review the zoo brochure and ask the zoomaster any questions they like. As the party is about to move on, Amil interrupts them.

"It goes without saying, I suppose, that your safety and the safety of our other staff is the priority. But... could you please..." He trails off as he rubs away the tears welling up in his eyes "... could you please see to the poor beasties as well? If any of them were to be hurt..." He fights emotion for a moment, then regains his composure. Unbuckling a small scabbard on his belt, he offers a thick wooden wand engraved with glyphs resembling the faces of various animals. "This will help you reign them in. Just point and say "on-ah-mot-ah-pee-ah" to talk to them, or "hoo-sa-good-boy" to calm them down. We call it the druid wand." He lets out a sardonic laugh. "The only thing those holier than thou busybodies hate more than this zoo is using their magic to run it!"

The **druid wand** is capable of casting *animal friendship* (PHB 212) and *speak with animals* (PHB 277). Use a spell caster's spell save DC or 8+proficiency bonus for a non-caster. Each spell expends one charge from the wand. It has 6 charges remaining. The wand is effective against the beasts in the northern portion of the zoo, but has no effect on the monstrosities further south. Consider how many of these details you want to share upfront. It may be entertaining for your players to discover the effects of the command words on their own, and if you track the number of charges remaining the expected effect may not occur when needed. If the players ask Amil about the wand he happily provides any relevant details.

### Roleplaying Amil Andler

Amil was the assistant zookeeper when the zoo was originally built, and has been a loyal caretaker as he rose through the ranks to zoomaster. Although he vehemently opposed the zoo's expansion and the addition of the monstrosities, he genuinely loves all of the creatures he houses. Despite his formal education in the areas of animal and monster husbandry, he is decidedly working class in speech and mannerisms.

### Zoo Map Scale and Distances

Unlike the interior of the visitor center, the zoo map is not on a grid. The map presented to the players is meant to give only a general sense of the zoo's layout. Use a "theater of the mind" style approach when exploring the zoo. If your group prefers combat on a grid, improvise a battle map based on the descriptions provided.

At some point the characters may be fleeing to the visitor center and want an exact distance. The answer then is whatever makes for a good chase. Use your judgement to make for a narrow escape from the owlbears or chuul. The manticore are fast flyers, and will land between the characters and the visitor center.

Before passing through the walls into the zoo, visitors entering through the main entrance are shunted through a small museum showcasing the zoo's history. As the buildings in the zoo lack windows and are usually magically lit, it is now quite dark, with only dim light filtering in from the outside. If the characters investigate the museum they learn the information printed on the handout. In particular, point out these key pieces of information:

- The zoo was founded nearly 80 years ago as a memorial to the late niece of a local nobleman.
- 15 years ago the zoo underwent a major magical transformation doing away with the traditional caged habitats.
- In addition to the traditional collection of zoo animals, the zoo now permanently houses two owl bears and a pride of manticore.
- Other monstrosities are placed on exhibit as they are captured.
- The center of the zoo houses a gigantic saltwater tank housing a rotating collection of sea monsters. A magically transparent tunnel allows viewing from underneath.

## Bypassing the Beasts

The characters can choose a number of different routes to explore, including bypassing the beast exhibits and heading to one of the other entrances of the southern side of the zoo.

Entering through the west or east gates throws the characters right into the heart of the monstrosities, and both entrances immediately lead to encounters that may prove too difficult for lower level parties.

### Keeping It Simple

If you would prefer a more linear approach, a version of the zoo map without the alternate entrances is provided.

### Wait, Where Are You Going?

If the characters head for a different entrance to the zoo, Amil is a bit confused.

"Wait, where are you going? You're not abandoning us, are you? We need help!"

Once the characters inform Amil of their plans,

The gnome rubs his chin in thought, and then replies "Well, it may be quicker, I suppose... But possibly more dangerous. It's monsters down there, not my adorable beasties. They might get the drop on you before you have the chance to get the drop on them!"

He pulls a dagger from his belt which he appears ill-trained to fight with. "I'll take down any swordsmen who come this way," he says bravely. "You get down in that basement!"

If the characters choose to circumnavigate the zoo exterior and enter from the West or East Gates using the zoo master key, skip ahead to Part 2, Amazing Monstrosities. Note the druid wand is only effective against the mundane beasts at the north end of the zoo.

## Part 1: Adorable Beasts

### B1. Camel

When the characters exit the museum into the zoo, read or paraphrase the following.

As your eyes adjust to the bright outdoor light of this sunny, pleasant summer day you find yourself in courtyard resembling a massive city park more than a zoo. Stone paths wind through various habitats looking unnatural if only for their incongruity. A lush jungle butting up against a sandy desert scene with a small oasis and lone palm tree, for example. Although signage, informational placards, trash barrels and other amenities are apparent, what's jarringly absent are the bars and cages one would expect in a zoo. On a normal day visitors would be awed seeing the animals up close protected only by invisible barriers. Today is not a normal day, as is evidenced by the very friendly camel nosing near your pockets.

The camel (MM 320) is completely harmless. It is attracted to the character with the lowest charisma score and will attempt to follow that character around until frightened away. It doesn't know anything about what is happening in the zoo other than it is very happy at finally having the opportunity to forge a close friendship with a visitor.

As you venture into the beast exhibit, the path forks in three directions clearly marked by a large sign:

**West** - Owlbear Enclosure. Apes. Black Bear. Rhinoceros.

**South** - Aquatic Stadium. Camel. Elephant.

**East** - Manticore Habitat. Lions. Tigers.

Of the animals listed, you can't help notice the elephant splashing its trunk in a pond a couple hundred feet ahead of you. To the west you hear howls and screeches, and catch a grey streak of a horned animal charging between habitats. No animals are immediately apparent to the east, but you do notice a few of the same winged creatures you saw earlier now circling much higher above.

## West Path

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### B2. Black Bears & Apes

Heading west, the characters will first encounter two **black bears** (MM 318) who are agitated because the apes have been teasing them. If the characters are moving stealthily, one of the black bears will notice them if the lowest Dexterity (Stealth) check of the party is 13 or lower. Otherwise the bears roll a perception check at advantage (keen smell) vs the lowest stealth roll the party. If a bear notices the party, it stands on its hind legs and lets out a fierce roar, alerting its partner to their presence. The bears will attack any character who attempts to flee.

The characters do not provoke the bears if they stay on the path and don't act aggressive or frightened. If a character is acting nervous, have them make a DC 10 Wisdom saving throw. On a failure, the bears notice the character's fear and attack.

If communicated with, the bears will express their frustration with the apes, who have climbed into the trees of their habitat and are intermittently pelting them with rocks. They want nothing more than to exact vengeance on the apes or at least drive them off, and will attempt to convince the characters to assist them in this goal. If the characters drive off the apes, the bears will treat them kindly and may even be persuaded to accompany the characters and protect them.

As the characters pass the heart of the bear habitat they notice 3 **apes** (MM 317) on a DC 10 Wisdom (Perception) check if they are actively looking. Otherwise they will notice the apes when they attack, throwing rocks. The third ape's attack does no damage, as it is apparent to the characters that this ape flung not a rock, but its own dung. If hit with dung and not thoroughly cleaned, a character will smell unpleasant, granting other creatures advantage on perception checks to locate them using smell.

If attacked from the path with ranged weapons, the apes return fire by throwing rocks (and at the DMs discretion, the occasional handful of dung) at the characters.

If any of the apes is reduced to half of its hit points, it will retreat to the trees in its own area and the other apes will follow after one round. However, if any ape is killed, the others will descend from the trees and engage the

characters in melee combat. If a bear can reach an ape it will engage it in melee combat.

If communicated with, the apes express their glee at being able to roam in the trees outside of their own enclosure and are taking joy in antagonizing the bears below.

### B3. Rhinoceros

Toward the end of the western path, a crazed **rhinoceros** (MM 336) is charging from about the northwest corner of the stadium to the tip of the owlbear enclosure. It is at the same time very excited and very confused by the chaos that is unfolding. Not knowing what else to do, it runs back and forth on what is already beginning to look like a worn patch of ground. Unless provoked it isn't inclined to deviate from this path, but if the characters cross the path it will charge at them and attempt to gore them. A DC 12 group Wisdom (Perception) check allows the party to determine the timing to safely cross the rhino's path without drawing its ire.

The path continues south along the west side of the zoo, towards the owlbear enclosure. The party could also head east to a corner entrance of the aquatic stadium. Both areas are detailed in part 2 of the adventure.

## South Path

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### B4. Elephant

A large structure to the south is painted with hills and sky, providing an oddly false backdrop to the realistic jungle habitat directly ahead. An elephant stands on edge of a pool of water, splashing and playing, occasionally cooling itself with a spray of water from its trunk.

The **elephant** (MM 322) to the south seems happy in its own habitat. It is interested in what is going on and has been keeping a watchful eye. If the characters inspect it from a distance, a DC 12 Wisdom (Perception) check reveals that even while splashing in its pond, it has its eye on them. As the characters approach, the elephant shows signs of increasing nervousness. If the characters get within 60 feet, it trumpets its horn and stamps its feet in warning. If a character gets within 40 feet, it charges. The elephant's habitat is easily passible and large enough that the characters can move around the elephant at a comfortable distance.

If communicated with, the elephant indicates that it is aware that something has allowed the animals to leave their habitats. It is proud of its home and stands ready to protect it. If the characters head towards the stadium, it warns that there is a dangerous monster there. It has seen countless cows, sheep, pigs, etc led in, never to return.

The structure providing the backdrop to the elephant's habitat is the aquatic stadium. The path proceeds directly south and into the massive building at ground level: the entrance to the underwater glasshall (M3). Signs indicate paths to west and east leading to entrances for stadium seating (M4). If the characters venture towards the stadium, proceed to M2 in part 2 of the adventure. If the characters venture west, they will meet the rhinoceros (B3). If the characters head to the east, they will come upon the feasting tigers (B5).

## C. East Path

### B5. Lions & Tigers

Heading along the eastern path, you first notice two lions, in their designated habitat, perched high upon twin rock outcroppings as though ready to pounce.

The lions are fixated on something just outside of the characters view. If the characters are moving stealthily, the **lions** (MM 331) only notice them if the character with the lowest Dexterity (Stealth) check is lower than 13. If the lions notice the characters:

As you approach, the female lion turns her head to make eye contact, growls loudly alerting her partner who barely gives a glance, and then returns her gaze directly ahead to the south at something around a corner, out of your view.

If the lions don't notice the characters:

As you cautiously approach, the lions seem not to notice, instead intently fixated on something directly to their south, around a corner and out of your view.

The lions are watching two **tigers** (MM 339) who are feasting on the bodies of two humans: one zookeeper and one **thug** (MM 350) who was involved in the attack on the zoo. The zookeeper had attempted to stop the thug who was running to leave through the north entrance and was done in by the thug's rapier. However, this attracted the

attention of the tigers, who mauled the thug as he turned to flee.

The zookeeper is carrying a *scroll of hold monster* (PHB 251). The thug has a small pouch on his belt containing 8 gp in various coins, and a tattoo on his left wrist just above the cuff. If the character's aren't already familiar with the tattoo, A DC 16 Intelligence (History) check reveals that this man is a member of a well known band of local mercenaries (if in Waterdeep, this tattoo is either the winged snake symbol of the Zhentarim or the eye of the Xanathar Guild).

The lions are motivated by the same thing as the tigers - real fresh meat. However, they are too cowardly to challenge the tigers for their spoils, and instead look on jealously. The tigers are aware that the lions covet their meal and are carefully guarding it. Because of this heightened alert, the tigers make checks at advantage to notice the characters if they are moving stealthily.

As the characters come around the corner:

Rounding a corner you are greeted by a grisly scene that explains the lions' behavior. Two tigers are each feasting on the corpse of a human, one wearing the torn and bloodied uniform of a zookeeper, the other in clawed open leather armor with a bloodied rapier by his side.

When the tigers see the party, they attack. This opening causes the lions to bound down and attempt to drag the corpses away. The lions will fight the tigers for the food while the characters are nearby, but are less interested in engaging the characters unless a particularly advantageous opportunity presents itself. The tigers seem unsure whether to defend their meal or hunt fresh meat, and will attack either the characters or the lions based on proximity.

If the characters communicate with the animals, both parties express their strong desire for fresh if not even live prey after a lifetime in captivity. The tigers, however, are far more bold. They would have gone west hunting the other zoo animals had the human feast not appeared. The lions are far more timid, preferring to hopefully snatch away the tigers prey if they became distracted.

The path continues south along the east side of the zoo, heading towards the manticore exhibit (M5). The party could also head west to the aquatic stadium (M2). Both areas are detailed in part 2 of the adventure.

# Part 2: Amazing Monstrosities

Part 2 of this adventure finds the characters moving among dangerous monstrosities that are the feature attractions of the expanded zoo. Depending on the direction the characters approach from they will encounter a different attraction.

## Owlbear Enclosure / West Gate

If the characters circumnavigated the zoo to enter via the west entrance, see “Entering Via the West Gate” (M6) below, keeping in mind the information presented in the rest of this section.

### M1. Owlbears

If the characters have approached from the northwest :

As the path turns south, the area to the west abruptly transitions to a dense forest scene. A human figure lies sprawled on the ground just up ahead, off the right side of the path.

A human **thug** was killed by the pair of **owlbears** (MM 249), but not before he managed to wound the female, which is now at 31 hit points. The owlbears have retreated and are hiding in some thick bush about 30 feet back from the path. The characters can notice them on a successful DC 14 perception check if they are actively looking.

If the characters investigate the body of the human, read:

Deep bloody gashes across the chest of this man show that his leather armor was no match for the claws that had slashed at him. A large chunk of flesh is missing from his upper arm, nearby which a rapier coated in sticky dark red blood lies. A spattered trail of this blood leads into the wooded area to the west.

This thug shares the same wrist tattoo as his co-conspirator in B5.

The owlbears are on alert and will rush to attack the characters when they spot them. If the characters are attempting to move using stealth, make a Wisdom (Perception) check for each of the owlbears contested by each character’s Dexterity (Stealth) check. If a character had been struck by ape dung, the owlbears make the check at advantage.

If the characters have not yet noticed the owlbears, but the owlbears have detected them, add:

As you look up in the direction of the blood trail, two massive bears with oversized faces of screech owls come charging towards you.

The owlbears will attempt to stay near each other while engaging the characters in melee combat and will pursue if the party chooses to flee. If either owlbear is reduced below 12 hit points, or if a single attack against an owlbear deals damage of more than half its remaining hit points, it will emit a piercing screech and the owlbears will use their reaction to disengage and retreat deep into their habitat and hide in the small cave where they sleep. If either owlbear is killed, its partner will fight to the death, focusing its attacks on the character who landed the killing blow.

The path proceeds south past the west gate, which is now barred by a protective portcullis. A sign pointing to the southeast advertises the zoo’s visitor center and gift shoppe. Another sign indicates a path leading northeast to the aquatic stadium (M2).

Near the west gate the character with the highest passive perception score notices scuff marks and small spatters of blood. A pair of gricks have attacked a zookeeper and dragged her body down the hill behind the visitor center. If the characters investigate further, they find scuffs and a slithering trail that lead into the fenced off area on the southwest side of the visitor center building. If the characters follow this path, proceed to V10 in part 3 of the adventure.

### M6. Entering via the West Gate

If the characters have chosen to enter the zoo via the west gate, they arrive in time to see two **gricks** (MM 173) attacking a zookeeper named **Maya Pashren** (F halfling **commoner**) who has already been injured and has 2 hit points remaining.

Just beyond the iron portcullis a horrifying scene is unfolding. Two large snake-like creatures slither towards a halfling zookeeper as she screams, running towards safety in a building to the south. One catches up to her and lashes with its tail, spattering blood across the cobblestone path.



If the party engages the gricks, the creatures lose interest in the zookeeper and focus on defending themselves from the characters. The owlbears notice the ruckus and enter the fight on the second round of combat. Maya has one *scroll of hold monster* (PHB 251) and will take the action on her turn to use it against an owlbear if it attacks.

If Maya survives, she is profusely grateful to the characters and offers them the scroll if she did not use it. She also knows where the zoo power crystal should be placed and can lead the characters into the visitor center via the back basement entrance (V10).

## Section B - Aquatic Stadium & Underwater Glasshall

### M2. Outside Stadium

As you approach the complex you notice two signs. One reads "Now Showing: Chuul" and bears an illustration of a creature with two massive crablike claws standing on four hind legs. The other is painted bright red and says in large letters: "WARNING: For the safety of our visitors, all outside magic including items imbued with magic are prohibited."

The aquatic stadium consists of a massive saltwater tank surrounded by stadium seating rising 50 feet up on both the east and west sides (M4). A stone tunnel runs north-south at ground level through the water (M3). The tank is currently inhabited by a **chuul** (MM 40). If the characters use magic or are carrying any magic items (including the druid wand granted by Amil Andler) once they are inside the stadium, the chuul detects this using its *sense magic* ability.

If the characters enter the tunnel proceed to M3. If the characters enter the stadium from one of the corner entrances skip ahead to M4.

### M3. Underwater Glasshall

A stone entrance marks the beginning of a tunnel that runs through the heart of this large stadium. Although advertised as being a transparent "glasshall," with the zoo's magic inactive it appears as smooth stone tunnel twenty feet wide and ten feet high, domed at the top. You see daylight at the end of the tunnel about 150 feet away, but without magical transparency it becomes very dark as you venture within. It is also noticeably cooler than outside, yet comfortably dry considering it is beneath a vast volume of water.

If any of the characters use magic, the chuul attacks immediately. Otherwise when a character carrying a magic item reaches just past the midway point of the tunnel the chuul senses the magic below and attacks. The characters may pass through the tunnel unnoticed if they neither possess magical items nor use magic.

If the chuul attacks:

Suddenly you feel the entire structure rumble, and bits of stone directly above crumble and fall to the floor. Apparently something has been alerted to your presence, and it is not happy.

On its first turn in combat, the chuul lashes out again at the tunnel, causing more rock to come loose and small streams of water burst out from the ceiling above the characters. On the chuul's second turn, it breaks through the stone and the tunnel floods with water. The gush of water pushes the characters out of the tunnel and causes 2d6 bludgeoning damage on a failed DC 15 Dexterity save, or half as much damage on a successful save.

The chuul does not enter the flooded tunnel, instead climbing out of its now draining habitat and occupying the seating on the east side of the stadium. If it senses magic from that position it will quickly move to confront it.

### M4. Aquatic Stadium

Stairs take you up about 40 feet to a stone walkway running north-south and dividing the lower seating from the upper bleachers as you enter this massive outdoor stadium. In the water below you see a large creature whose hideousness the illustration outside did not do justice.

The chuul doesn't realize that anything is amiss and is lazily floating in its large saltwater tank. If the characters are not using magic and do not possess magic items they can move past undetected with a successful DC 15 Dexterity (Stealth) check. If the chuul notices the characters, it directs its attention to them, swimming as close as it can to their location. However, it has been conditioned to expect the now non-functioning magical restraints and will only attack the characters if they flee or attack it.

If the characters use magic or are carrying a magic item, the chuul immediately notices and approaches at full speed and attacks.

## Manticore Habitat / East Gate

If the characters circumnavigated the zoo to enter via the east entrance, see the “Entering Via the East Gate” (M7) below, keeping in mind the information presented in the rest of this section.

### M5. Manticore

If the characters approached from the northeast:

As you proceed along the east side of the zoo, the terrain shifts from savanna to a rocky mountain scene. Most of the large winged creatures you saw earlier have taken advantage of their new freedom. However, three remain and are flying lower now, allowing you to see them more clearly. They have the bodies of large lions, massive dragon-like wingspans, spiked tails, and oversized vaguely humanoid looking heads. Now that you have approached their home they seem to have taken an interest and begin diving down towards you.

The three **manticore** (MM 213) are approximately 150 feet in the air when they begin their attack on the party. They make tail spike attacks during their descent, at disadvantage the first round due to the range. On the third round they land between the party and the visitor center and engage in melee combat. When they do, a **basilisk** (MM 24) emerges from hiding with a surprise:

Just as one of the winged lions is about to land, it turns its head and then lets out a terrified roar. Climbing desperately back into the sky, it begins turning slate colored. At about fifty feet in the air its wings slow and then stop beating as the creature rapidly turns to stone. By the time it hits the ground it has become completely petrified and shatters upon impact.

The basilisk isn't particularly interested in joining the fight, although it will continue to lock its gaze with any other creature in the area. If left alone it is happy to spend its turns munching the shattered stone. The remaining manticore are undeterred and continue their attack.

### M7. Entering via the East Gate

If the characters have chosen to enter the zoo via the east gate they see a little boy has been turned to stone by the basilisk's petrifying gaze.

Rounding the easternmost corner of the zoo's high walled hexagonal shaped exterior, you are surprised to see a statue of a young child placed awkwardly in the middle of the east gate entrance. Drawing closer, you

are struck by both the quality of workmanship and oddity of the sculpt. A human boy of perhaps ten years adorned in torn and ill fitting clothing stands mere inches from the iron portcullis barring the eastern zoo entrance. His hands are raised slightly above his head with fingers spread wide, and the expression on his face is one of pure shock, with eyes wide and jaw agape.

The boy is **Armin Glazboe** (human commoner), one of 9 children of poor laborer parents. On days without school to occupy him, he often loiters near the zoo attempting to sneak in among large groups of children. If the characters restore him from his petrified state and return him to his home, his parents are overjoyed and insist that the characters take 6 sp, the entirety of their savings, as a reward. The boy's mother might also provide the players with a plot hook of your choosing for future adventures in the city.

When the characters enter the zoo they will encounter the basilisk, which is lurking among rocky terrain about 20 feet to the north of the gate. If the characters are actively on the lookout, have each roll a Wisdom (Perception) check in contested by a Dexterity (Stealth) check for the basilisk. If the characters are not actively on the lookout, only characters with a passive perception score of 16 or higher notice the basilisk. Players who did not spot the basilisk are surprised in the first round of combat and cannot avert their eyes to avoid the basilisk's *petrifying gaze*. At the end of the first round, the manticore notice the characters and join the combat as outlined above.

## Part 3: Restoration

The far southern area of the zoo is home to the Visitor Center & Gift Shoppe and also serves as a work area for zoo employees. Behind the trapezoid shaped building, the earth slopes down towards the south zoo wall. Four foot tall wrought iron fences span the areas between the building and the entrance gates on the west and east sides. The fences each have a five foot wide gap in them where graveled paths leads down the hill behind the building. These gaps are signed “Staff Only Area” and are normally protected by the same type of invisible barrier as the zoo exhibits.

## Visitor Center

The interior of the visitor center building is usually magically lit, so it is now completely dark inside the building aside from any sunlight that comes in through the upper or lower level entrances. The ceilings on the main level are 20 feet high, compared to a cramped 8 feet on the lower level.

### V1. Visitor Displays

The main area of the visitor center features numerous freestanding informational kiosks and graphical displays. Large brass doors on the north wall open in from the zoo. The southwest portion of the area is divided by ceiling high panes of glass. A closed but unlocked door to the east leads to an office.

If the characters attempt to enter the building from the north:

Although the brass double doors to this building are unlocked, they give only a little when you attempt to push them open. Upon this movement they are abruptly pushed back shut.

The main entrance is currently barricaded from the inside by a large information kiosk that has been tipped on its side and is being guarded by our villain, **Remy Thurstan**, who now finds himself trapped after stealing the zoo's power crystal. The door can be pushed inward enough to gain entrance by a cumulative DC 30 Strength (Athletics) check by the party (allow the characters to add the results of their checks together).

If the characters shout out or otherwise give indication that they are not monsters, Remy will move the kiosk enough to allow entrance.

When Remy meets the characters, read:

A human guarding the entrance to the visitor center exclaims upon seeing you, "Oh, thank the gods! You've got to get me out of here! The monsters are loose!" His dark shaggy hair, sloppily worn baggy uniform, and palpable fear make him a pitiful sight.

If asked, Remy will introduce himself as "Gus Stanthur" and produce a story of having run to safety in the visitor center when he saw an owlbear wander outside of its restraints. The baggy uniform Remy wears is embroidered with the name "Gus" and conceals the studded leather armor he is wearing underneath. This uniform was stolen from a hapless zookeeper who Remy had

charmed and is now locked in V7, passed out under the influence of a *sleep* spell.

Now that the characters have arrived, Remy is especially desperate to escape the zoo before his crimes are uncovered. He forcefully attempts to convince the characters to escort to him safety. If the characters instead head to the visitor center basement, he resists accompanying them, voicing concerns that there may be escaped monsters down there (although he is ignorant of the gricks in V6). A DC 18 Wisdom (Insight) check indicates that he's covering something up. If the players roleplay an interaction where he becomes increasingly insistent and nervous, reduce the DC to 13.

Since he won't engage in combat while outnumbered, Remy will accompany the characters if forced (no ability check required). However, he may take a calculated risk to escape if he is about to be found out.

A character actively searching the area will locate Remy's rapier hidden under an overturned kiosk near the door leading to V3. The zoo power crystal is in a rucksack on Remy's shoulder.

### V2. Gift Shoppe

A glass walled gift shoppe occupies the southwestern portion of the main floor of this building. The brass doors on its east side are locked, but can be opened with the zoo master key or successful DC 10 check using thieves tools. A sales desk along the south wall contains a cashbox containing 2d12 gp of various coinage. It is unlocked, but warded with an *alarm* spell. If the correct command word is not spoken prior to opening the box, the alarm triggers and sprays blue ink in a 5 foot radius. The ink is magical and can only be removed by *lesser restoration* or similar magic. The ink will dissipate on its own after 10 days. On display in the gift shoppe is anything you could want as a souvenir - posters, hats, clothing, plush toys - most in the visage of owlbears or manticores.

## Remy Thurstan

Medium humanoid (human), chaotic neutral

**Armor Class** 14 (studded leather)

**Hit Points** 38 (7d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	13 (+1)	8 (-1)	14 (+2)

**Saving Throws** Dex +5, Int +4

**Skills** Slight of Hand +5, Deception +5, Persuasion +5

**Senses** passive Perception 9

**Languages** Common, Dwarvish, Elvish

**Challenge** 3 (700 XP)

**Spellcasting.** Remy is an arcane trickster that uses Intelligence as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). He knows the following spells

- Cantrips (at will): *light*, *mage hand*, *ray of frost*, *shocking grasp*
- 1st Level (4 slots / 2 remaining): *charm person*, *disguise self*, *sleep*
- 2nd Level (2 slots / none remain): *arcane lock*, *knock*

### Actions

Remy makes two attacks with his rapier, or one spell attack if unarmed.

**Rapier.** *Melee Weapon Attack.* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) piercing damage

**Ray of Frost.** *Ranged Spell Attack:* +5 to hit. *Hit:* 8 (2d8) cold damage.

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit. *Hit:* 8 (2d8) lightning damage.

### Roleplaying Information

The “mastermind” of this operation, Remy Thurstan planned the heist right up until the “getaway” part. He now finds himself trapped for fear of the zoo creatures. His hopes for fame and esteem among his peers is nearly as great as his expectation of profit.

**Ideal:** “The more rich I become, the more renowned I will become, the more rich I will become.”

**Bond:** “Small potatoes aren’t worth bothering with once you’ve seen the big one.”

**Flaw:** “I never seem to think things through past the part where I get what I want.”

## V3. Office

The office has doors to the north leading to a stairwell down (to V5), and south to a small closet (V4). Neither are locked. Two massive paintings, one of an owlbear roaring fiercely and the other a manticore taking flight, sit behind a luxurious oak desk set in front of the angled east wall. The desk doesn’t contain anything useful, but is currently arrayed with correspondence between Amil and Volothamp Geddarm regarding the sad state of negotiations with bullywug tribalists in bringing a frogemoth to the zoo as the next underwater attraction.

## V4. Closet

This closet is dominated by a coat rack stuffed with surplus uniforms, warm weather gear, and even a few mascot style costumes. At the back of the closet, affixed to the wall, is a metal box labeled **First Aid**. The box contains a full *healers kit*, three *potions of healing*, a *scroll of revivify* (PHB 272), and a vial hand labeled “B. Gullet Oil”. On a successful DC 15 Wisdom (Nature, Medicine, or Survival) check a character can ascertain that this oil restores a creature who has been turned to stone (see **basilisk** MM 24). The vial contains enough oil for 3 applications.

## V5. Basement Corridor

This long hallway also serves as a clerical area for zoo business. A writing desk in the southeast corner is scattered with papers detailing staff schedules and other mundane zoo business. Most of the north wall of the hallway is filled with ceiling high wooden shelving containing box after box of similar paperwork. A character investigating the shelving with a successful DC 20 Wisdom (Perception) check will find a *scroll of hold monster* (PHB 251) at the top of a box holding documents from the zoo expansion. If the characters are doing more than a cursory search of boxes, allow them to make the check at advantage. A door at the end of the hallway to the west leads to another hallway (V8). A sign on that door reads “WARNING: High Magic Area. Authorized Personnel Only,” but the door does not have a lock. The door on the south wall leads to a large utility room (V6).

## V6. Basement Utility

This room is used primarily as storage for landscaping equipment. A closed but unlocked door at the far north of the room connects to a hallway (V5). The double doors to the south lead outside behind the visitor center (V10) and are currently a few inches ajar allowing daylight to stream in, illuminating the western half of the room with dim light. Wheelbarrows, carts, and various hand tools are arranged neatly around the room. Unless the characters entered the zoo via the west gate as outlined in part 2 of the adventure, the two **gricks** (MM 173) that had escaped their habitat in the western area of the zoo are lurking in the shadows on the east side of the room. The door to the northeast leading to V7 has no physical lock, but is currently being held fast by an *arcane lock* (PHB 215) spell. If it seems as though the characters are about to open the door to V7, Remy attempts to flee out of the door to the south to V10.

## V7. Magically Locked Closet

This large closet is dedicated to the storage of an abundance of zoo signage, as well as few informational kiosks like those on display in V1. An overweight zookeeper wearing only his undergarments and socks named Gus Anderson (NG human male commoner) is sound asleep on the floor in the northeast corner. He can be roused physically in a manner such as shaking, but even a loud noise is unlikely wake him from his slumber. If the characters speak with him he will nervously claim that the last thing he remembers is a dark haired man walking into the visitor center. A successful DC 10 Wisdom (Insight) check reveals that he is concealing the full story out of embarrassment and fear of losing his job. Gus was charmed by Remy Thurston and led the villain to the power crystal in V9 before being magically put to sleep and locked in the closet. If pressed, Remy breaks down in tears and tells the characters everything he knows if they make a successful DC 10 Charisma (Persuasion) or DC 5 Charisma (Intimidation) check.

## V8. Magic Access

This hallway is a small museum unto itself, with the east and west walls lined with technical diagrams, blueprints, and portraits of the dignitaries and magicians responsible for construction of the modern zoo. A heavily fortified iron door stands at the south end of the long hall.

It is protected by an intricate lock (DC 20 to pick with thieves tools) that can be opened by the master key granted by Amil Andler. Remy Thurston had previously gained entrance to V9 using a *knock* spell.

Since Remy removed the zoo power crystal in V9, its ongoing absence has allowed the **Spirit of Perythia Aldenber** to manifest. If a character bearing a *zoo power crystal* approaches, she moves incorporeally through the door to confront them in attempt to secure her freedom.

A shimmering translucent visage of a young girl appears before you and shouts "No! Let the mantichore devour villages! I will not be placed back in that crystal cage!"

She attempts to persuade the characters to let her spirit rest. If any character attempts to open the door to V9 while a member of the party possesses a zoo power crystal, she attacks. She is not bloodthirsty, allowing the characters to easily retreat. If reduced to 0 hp, she persists as a ghostly figure who can take no actions, but continues to angrily berate the characters for their actions so long as they remain in V8 or V9.

### The Spirit of Perythia Aldenber

The magic of the zoo does not originate from the *zoo power crystal*, it is merely focused by it. The true source of power is the soul of the zoo's namesake, Perythia Aldenber. Dead to a tragic illness at age 12, She lay in rest until the zoo expansion. The back of the zoo where the visitor center is located butts up against the graveyard (in Waterdeep, the City of the Dead) in which she was buried. Her uncle, Lord Aldenber, naively agreed that in the new zoo "she will live on forever," and the power of her essence was focused through the crystal as the source of the zoo's magic.

With the crystal removed, it took only a short time for her spirit to manifest on the material plane. If not refocused by the crystal, she will complete her journey to eternal rest.

Perythia doesn't know how long she will remain on the material plane in spirit form before passing on to the afterlife, but she can feel its draw growing stronger by the moment. Part 4 of the adventure outlines the circumstances under which she escapes to the afterlife.

Use the physical description and stat block for **wraith** (MM 302), except the Spirit of Perythia Aldenber is neutral good and any specters she creates return to their normal form in stable condition if she is reduced to 0 hit points or her spirit leaves the material plane.

## V9. Zoo Power

The center of this small room is occupied by a pedestal etched of glyphs and runes. It's obvious that this pedestal houses the zoo power crystal.

A cabinet on the east wall of the room contains tools used in the construction and maintenance of magical artifacts, as well as two additional power crystals overlooked by Remy in his pillaging. Although they possess magical properties and would be worth 300 gp to the right buyer, they do not on their own power the zoo's magic.

If a power crystal is placed on the pedestal while the Spirit of Perythia Aldenber remains on the material plane, it begins to glow in a soft pulse as the apparition is slowly sucked into it all the while wailing in agony. Further deep whirring and soft booming sounds indicate that the magical infrastructure throughout the zoo is being restored.

## V10

See M6 "Entering via the West Gate" for more information about **Maya Pashren**. If the characters started at the main entrance and traversed the zoo rather than entering through the west gate, they find the female halfling in zookeeper uniform lying dead and half eaten just outside the rear entrance to the visitor center lower level, the door which stands slightly ajar. Her remaining exposed flesh is covered in small, round, evenly spaced purple bruises. The removed flesh is severed in triangular bite marks. She was killed and dragged to this spot by the pair of gricks hiding in V6. If the characters search her body they will find the *scroll of hold monster* (PHB 251) tucked in an inside pocket of her vest.

## Part 4: Aftermath

By the time the characters leave the visitor center, reinforcements in the form of four members of the City Watch (**veterans** MM 350) lead by Lord Aldenber's personal guard, **Ser Raymond Jace** (**knight** MM 347) have arrived.

Ser Raymond and the city watch entered through the zoo's main entrance and proceeded along the western route towards the visitor center. Any zoo creature along this route (i.e. bears, apes, rhinos, owlbears) not killed by the characters have been subdued and restrained in nets.

If Remy Thurston was not detained by the characters, he left the visitor center as soon as the monster threat was abated. Ser Raymond, believing Remy to be zookeeper Gus, allowed the thief to abscond from the zoo with his prize.

### Shouldn't Have Stopped To Thieve

If a character is covered in blue ink from triggering the trapped cashbox in the gift shoppe (visitor center V2) they are arrested for theft in addition to any other charges the party may or may not evade.

### Mission Accomplished?

If the zoo's power has been restored, a jovial Ser Raymond congratulates the characters heartily and offers to escort them to Lord Aldenber's manor to be personally rewarded.

If the characters turn over Remy Thurston and evidence of his guilt (e.g. the testimony of Gus Anderson or Remy's possession of the pilfered power crystal), the City Watch takes Remy into custody and the characters receive an additional reward.

### Take 'Em Away, Boys

If the characters allowed Perythia to remain free and the zoo's power has not been restored, Ser Raymond assumes that they are responsible for the attack on the zoo and orders them arrested.

**We Got the Perp.** If the characters can produce Remy and evidence that he is the guilty party, Ser Raymond apologizes to the characters for the misunderstanding and congratulates them on apprehending the criminal.

**Exculpatory Evidence.** Even if Remy managed to escape, the testimony of Gus Anderson is enough to convince Ser Raymond of the characters' innocence. If Gus isn't with the characters but they bring him up in their defense, Ser Raymond will send his men to fetch him. If for some reason Gus can't back the characters up, they might still be able to talk their way out of things. If their story is plausible, Ser Raymond will bring them along into the visitor center as he investigates.

**Surrender.** If the characters are arrested and go willingly, Amil Andler protests loudly as they are marched through the main zoo entrance. The characters are still taken to jail, but Amil shouts after them that he will testify to their innocence. The characters are released later that evening cleared of all charges.

**Fight or Flight.** The characters may choose to resist arrest by engaging in combat, running away, or both.

Ser Raymond is honor bound to fight to the death, and while he is alive the members of the City Watch don't dare do otherwise. If Ser Raymond is killed, they flee for their lives. If the characters are defeated they awaken in a dungeon hours later, stable with 1 HP, awaiting execution.

If at any point the characters under arrest attempt to flee, a chase will ensue. The rules for a chase are on page 252 of the *Dungeon Master's Guide*. If caught, the characters' guilt is assumed and their punishment especially severe.

In the event the characters successfully evade arrest, they remain wanted criminals in the city.

## Duty Calls

Ser Raymond's objective is to restore the zoo's power, and he intends to do so.

After speaking with Amil Andler he knows that a power crystal must be placed on the pedestal in V9, and he knows that there are at least four crystals available to him: the original, two backups in V9, and one that Amil gave to the helpful adventurers who were first on the scene.

When Ser Raymond learns of the Spirit of Perythia Aldenber, he assumes that it is a trick, not the Lord's late niece. He will fight the wraith until it is defeated and then place a crystal on the pedestal, restoring the zoo's magic.

## Rescuing the Spirit of Perythia Aldenber

Now that Ser Raymond and his men have arrived, The Spirit of Perythia Aldenber is close to moving on to the afterlife and will do so unless Ser Raymond defeats her and traps her soul in the power crystal.

If she escapes, placing a power crystal on the pedestal does nothing and restoring the zoo's power is beyond the ability of the characters or Ser Raymond and his men.

There are a number of ways the characters might attempt to intervene:

**Force.** The characters could engage Ser Raymond and his men in combat in attempt to allow Perythia time to escape the material plane. After six rounds of combat she is able to do so.

The consequences of fighting Ser Raymond and his men are outlined above.

**A Lack of Resources.** Ser Raymond isn't in possession of the power crystal he needs, although he knows where to get one. If the two backups in V9, the crystal stolen by Remy, and the one given to the characters by Amil Andler are somehow withheld for Ser Raymond, Perythia will have time to escape to the afterlife.

Ser Raymond knows the characters were in possession of at least one power crystal. He will go so far as to threaten execution of a character (a threat he is willing follow through on) if they refuse to hand it over.

**Stalling.** The characters might attempt to filibuster or lead Ser Raymond away from his goal. If Ser Raymond isn't hostile to the characters, they can delay him with a successful DC 15 Charisma (Persuasion) check. If the characters give him a good reason to take some time consuming action (e.g. searching a different area in the visitor center) the check can be made at advantage.

If the characters take this approach, 3 successful skill checks delaying Ser Raymond before he encounters Perythia in V8 give her enough time to escape the material plane.

**Persuasion.** Ser Raymond isn't a decision maker; he follows orders. Even a silver tongued character is unlikely to change his mind, requiring a DC 30 Charisma (Persuasion) check. If another character helps make the argument the check is made at advantage.

The characters might try to convince Ser Raymond that Lord Aldenber would be furious if he did anything to harm Perythia. Although he is sure the apparition is a hoax, he is slightly worried about risking his own standing with the lord. If the characters take this approach a DC 25 Charisma (Intimidation) check is required instead.

In either case, if the characters fail one check Ser Raymond is resolute and nothing further can persuade him.

## Perythia's Soul Recaptured

Unless the characters manage to stop him, Ser Raymond will enter V8 and defeat The Spirit of Perythia Aldenber in combat. He then places a power crystal onto the pedestal in V9, trapping Perythia's soul and restoring the zoo's magic.

Distraction or hoax created by the perpetrator of the crime against the zoo or not, Ser Raymond will report all the details regarding the appearance of a spirit claiming to be the late Perythia Aldenber to Lord Hormance Aldenber. If the characters are in good standing with Ser Raymond and ask to speak to Lord Alderber, he allows them to accompany him to court.

Although skeptical (and horrified by the possible truth of his beloved niece being tortured), Lord Aldenber will investigate, eventually closing the zoo and laying Perythia's soul to eternal rest.

## Rewards

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Depending on the outcome of the adventure, the characters may earn the following rewards:

### Characters Restored Zoo Power

If the characters (not Ser Raymond) restored the zoo's power:

Lord Aldenber awards each character 50 gp.

Amil Andler allows the characters to keep the *druid wand* (Otherwise Ser Raymond removes it from their possession and returns it to the zoo).

Additionally, if the characters didn't kill any of the zoo creatures (or can provide adequate justification for having done so) Amil also gives the characters a token of personal appreciation: a marble elephant, a *figurine of wondrous power* (DMG 169-170).

If the characters embarked on this mission at the behest of a faction, each character belonging to that faction gains 2 renown.

### Perythia Aldenber Escapes

If the characters prevented a zoo power crystal trapping the Spirit of Perythia Aldenber, she instead moves on to the afterlife.

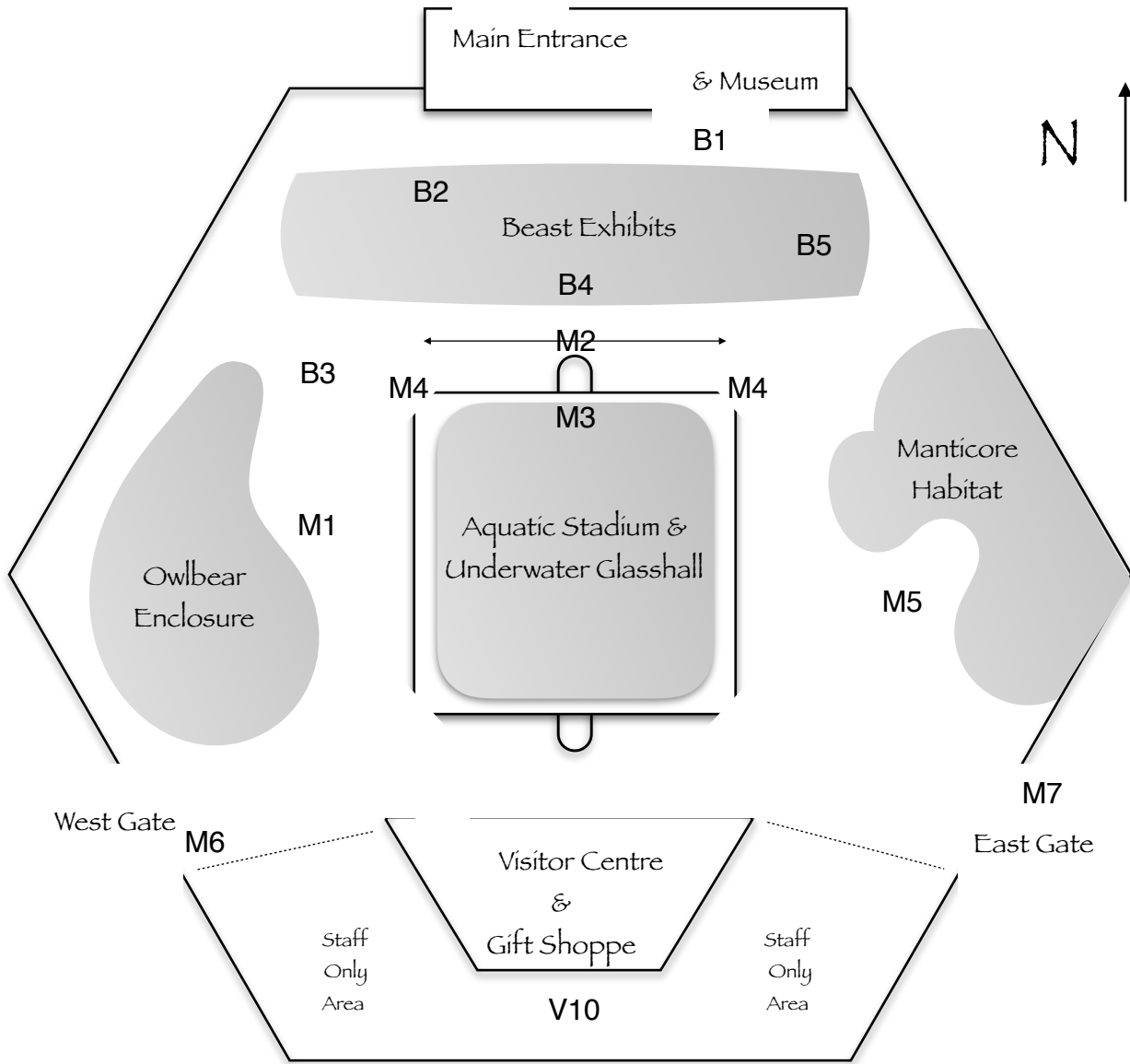
That night she appears to each character who did not engage her in combat and bestows upon them a *charm of animal conjuring* (DMG 228, PHB 225). She admits remorse over what may come of the zoo, its animals, and any consequence of their escape, but she is eternally grateful to the characters for freeing her.

### Remy Thurstan Captured

If Remy Thurstan is brought to justice, the local authorities pay the party a 200 gp reward.



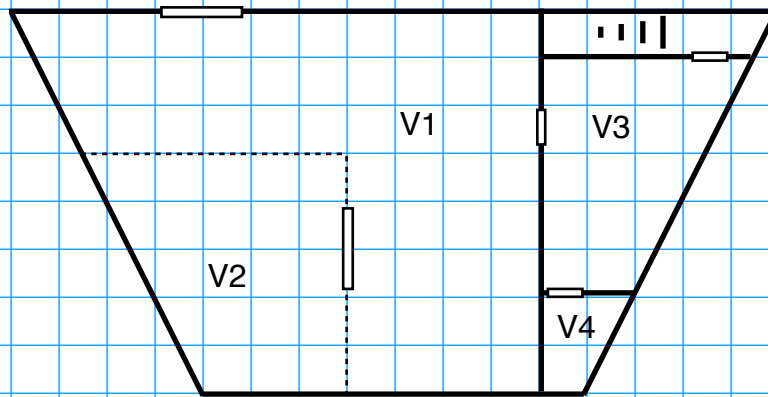
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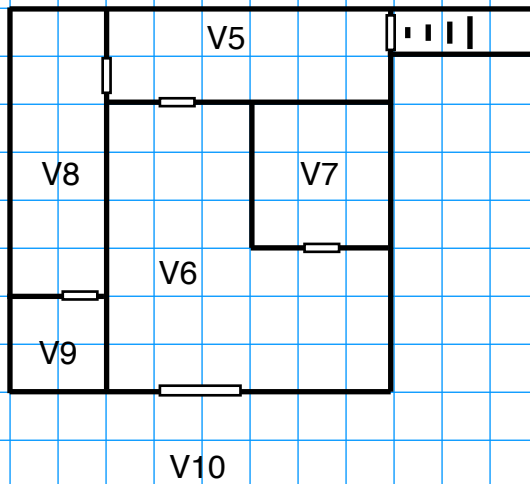
\* Not to scale

# Visitor Center Map

## Main Level



## Lower Level



Scale: 1  = 5 feet

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## Adorable Beasts, Amazing Monstrosities

In addition to the beast collection of the Old Zoo, PAMZ now features two permanent Monstrosity Exhibits.

The **Owlbear Enclosure** near the west zoo entrance houses the only known owlbear mating pair in captivity. Feedings at noon daily.

The eastern side of the zoo is home to the **Manticore Habitat**. Gaze to the sky to witness one of our Pride take flight.

## View Creatures of the Sea, From Above and Below

Our **Aquatic Stadium** features the largest sea water holding tank in the region, and thanks to the magic in our **Underwater Glasshall** you can observe monsters of the sea from below as well as above! Attraction changes quarterly. Stadium seats 200. Shows at 10am, 2pm, and 6pm. General stadium admission included, first come first serve. Reservations required for Glasshall access during showtimes.

### Now Showing:

#### CHULL

Watch as this relic from the aboleth era devours a different barnyard animal at each showtime feeding. Be amazed as their giant claws grapple and tentacles poison their prey. Show includes demonstration of chull's magic sensing prowess courtesy Silver Strand Wizarding Club.

---

## About your Zoo

### Hormance Aldenber's Vision

PAMZ was founded nearly four score years ago by the late Lord Hormance Aldenber in honor of his beloved niece. Perythia Aldenber enjoyed a keen love of nature and its creatures, and after her untimely demise due to childhood illness Lord Hormance dedicated land and endowment establishing the regions first and only capture of interesting creatures for the enjoyment of children of all ages.

### A Modern Marvel

As we approach the fifteenth anniversary of the zoo's grand expansion, PAMZ remains a testament to modern magic and engineering. With the addition of castle style walls, realistic reconstruction of natural habitat, and powerful magics, this zoo offers more than the run of the mill bestiary! Thanks to the cooperation of Wizards throughout the region, our zoo offers the unprecedented experience of walking amongst amazing and terrifying creatures without visual impediment. Although the experience can be frightening, rest assured that our state of the art magical wards and restraints provide complete visitor safety.

### Please Be Considerate!

Do not attempt to feed the animals. Place all waste in the receptacles provided. Unlawful and unruly behavior will result in removal from the facility. No outside food or beverages permitted. PAMZ reserves the right to refuse service to anyone. All outside magic is prohibited without prior consent.

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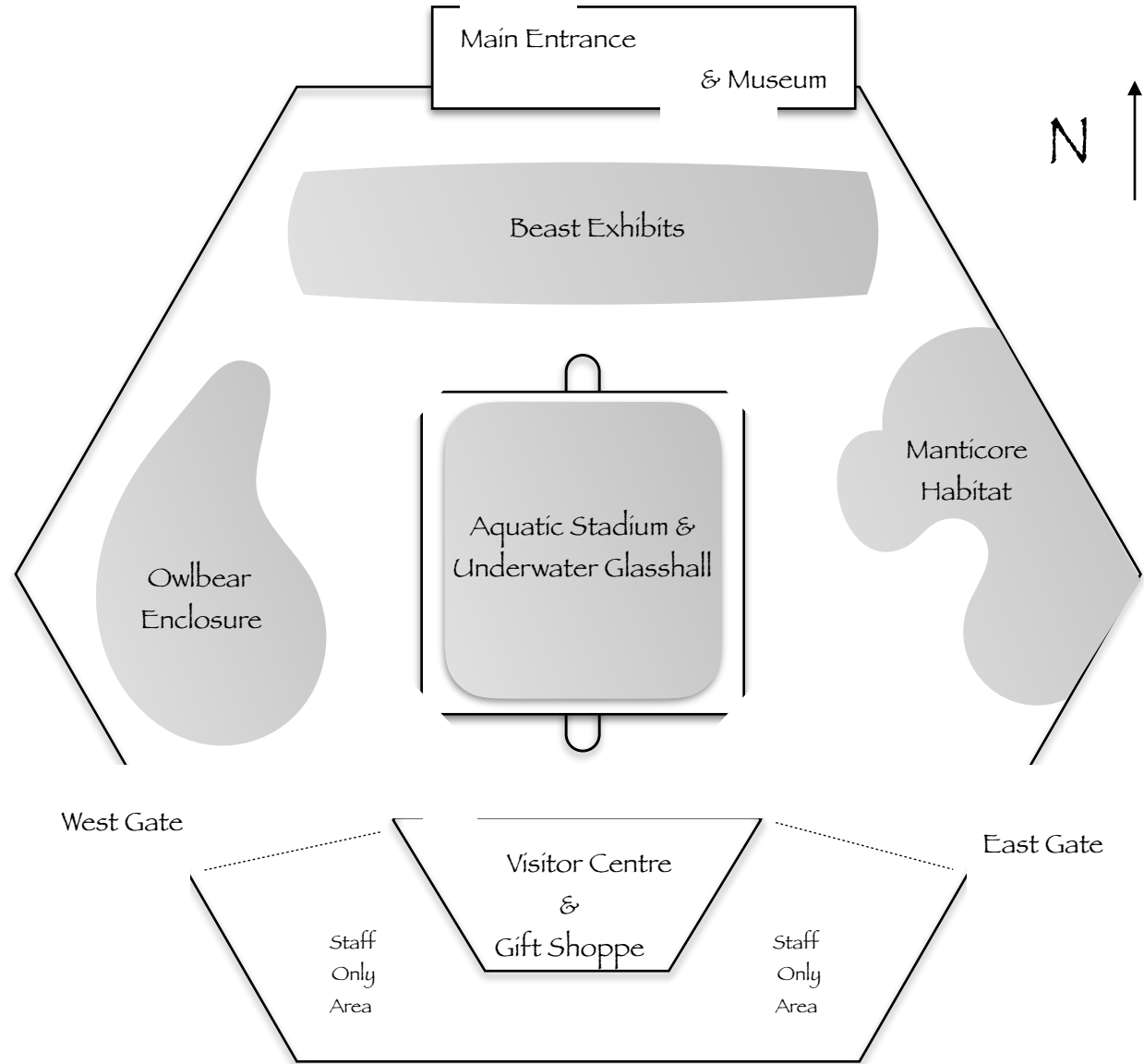
# Perythia Aldenber Memorial Zoo



# Perythia Aldenber Memorial Zoo

Admission  
Adults : 2 silver  
Children : 1 silver  
Children age 5 and younger: free!  
Family: 5 silver

Annual Pass  
Individual : 2 gold  
Family : 3 gold  
Children free with accompanying  
adult annual pass holder



\* Not to scale

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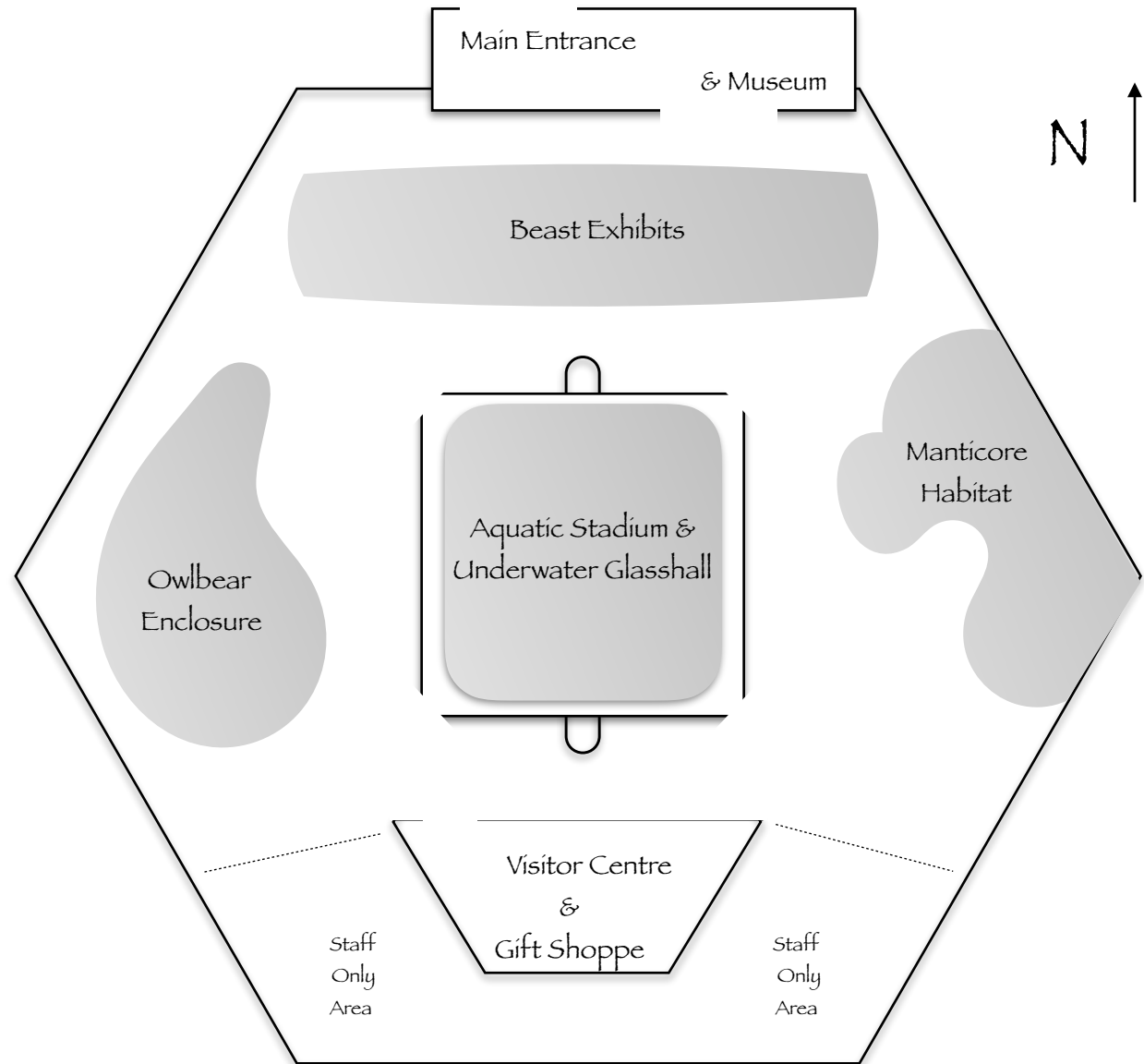
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