

FROM ANGER GAMES



LOST MENAGERIE

By Mike Mearls



SWORDS &
WIZARDRY
COMPATIBLE

LOST MENAGERIE

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By MIKE MEARLS

AN ADVENTURE SUPPLEMENT FOR CHARACTERS OF LEVEL 6-8.



INTRODUCTION

Hundreds of years ago, the great elf wizard Arfaleo the Seeker journeyed across the elemental planes. In each realm, he sought out the courts of the high elemental princes and performed for each of them a wondrous deed. For the Lord of Deepest Earths he recovered the fabled gem known as the heart of the world from Ullrollo Thur, the legendary demigod of thieves. For the Queen of the Planar Winds he sundered the chains that imprisoned her consorts, the Twelve Dukes of the East Wind, from their infernal prison in the darkest depths of the eighth layer of Hell. Finally, he brokered a peace between the fire-haired Empress of the Eternal Flame and her archenemy Lord Gledulon of the Endless Wave, bringing to an end the ceaseless conflict that rocked the inner planes for untold eons. With four mighty elemental lords in his pocket, Arfaleo returned home to consider his options.

After a century of consideration, he returned again to each of the elemental lords with his plan. Arfaleo had wandered many planes and dimensions. The bizarre and alien creatures he encountered there fascinated him to no end. Intrigued by the possibilities engendered by the variety of lifeforms he encountered, Arfaleo asked the lords to build for him a small, self-contained world. As each owed the wizard a great debt, the four of them worked together to fulfill his request. The Lord of the Deepest Earths built a large cavern with soil that would always yield healthy crops and that had a great stone set into its vaulted ceiling to mimic the diurnal cycle of the surface world. The Queen of the Planar Winds opened a small gateway from her realm to the cavern and swore to provide fresh air and the occasional storm cloud to the cavern to sustain its inhabitants. The Empress of the Eternal Flame granted him a powerful throne to watch over his realm and promised to provide heat and light to the cavern. Lord

Gledulon opened a river within the cavern that would run endlessly with fresh, cool water.

His realm built, Arfaleo set into motion his great experiment. The elf sought to build a miniature world, one where he could direct and influence the development of a variety of creatures. Using his forge, he built his throne of power, an artifact that allowed him to exercise tremendous control over his realm by allowing him to modify the climate and terrain with the touch of a few buttons. Arfaleo then set about introducing creatures into his realm. He brought terrible dinosaurs from a jungle world he had visited and found quite fascinating. He allowed a small tribe of humans fleeing a terrible overlord to set up a small settlement by the river in his cavern, constructing for them a protective wall that warded away the wild animals that lived in the cavern's dense, lush jungles. From across the multiverse, Arfaleo imported a wide range of strange creatures. Some flourished, while others died. All the while, Arfaleo tinkered with methods by which he could accelerate or modify the natural development of the creatures of his menagerie. The elf theorized that over time creatures developed new organs and abilities to deal with their environment. Within his labs, Arfaleo worked on magical items and arcane rituals that would allow him to glimpse the future of a creature's evolution. For centuries, Arfaleo toiled at his studies until, having met only with limited success, his attention wandered and he once again sought excitement across the planes. Bidding farewell to the humans who inhabited the cavern and promising to someday return, he departed for parts unknown.

Now, more than two centuries later, creatures from the Under Realms have made their way into the cavern. As a lush, welcoming realm, Arfaleo's menagerie is a tempting place for the creatures of the

depths to seek shelter. Of these immigrants, the terrible wizard-lich Xayerez was the most powerful. Using his knowledge of arcane lore, the lich penetrated Arfaleo's tower and seized control of its secrets. Unlike most liches, Xayerez has limited magical talents. Due to a miscalculation in the ritual he used to become a lich, in some respects Xayerez is still alive. He still must breathe and eat, though his body is little more than an undead husk.

Looking over Arfaleo's work and researching remedies for his condition, the lich determined that devouring the brains of creatures could restore his own talents. The lich assumed Arfaleo's position as master of the cavern in the hope of providing himself a steady diet of exotic and delectable brains that would allow him to attain the power he sought. The lich has taken up where Arfaleo left off. Using the elf's breeding vats and research chambers, Xayerez has "improved" upon many of the dinosaurs and other creatures in the menagerie. The lich uses these beasts as guardians, followers, and as a source of exotic foodstuff that may help restore his abilities.

Just as creatures have made their way into the menagerie, so too have some fled from it. A great passage leads from the cavern to the surface. Normally blocked by a great gate, Xayerez accidentally opened this passage when he experimented with some of the more esoteric components of Arfaleo's Throne of Power. Xayerez initially ignored this problem until a great Tyrannosaurus wandered through the gate. Nervous that the creature might draw outsiders to his realm, Xayerez attempted to seal the gate. Unfortunately for the lich, he slightly damaged the throne in his fit of rage as he watched the great dinosaur lumber through the gate. The throne could no longer completely close the gate, but the lich was able to partially seal it with his magic to prevent his largest (and most delectable) specimens from escaping.

NOTES FOR THE REFEREE

The Lost Menagerie is a site-based adventure that describes the people and monsters that inhabit the long lost menagerie of Arfaleo the Seeker. It is designed for characters of 6th to 8th level. Unlike many adventures, this adventure does not present a series of events or a predetermined plot. Instead, it simply outlines the creatures who live within the menagerie, detailing their personalities, plans, and motivations. In addition, the monsters that dwell within the menagerie are described in detail to give you enough information to determine how they may react to the characters' actions. The menagerie is essentially a miniature world, which makes it a good place to set a series of adventures or to serve as a jumping off point for extended excursions to realms deep beneath the earth.



ADAPTING THIS ADVENTURE

Since this module describes a location, you need only carve out an area in your campaign where *The Lost Menagerie* fits into your background. Given that Arfaleo sought to conduct his experiments far from the interfering influence of outsiders, chances are that the menagerie lies far from any major centers of civilization. Otherwise, it would have been discovered long ago. On the other hand, the menagerie is deep enough beneath the earth that chances are that it has escaped detection. The key to placing the menagerie lies in ensuring that it could remain undetected for quite a long time, as the history of the menagerie extends back for several hundred years.

The details of the background detailed above are easily modified to better fit the history and mythos of your campaign world. The elemental lords can be replaced with deities and other powerful figures from your own pantheon, and you can also substitute a famed archmage or hero for Arfaleo. Personalizing the history to your setting helps enforce the sense of history in your game and also gives the players a sense that their characters can follow in the steps of powerful figures. On the other hand, keeping the background as written can promote a sense of mystery and the great age of the menagerie. The references to the elemental lords and Arfaleo can give the characters a sense that their world is an ancient place with a largely forgotten history of great magics.

ADVENTURE HOOKS

You can introduce the characters to this adventure in several ways. A short encounter is included that allows you to spring the characters directly into the action. The following adventure hooks either place the characters in a position to deal with the encroaching dinosaur or put them on the path to journey directly down into the lost menagerie.

- * While attempting to track down an artifact or powerful magic item, the characters stumble across references to the magic-user Arfaleo. Apparently, he was the last person known to possess the item that the characters are after. With some intense research, the characters uncover clues that direct them to the menagerie.

- * While traveling deep beneath the earth, the characters hear rumors of a lush cavern filled with a thick jungle, fresh water, and plentiful food. By hiring a guide or paying off the right informants, they can learn the convoluted path that leads through the earth to Arfaleo's menagerie.

- * Reports from the borderlands speak of a giant reptile that recently wandered out of the wilderness to wreak havoc across the land. The characters, whether they be mercenaries seeking a reward or heroes seeking to end this threat, head out to investigate this menace.

- * A sage friendly with the party uncovers evidence of the menagerie. Eager to recover the lost secrets of the great magic-user Arfaleo, he hires the party to accompany an archaeological expedition he and his fellow researchers have assembled. The sage wants the characters to guard the explorers as they seek to uncover any forgotten artifacts or other items from the site. To complicate things, perhaps the expedition is not what it seems or one of its members seeks to betray his comrades.

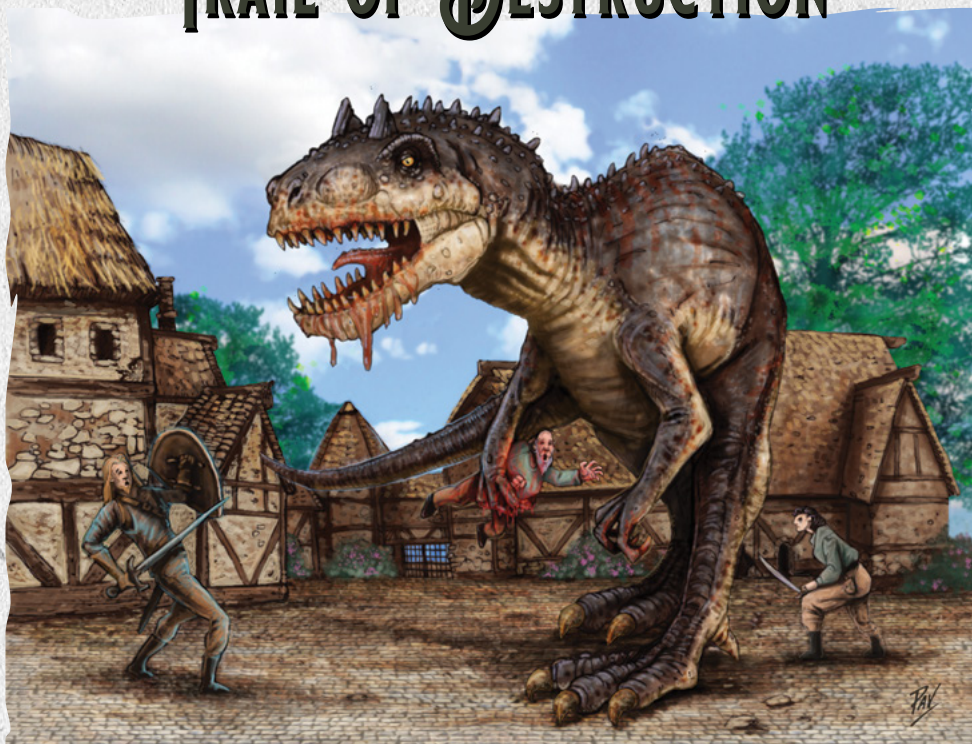
CAVERN AREA



- A-1 Entry Area
- A-2 The Lair
- A-3 Fungus Cave
- B-1 Peak
- B-2 Ancient Shrine
- C-1 Abandoned Lab
- C-2 Plinth of Power
- D-1 Village

- E-1 Lair of Srykarrir
- E-2 Spawning Pit
- F-1 Dark Meat of the Jungle
- F-2 Throne of Light
- F-3 Sacred Cave
- G-1 Tsathar Cave
- H-1 Necropolis

TRAIL OF DESTRUCTION



You can set this in any border wilderness area in your campaign world that features a mountain range. It should be a warm time of year, or an unseasonable warm spell) but not a supernatural warmth) during a cooler season. This is so that the t-rex does not freeze to death before it could have completed its rampage of destruction. The environment should not be one where dinosaurs are normally encountered (and it is assumed that dinosaurs are part of your world, because why not?) The characters can stumble upon the t-rex or be warned of its existence by rumor, refugees, or directed to deal with the situation by an authority. Id using one of the above plot hooks, feel free to have the existence of a t-rex in a place not suited to its ilk be a surprise, one that provides clues to something weird.

T-REX TERROR

While traveling through the border wilderness, the characters come upon a strange sight.

You hear a distant roaring and feel the ground tremble as if mighty feet are troding nearer. Out of the trees comes a shadow that quickly resolves into a massive reptilian form. At first you think it might be a dragon due to its sheer size, but you rapidly realize it is dinosaur. Wait, a dinosaur?

The tyrannosaurus rex (wounded and with half HP) charges out at the characters. It is maddened by its many wounds and will fight to the death. Once slain its corpse presents a mystery, where did it come from and how did it get here? The t-rex has left a clear trail through the wilderness that even the least observant person can follow.

Tyrannosaurus Rex (Juvenile): HD 13; HP 27; AC 5[14]; Atk bite (3d6 + chew); Move 15; Save 3; CL/XP 14/1300*; **Special:** chew (automatic 1d8 damage each round, save avoids).

*XP is reduced to account for the wounded Tyrannosaurus having only half normal hit points.

FOLLOWING THE TRAIL OF DESTRUCTION

As the characters backtrack along the t-rex's trail they encounter the following scenes of devastation. These are given a brief destruction below in order that they are found, you should feel free to let the characters spur off from these to investigate, look for survivors, and otherwise gather information as the plot ramps up to the discovery of the entrance to the Lost Menagerie.

WRECKED WAGON

Ten miles back along the trail of broken saplings, the leftovers of a small herd of deer, and a lone bloody wood-axe dropped on the ground (with hand attached) the characters come upon a merchant's wagon.

A crumbled wagon lays on its side near a cart path. Its yoke is snapped in two and the remains of a draft horse can be found in a nearby tree. Goods, mostly bolts of cloth, pots and pans, a barrel of nails, and similar minor goods needed by frontier settlements, are strewn about the area. As you approach a pack of wolves makes a speedy exit, leaving behind the carrion ravaged remains of two adult halflings. A whimpering draws your attention to a shaggy form trapped under the wagon, a small dog with a broken hind leg that looks as if it has lain there without food or water for a day or more.

The dog (treat as a wolf) can be healed. It has been reduced to 1 HP and has three levels of exhaustion. If rescued it bonds to one of the characters and follows along until that character dies or the dog expires. It is used to having loving companions and will seek affection from humanoids.

SAWMILL MASSACRE

Fifteen miles beyond the wrecked wagon are the remains of a sawmill beside a fast flowing mountain stream. Along the way they find a torn scarp of cloth soaked in blood, a broken shield and shattered sword, and an orc head just lying there on the ground attracting flies.

Only part of the roof of this sawmill remains standing, the rest shows signs of something massive having torn into it. During the attack a lantern or torn was knocked over and the dust filled sawmill caught fire, leaving most of it a charred wreck. The wheel remains, as does some of the sluice, but the interior mechanisms and storage sheds are gone. The remains of a several humanoids, bloating and carrion feasters have left too little behind to determine race or gender, lie about. The whisper of water through the sluices is the only sound amid this scene of carnage.

RUINS OF RAINHAVEN

Five miles from the sawmill lies the mountain village of Rainhaven, or at least the remains thereof. Along the way the characters find what is left of a warhorse and a knight, but not the head of either.

A few wisps of campfires rise above the hills ahead of you. The path of carnage leads you to the remains of a once prosperous mountain village. The small thatch roofed houses are in ruins, some burnt, and the handful of survivors are eking out what life they amidst the rubble. There are signs of livestock massacred and crops trampled, but the dozen or so people left have taken care of their own dead, or at least what is left of them.

As you approach they turn to you with dead eyes, fearful of what new hell you might be bringing to their quiet village, yet too overcome with grief and shock to do more than accept whatever fate awaits them.

If the characters speak with the survivors of Rainhaven they can learn that the 'dragon' arrived four nights ago. It came from the mountains and rampaged through the village, attacking under cover of darkness and a roiling thunderstorm. The village was decimated (literally, one in ten buildings are standing). They tried to fight back and Sir Frankens tried to ride down the 'dragon' after it wandered towards the sawmill, but he was slain. The villagers don't know the upper slopes of the mountains well, a large tribe of kobolds lives up there and harries any who approach.

THE ENTRANCE TO THE LOST MENAGERIE

The trail of devastation leads up into the mountains. Massive footprints partially washed away by the rain, shredded saplings, and bits and piece so kobold mark the passage of the t-rex. Eventually these lead high into the mountains to a wide cave mouth. A single cook fire burns inside and sends smoke drifting out and up into the clear sky.

BEHOLD THE FALL OF THE KOBOLDS!

Inside the cavern is a partially cleaned up slaughter of an entire tribe of kobolds. The cavern is large, over fifty feet high and a hundred feet deep, running back hundreds of feet into the mountains. A lone kobold dressed in an odd combination of bits of bone armor, brightly colored robes, squats by the fire. It flees as soon as the characters appear, but in no discernable direction. The kobold runs deeper into the cave, zigzags about, and finally comes up short at the back.

If approached he introduces himself as Argrat, the only surviving member of the Broken Rock tribe, and thus both the chieftain and shaman. He will put himself at the services of the characters, they being his best chance to survive the loss of his tribe. While evil, Argrat is by no means stupid and will serve loyally as long as it benefits him, well, that and as long as he thinks robbing the characters and making a break for it is too much of a risk.

At the back of the cave is a long tunnel; it looks like it was revealed by a recent rock fall. Argrat will describe how the 'not-dragon' came out of the tunnel shortly after an accident caused the rocks at the back of the cave to split and tumble down (he will try to cover up that the accident was a result of his attempts to self-learn alchemy). He has no idea where the tunnel leads.

TUNNEL INTO THE MOUNTAINS

The tunnel is large, over fifty feet high and twenty feet across. It is obviously carved with straight walls and floors. A ceiling well buttressed by making use of natural stone columns carved into shape, and yet long unused. Following it leads twenty miles in a twisting spiral into the mountains, and nearly a half mile below the surface, to location A-1 Entry Door.

As you squeeze through the door, your breath almost catches in your throat as you take in the sight before you. This area is bathed in sunlight. A thick, lush jungle stands before you. All is silent for a moment, before exotic birdcalls and other sounds of wildlife erupt from the jungle. To your left and right, a vine-covered cavern wall extends upward out of sight. Above, hazy clouds obscure what looks like a miniature sun that hangs high above. As you squint your eyes, you notice that the "sun" is a gigantic glowing stone attached to the cavern's high ceiling.



THE LOST MENAGERIE

While Arfaleo's menagerie lies belowground, unlike the typical dungeon it is a wide-open area that doesn't place any limits on the directions the party may take. Rather than attempt to detail the entire menagerie in the same detail as a dungeon, this section divides it up into a series of zones. Each zone describes the terrain, gives stats for the monsters encountered there, gives an example encounter using those monsters, and describes any strange sites or locations within that zone. As the characters move across the map, you need only refer to their current zone to determine the terrain, monsters, and other hazards with which they must deal. In addition, most of the encounters in each zone are not tied to a specific location on the map. This allows you to use an encounter when it makes the most sense during the party's travels, rather than waiting for them to stumble across the encounter as they move across the map. Furthermore, many of the encounters with wild animals or dinosaurs are avoidable if the party travels cautiously or under the guidance of an experienced woodsman or ranger.

Each zone's description includes the following headers:

Terrain: This section describes the physical geography of the area, including any effects due to heat. In addition, any physical hazards such as quicksand or landslides are outlined here.

Encounters: Each zone serves as the home for a range of creatures. As the party travels across the menagerie, an experienced outdoorsman can prove to be a valuable asset. While inexperienced hikers may bungle into an animal lair, tumble into quicksand, or lose their way, a ranger or druid can guide the party clear of danger. Roll 1d20 every four hours the characters spend in the menagerie. Add +2 to the roll for every ranger, druid, or elf in the party. Cross-reference the result with the table included in each zone to determine which hazards the party encounters that day. If the check indicates an encounter, sometime within the next four hours of travel the party must deal with the encounter.

Some entries may list a percentage chance of an encounter determined on the **Master Encounter Table**. This represents the fact that monsters often wander across zone lines.

MASTER ENCOUNTER TABLE

d%	Encounter
01–25	6 ghouls from the necropolis
26–50	4 hunting velociraptors
51–75	Shambling mound
76–00	8 dark creeper hunters from Xayerez's tower

Dark Creeper Hunters (8): HD 2; AC 3[16]; Atk dagger (1d4) or shortbow x2 (1d6); Move 12; Save 16; AL N; CL/XP 3/60; **Special:** death throes (explode, 10ft radius, save or blinded for 1d6x10 minutes), light blindness (blinded for 1d3 rounds), spell-like abilities, surprise (1–2 on 1d6). (*The Tome of Horrors Complete* 124)

Spell-like abilities: 3/day—darkness 15ft radius.

Equipment: dagger, shortbow, 20 arrows.

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3 + paralysis), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities (charm and sleep), paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 191)

Shambling Mound: HD 10; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 5; AL N; CL/XP 13/2300; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage). (*Monstrosities* 419)

Velociraptors (4): HD 3; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor). (see **Appendix A: New Monsters**)

Sites: Unique sites such as a stone monolith, ancient graveyard, or humanoid settlement within the zone are described in this section.

TRAVEL IN THE MENAGERIE

The menagerie features a few trails that have been hacked or trampled through its thick undergrowth but most of the place is choked with thick vines, trees, and undergrowth. If the party moves along a trail, they can move at half their normal movement rate. Traveling through the jungle allows the characters to move at a quarter of their normal rate.

WEATHER IN THE MENAGERIE

A great glowing stone set in the center of the cavern's ceiling provides light and heat for this place. The stone mimics a cycle of day and night, providing full daylight for 12 hours, cushioning eight hours of darkness with two hours of "dawn" and two more hours of "dusk."

The menagerie has hot, humid tropical weather. The temperature here lingers at around 90° Fahrenheit during the "day," but with humidity the effective temperature runs at around 100° Fahrenheit. By night, the temperature is much cooler, getting up only to around 80° Fahrenheit.

ZONE A: TROGLODYTE TERRITORY

A small tribe of troglodytes makes this steamy, swampy region of the menagerie its home. Many species of small lizards make their home here, giving the troglodytes a viable source of food. Like many of the humanoids in the menagerie, this tribe made their way here from the Under Realms. After fighting a long, unsuccessful war against a dwarf colony that left the tribe in ruins, the trogs were desperate for a secure location where they could renew their strength. After many weeks of travel, the troglodytes came across a small passage that led to the menageries. Seizing their chance, they established a small settlement here and now carefully bide their time, hoping to defeat the lizardfolk to the east and eventually overwhelm the humans to the south.

Terrain: The swamp here is extremely thick, with no recognizable tracks cut through it. The troglodytes lead hunting and war parties through the menagerie. The central area of this zone is extremely swampy. The water here is up to two feet deep, though the marsh is choked with stands of trees and thus navigable by halflings and other small characters.

Encounters: The following table summarizes the possible encounters depending on the d20 roll made every four hours in the zone.

Result	Encounter
0-4	Troglodyte ambush. The party stumbles into an attack by 6 troglodytes and Krulk the chieftain. While moving through the swamp, the party comes across a crude bridge made of tree trunks that crosses a five-foot-deep pool of water. As the party makes its way down the bridge, the troglodytes shower them with javelins from cover while Krulk launches his <i>javelin of lightning</i> at the party. On the next round, the trogs attack, seeking to push heavily-armored characters into the water.
5-9	A giant crocodile surges from the water and attacks.
10-14	The party encounters 6 troglodytes.
15-17	10% chance of a random encounter rolled on the Master Encounter Table .
18+	The party comes across a party of 8 troglodytes that has stopped to rest. The characters may either ambush the trogs or move along without disturbing them.

Giant Crocodile: HD 6; AC 3[16]; Atk bite (3d6), tail (1d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; **Special:** none. (*Monstrosities* 78)

Krulk, Troglodyte Chieftain: HD 8; HP 57; AC 3[16]; Atk 2 claws (1d3), bite (1d4+1) or *javelin of lightning* (1d6); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** chameleon skin (surprise, 3-in-6 chance), stench (save or nauseated, -1 to hit and damage). (*Monstrosities* 488)
Equipment: *javelin of lightning* (see **Appendix B: New Magical Items**), *ring of protection +1*, 2d6 gp.

Troglodyte: HD 2; AC 4[15]; Atk 2 claws (1d3), bite (1d4+1) or longsword (1d8); Move 12; Save 16; AL C; CL/XP 3/60; **Special:** chameleon skin (surprise, 3-in-6 chance), stench (save or nauseated, -1 to hit and damage). (*Monstrosities* 488)
Equipment: longsword.

A-1. ENTRY DOOR

This door leads to **Area 9** of the entry cave. The characters begin here when they first enter the menagerie.

A-2. TROGLODYTE LAIR

The troglodytes have erected a small lair here. This cave network consists of a single, large chamber where the vast majority of the trogs live and sleep, with three smaller chambers. Chamber A is the priestess Sskraa's abode; Chamber B is a small shrine to the troglodytes' vile deity, a bloated, toad-like creature; and Chamber C serves as a bedchamber for Krulk and his harem. A total of **20 warrior troglodytes**, 29 female troglodytes who do not fight, 24

young, Sskraa the priestess, and **Krulk the troglodyte chieftain** make their home here. Subtract troglodytes slain by the characters from these totals. In addition, normally 6 troglodytes are off hunting at any given time.

Krulk, Troglodyte Chieftain: HD 8; HP 57; AC 3[16]; Atk 2 claws (1d3), bite (1d4+1) or *javelin of lightning* (1d6); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** chameleon skin (surprise, 3-in-6 chance), stench (save or nauseated, -1 to hit and damage). (*Monstrosities* 488)
Equipment: *javelin of lightning* (see **Appendix B: New Magical Items**), *ring of protection +1*, 2d6 gp.
Troglodytes (20): HD 2; AC 4[15]; Atk 2 claws (1d3), bite (1d4+1) or longsword (1d8); Move 12; Save 16; AL C; CL/XP 3/60; **Special:** chameleon skin (surprise, 3-in-6 chance), stench (save or nauseated, -1 to hit and damage). (*Monstrosities* 488)
Equipment: longsword.

The tribe keeps its treasure in Krulk's chamber because their brutal chieftain is too greedy to allow any others to watch over it. The treasure is kept within a large, unlocked wooden chest. It consists of a *wand of knock* (4 charges), six large rubies worth 250 gp each, 1,000 gp in coins, and a gold, gem-encrusted holy symbol of a dwarf deity worth 2,000 gp. In addition, Chamber B holds a large, stone idol of an ugly cross between a demon and a toad. This statue's eyes are a pair of large garnets worth 300 gp each.

A-3. FUNGUS CAVE

Ahead of you, a small cave mouth opens in the cavern wall. A strange, pungent odor wafts down from the cave toward you.

This small cave is little more than a niche in the side of the cavern. Unless the characters discovered a map buried in the necropolis in Zone H, they have little chance of finding this cave.

Spellcasters feel a minor headache as they near this place. A small colony of highly magical mushrooms grows within it. These fungi are saturated with magical power derived from the potent spells used to form this cavern. They grow all over the cavern, covering the floor, ceiling, and walls in a densely-packed mass. Two varieties of mushrooms grow here. One species has a red cap while the other has a black cap. The red cap mushrooms grant anyone who eats them spellcasting powers. If a character eats a red mushroom, he or she gains 2 magic-user levels. These newfound abilities last for 72 hours, after which time the character loses the abilities. A character may gain this benefit only once.

The black mushrooms have a potent anti-magic effect. Anyone who eats them gains a +4 bonus to all saving throws against spells. This bonus lasts for 72 hours.

A character may ingest either a black or red mushroom. Once a character eats a mushroom, eating either variety has no further effect. A character may gain either effect only once.

ZONE B: TYRANNOSAURUS HUNTING GROUNDS

This section of the menagerie is dominated by a monstrous dinosaur, the mother of the Tyrannosaurus rex that attacked the village of Rainhaven. Few other large creatures dare move through this region, leaving the Tyrannosaurus as the undisputed ruler of this area.

Terrain: The jungle here is sparser than the regions around it. The area is essentially one large hill, with a steep slope rising up from Zone A. While this region lacks any proper trails, the vegetation is light enough that the characters may move at a pace as if they were on a path.

Result	Encounter
0–5	The party blunders across the Tyrannosaurus that stalks this area, allowing it to pounce upon them with surprise.
6–9	5% chance of a random encounter rolled on the master encounter table.
10–12	The characters come across a lumbering, duck-billed herbivorous dinosaur. This beast has no attacks and seeks only to flee from the characters, although they may end up getting trampled.
13–14	The characters hear the thundering roar of the Tyrannosaurus in the distance as the beast stalks and kills its prey. They may move to investigate and attack if they wish.
15–17	No encounter
18+	The characters catch sight of the Tyrannosaurus while it stalks a duck-billed dinosaur. The characters may attempt to ambush the dinosaur if they wish.

Duck-billed Herbivore Dinosaur: HD 15; AC 5[14]; Atk trample (3d6); Move 15; Save 3; CL/XP 15/2900; **Special:** trample (save avoids).

Tyrannosaurus Rex: HD 18; AC 5[14]; Atk bite (5d8 + chew); Move 15; Save 3; CL/XP 19/4100; **Special:** chew (automatic 3d8 damage, save avoids). (*Monstrosities* 125)

B-1. THE PEAK

This point represents the highest spot not only in this zone but in the entire menagerie. The sight lines from here are excellent, clear of vegetation and other obstacles. From here, the characters can see the village in Zone D, the noticeably thick plant life in Zone F, the dead trees and desolation of Zone H, and the low, squat fortress at Zone I.

B-2. ANCIENT SHRINE

Ahead, you spy what looks like a rough pile of rubble. Some sort of stone structure, long since collapsed and covered with undergrowth, once stood here.

Long before Arfaleo created his menagerie, the space now occupied by this great cavern held several small caverns. In one of these, an ancient cult to the god Perrethius, Keeper of the Earth's Secrets, built a temple that now stands in ruins here. The party

discovers a six-inch-tall figurine carved from an unfamiliar blue rock. This statuette depicts a smiling, robed figure. The owner of the statue may rub its head three times per day and contact Perrethius as per *contact other plane*. Unfortunately, Perrethius is rather chatty (after centuries of lonely contemplation, he can't help it). The character using the statue in this manner must spend five rounds making small talk with the deity before receiving an answer.

ZONE C: SCORPION HUNTING GROUNDS

A small colony of monstrous scorpions adapted to life in the menagerie dominate this region. The creatures feast on the lizards and small, herbivorous dinosaurs that make this area their home. Aggressively territorial, these monsters fight to the death.

Terrain: Though much drier than Zone A to the north, this area is choked with thick jungle. Characters moving through this area can only rarely see more than 20 feet ahead. Unluckily for the characters, the scorpions are active hunters and chances are that they must tangle with them quite often while marching through here.

Result	Encounter
0–4	Ambush! Two giant scorpions burst from the undergrowth, catching the characters in an ambush. The creatures hide beneath large piles of loose dead vines, brush, and dirt.
5–8	Two giant scorpions move to attack the party, though luckily for the characters they do not have a chance to surprise them as the characters can easily hear the beasts' excited chitters as they move to attack.
9–13	5% chance of a random encounter rolled on the Master Encounter Table .
14+	The characters come across a single giant scorpion as it feasts upon the remains of a dead, cow-sized herbivorous dinosaur. The party may attempt to sneak up on the creature and ambush it.

Giant Scorpion: HD 6; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + lethal poison); Move 12; Save 11; AL N; CL/XP 7/600; **Special:** lethal poison (save or die). (*Monstrosities* 411)

A total of 16 scorpions stalk this zone. Once all of them have been defeated, the party can move through this zone without fear of attack.

C-1. ABANDONED LAB

A stone wall suddenly looms ahead of you through the thick, dense vegetation. An intact stone building stands ahead of you.

When Arfaleo still maintained the menagerie, he used this 20-foot-by-20-foot building as a sort of field laboratory to conduct experiments or to observe his creatures. At one point, the wizard employed several apprentices who also used this building as living quarters when they needed solitude.

This plain, stone building is constructed of heavy granite blocks. While the wooden door long since fell to pieces, the interior is surprisingly intact. The wreckage of two rotted bunkbeds and crumbled wooden desks stands within. The stone floor appears chipped and cracked. In fact, two of the larger cracks are actually

handholds that allow one of the stone blocks in the floor to be lifted up to reveal a set of stone stairs to the basement below. This 20-foot-square chamber was once a laboratory. While the wooden workbench is now dust, an iron chest stands intact against the western wall. Within it are *pipes of the sewers*, two *potions of fly*, and 100 gp in ancient golden coins.

C-2. THE PLINTH OF POWER

A 10-foot-tall, narrow stone monolith stands in a small clearing ahead of you. Odd characters and pictographs adorn its side. Suddenly, you feel yourself jostled as if by an invisible wave of force. Around you, the trees rustle as if in a breeze.

During his many travels Arfaleo uncovered a variety of artifacts, including this bizarre magical item. *Read languages* reveals that the inscriptions refer to the plinth as the Great Provider, a source of magical energy and revealer of mysteries. Any magical energies cast toward the plinth automatically rebound at the caster. However, the energies return as a wave of invisible, physical force. The spellcaster must make a saving throw or be struck by the magical force. On a failed saving throw, the spell energy courses through the character, granting him a random spell of the same level as the spell originally cast at the plinth. The character may cast this spell normally. If the character sleeps for more than an hour after receiving this spell, its energies dissipate and leave him unable to cast it though he may prepare his full complement of spells as normal.

ZONE D: THE VILLAGE

This area of the jungle is walled off with large slabs of stone inscribed with arcane runes. *Read languages* reveals that these runes speak of protection and an establishment of a friendly harbor. These magical runes create an effect similar to the *fear* spell that targets all creatures. All creatures approaching the wall who don't live in the village must make a saving throw or flee into the jungle for 2d6 rounds. However, creatures led by a leash or forcefully pulled along by a creature not affected by the *fear* effect may move toward this wall. The wall is 15-foot-tall and has no gate. A small clan of 107 humans who make the menagerie their home live in a series of stone dwellings beyond the wall.

Villagers, Male or Female Humans (107): HP 1d6; AC 9[10]; **Atk** club (1d4) or spear (1d6); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)

CURRENT SITUATION

The inhabitants of the village are the remnants of those humans who originally sought refuge here when Arfaleo originally constructed the menagerie. As part of that ancient bargain, the humans who settled here agreed to allow Arfaleo to occasionally bring villagers to his tower to conduct tests on them. The elf never actively experimented on his guests. Instead, he merely took notes on their traits and habits, hoping to uncover patterns of inheritance over generations. The elf provided the people with magical items, foods imported from the outside world, and other resources they were unable to provide for themselves. When Arfaleo left the menagerie, he promised to someday return.

Unfortunately, the march of time corrupted the village's oral traditions and stories. Where once Arfaleo was viewed as an ally and patron, over the years he took on the aspects of a deity, inspiring intense devotion and worship in the villagers. They credit the elf with the godlike act of creating their protective wall and also believe that he created the entire world, having no knowledge of the world beyond the menagerie. The lich easily co-opted this position and now holds the village's devotion. When Xayerez first claimed the menagerie, the villagers fought to oppose him. The warrior Therrek came close to storming the menagerie's central tower but eventually fell to the lich. Recognizing that brute force would not cow the villagers, Xayerez concocted a plan that would cause the priests of the village to accept him as their god Arfaleo returned. Xayerez appeared to the villagers in the guise of an elf and declared that he, Arfaleo, had returned and destroyed the predatory creature that had taken over his tower. Furthermore, "Arfaleo" told his worshippers that he would give them access to paradise to reward them for their struggle against the monster. Once a month, he told them, the oldest person in the village should be escorted to a cave south of the village in order to step through a portal to paradise. This scheme worked flawlessly, and for the past two centuries the village has worshipped Xayerez/Arfaleo as a god.

Xayerez's deception centers on a cave he discovered south of the village. This cave holds a magical circle of teleportation that transports anyone who steps in it to a cage within the tower. Arfaleo once used this to collect specimens. Now, it carries an unwitting human sacrifice to the tower where Xayerez feasts upon his brain, though often not before the lich conducts experiments and other fiendish acts upon him. Xayerez views the village as little more than a cattle pen. For the past two centuries, the lich has carefully directed the villagers' weddings. Using Arfaleo's ancient notes, he managed to direct the evolution of sorcerer abilities among the village. Xayerez hopes to cultivate particularly delicious brains among the villagers.

PERSONALITIES

Totho: Once a proud hunter and daring explorer, Totho earned the respect and eventually his post as village leader through his exploits in journeying across the menagerie. He wears a necklace of velociraptor teeth and carries a +3 *spear* handed down through his family for generations. Totho is deeply suspicious of "Arfaleo" and chafes under the influence of Serella and the other sorcerers. Were he younger, he would gladly organize an expedition to travel to the tower and get to the bottom of this mystery. His family has long held deep suspicions of the worship of Arfaleo, and he would love to displace Serella and her followers.

Totho walks with a pronounced limp, though his physique is still imposing even at his age of 64. Honest almost to a fault, Totho believes in treating others openly and fairly. However, he hungers for change and is willing to do almost anything short of murder or armed revolt to displace Serella.

Totho is a direct descendant of Therrek, an ancient hero who fought to destroy the lich when it first appeared in the menagerie.

Totho, Male Human, Headman of the Village (Ftr8):

HP 52; **AC** 6[13]; **Atk** +3 *spear* (1d6+4) or hand axe (1d6+1); **Move** 12; **Save** 7; **AL** L; **CL/XP** 8/800; **Special:** -1[+1] dexterity AC bonus, +1 to hit missile bonus, +1 to hit and damage strength bonus, multiple attacks (8) vs. creatures with 1 or fewer HD.

Equipment: leather armor, +3 *spear*, hand axe, necklace of velociraptor teeth.

RESOURCES

While the village can offer a safe place to rest and plenty of fresh food and water, it can offer the characters little in the way of material resources. The villagers can produce clubs, spears, daggers, leather armor, hide armor, and shields. The village has access to most mundane items worth less than 5 gp, with the following exceptions: any glass items, lamps and lamp oil, or paper.

DEVELOPMENTS

Roughly two-thirds of the villagers fully support Serella. The vast majority of villagers believe that the cave is truly a gateway to paradise, and many live in fear of dying before receiving their chance to journey there. The remainder, led by the village's nominal leader Totho, quietly seethe under Serella's rule. While fearful of angering the gods, they see the priests as doing little to advance the village or deal with the population problem.

The appearance of the characters sends the village into a tailspin. In particular, half-elf or elf characters become objects of worship for the villagers who assume that they must be gods, as they resemble Arfaleo. Serella attempts to curry the party's favor, offering them food and the use of a hut. Totho declares a feast in their honor and attempts to isolate the party from Serella in order to discuss current events with the characters and to recruit them to his faction.

The characters may soon find themselves caught in the middle of a power struggle between Serella and Totho. If the characters support Serella, business continues as normal in the village. Should they choose to back Totho, the characters may find a struggle on their hands. Serella does not want to give up power peacefully, though she does not resort to violence to maintain her position unless forced to do so.

Serella: While Totho is the nominal leader of the village, Serella holds the true power here. As high priestess of the cult of Arfaleo, she dictates who is allowed to journey to paradise and who must linger on in the material realm. With the aid of a *wand of charm person* (6 charges) given to her as a sign of office by Xayerez, the village unquestionably obeys her directives to send the oldest and least firm villagers to the sacred cave south of the village. Extraordinarily haughty and arrogant, she views the characters as little more than pretenders and does her best to undermine them while maintaining her own grip on power.

Serella, Female Human, High Priestess (MU10): HP 33; AC 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** staff (1d6); **Move** 12; **Save** 6; **AL** N; **CL/XP** 11/1700; **Special:** +2 save vs. magic, wands and staves, spells (4/4/3/2/2).

Spells: 1st—*magic missile* (x2), *shield*, *sleep*; 2nd—*invisibility*, *levitate*, *phantasmal force*, *web*; 3rd—*fireball*, *fly*, *water breathing*; 4th—*charm monster*, *hallucinatory terrain*; 5th—*hold monster*, *wall of stone*.

Equipment: robes, staff, *wand of charm person* (6 charges).

Tova: A fat, ponderous magic-user, Tova is a lazy, loud-mouthed, but rather jovial fellow who gets by with jokes and his natural intelligence. Tova approaches problems with an open mind. While intensely curious about the characters, he pays little more than lip service to any ideas of their divinity.

Tova, Male Human (MU4): HP 10; AC 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120; **Special:** +2 save vs. magic, wands and staves, spells (3/2).

Spells: 1st—*light*, *magic missile*, *shield*; 2nd—*detect evil*, *strength*.

Equipment: robes, staff, *wand of charm person* (6 charges).

Similla: The current eldest person in the village, Similla looks forward to her trip to the cave and reacts with panic and rage to any plan or move to disrupt the village's ritual.

Similla, Female Human Elder: HP 12; AC 9[10]; **Atk** none; **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (*Monstrosities* 254)

Kopan: The village's most skilled warrior, before the characters' arrival he enjoyed much popularity and favor in the settlement for his feats of arms. He sees the characters as rivals and seeks to undermine them at every turn.

Kopan, Male Human Warrior (Ftr6): HP 39; AC 7[12]; **Atk** hand axe (1d6) or spear (1d6); **Move** 12; **Save** 9; **AL** C; **CL/XP** 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: leather armor, spear, hand axe.

Sirti: This young woman spends much of her time exploring the land around the village and dodging the vicious dinosaurs that infest the menagerie. As Totho's youngest daughter, she grew up hearing of her ancestor's exploits and yearns to see the world beyond the jungle. She gladly hires on as a guide and tracker if the party needs one.

Sirti, Female Human Ranger (Rgr3): HP 24; AC 7[12]; **Atk** hand axe (1d6) or longbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** +3 damage vs. giants and goblin-types, alertness, tracking.

Equipment: leather armor, hand axe, longbow, 20 arrows.

NOTES ON THE VILLAGE

The village provides a place of rest and safety for the characters. The villagers grow yams and other vegetables in gardens within the limits of their walls, and hunting parties occasionally depart over the wall to bring down herbivorous dinosaurs and other prey, giving the characters a ready source of food and supplies. The situation between Serella and Totho is tense, and this strain comes to a boil depending on the characters' actions.

An elf or half-elf character could potentially pass himself off as a deity and leverage that to rally the village away from Xayerez. This would require some guile, but demonstrations of magical power or even martial skill — such as slaying a Tyrannosaurus or killing several raptors — could win major support from the villagers.

Obviously, this is a very open-ended situation that could develop in a variety of directions. Pay attention to characters' actions and the players' attitudes toward the village. Players who want to roleplay interactions with the village and become involved in this place's politics may get a lot of mileage out of this encounter, while players who prefer combat might simply view it as a place to rest up between forays into the jungle. Sculpt your presentation and use of this place to match your players' desires.

ZONE E: WILDLANDS

This area is thick with lush jungle. The ground is dry, and the eastern shore of the lake is rocky, difficult terrain rather than a sandy beach. This region is rife with velociraptors. Several small packs use this area as their primary hunting ground, though sometimes these dinosaurs range to the north and west.

Terrain: The jungle here is thick and overgrown, though not so thick that a traveler's view is particularly inhibited. With the many dinosaurs that live here, the scrub and undergrowth has been unable to overly choke off this area to travel. Xayerez cleared a few paths through this area to help herd creatures toward **Area E-2** where his fiendish creations await.

Result	Encounter
1–10	A pack of 6 velociraptors attacks the party from ambush.
11–17	The party stumbles across a pack of 4 velociraptors who move to attack but quickly retreat after losing two or more of their number.
18+	10% chance of a random encounter rolled on the Master Encounter Table .

A total of 36 velociraptors inhabit this zone. The raptors here are exceptionally clever. Arfaleo's experiments partially boosted the cognitive capabilities of these dinosaurs, allowing them to plot out attacks to an exceptional degree. The velociraptors view humanoids as fascinating prey and a welcome challenge for their hunting skills. The velociraptors' favorite ploy is to launch an attack from one direction than bring in the main body of their pack from a different direction. Another favored tactic they use is to drag off a humanoid in hopes of luring his fellows into an ambush as they rush forward to aid their comrade. While the velociraptors have little experience dealing with magic and other supernatural powers, they are fast learners and modify their tactics over time. After the party encounters a pack of velociraptors, all subsequent Wilderness Lore checks made to evade encounters in this area suffer a –10 circumstance penalty.

Velociraptors (36 total, as needed): HD 3; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 9; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor). (see **Appendix A: New Monsters**)

E-1. THE LAIR OF SRYKARRIR

The slight scent of rotting flesh assaults your nose as you spy a very large hole burrowed into the side of a low-lying hill ahead.

The party notices that a few of the trees in this area are blackened and burnt, as if they were hit with some sort of magical spell or other some energy. The hole ahead is the lair of Srykarrir, an ancient **behir** who has spent centuries in the menagerie. Wandering here back in the time of Arfaleo, this monster struck a bargain with the elf who felt that a powerful predator would spice up the menagerie a bit. Srykarrir once enjoyed prowling the jungle, hunting down dinosaurs and even on a few occasions taking down a Tyrannosaurus. Now old and tired, the behir rarely leaves his lair and spends most of his time soundly asleep. While the velociraptors in this area have made a few moves to attack him, his powerful *lightning bolt* ability has kept them at bay.

Srykarrir regards any adventurers with a haughty superiority. He might be a 12-legged, lightning-spitting lizard, but he is quite urbane and rather well read. If attacked, he fights back to the best of his ability, fighting to the death if necessary, as he knows that should he be badly wounded in battle he would swiftly fall prey to the velociraptors. However, the behir much prefers conversation to swordplay. He needles the characters for information about the outside world and could prove to be a valuable ally if approached in friendship.

Srykarrir, Behir: HD 12; HP 79; AC 4[15]; Atk bite (1d8 + swallow whole); Move 15; Save 3; AL C; CL/XP 13/2300; **Special:** constrict and claw (wrap around target; save avoids, automatic 6 attacks, 1d6 damage each), lightning breath (once per 10 rounds, 24 damage, save for half), swallow whole (natural 20 to hit). (**Monstrosities** 44)

E-2. THE PORTAL

Ahead of you stands the yawning blackness of a cave. It looks as if someone dug a tunnel here, with the upper works constructed of stone bricks. The savory odor of roasting meat wafts out of the cave, causing a rumble in your stomach.

Xayerez, as part of his perversion of Arfaleo's research, created a new sub-species of velociraptors. By grafting chunks of his own dead brain into embryonic velociraptors, he managed to awaken magical potential in a few of the dinosaurs. Originally, this chamber's illusory odor lured creatures into a trap so that Arfaleo could capture and study them. Now, it leads hungry beasts into an ambush. Xayerez is curious to chart his creations' development. In particular, he wants to see how they handle combat.

The cave passage slopes downward for 30 feet before ending in a 50-foot-square room featuring six pillars. This main room is littered with bones. Torch brackets with *continual light* spells illuminate the entire area. Four mutated velociraptors lurk in this chamber. Each velociraptor has a different spell-like ability. One has *invisibility*; another has *dimension door*; the third uses *haste*; and the last has *wall of ice*.

The secret door at the east end of this room leads to a small chamber once used to transport subjects to Arfaleo's tower. A bronze circle inscribed in the center of the floor teleports anyone standing within its limits to **Area I-6** in Arfaleo's tower, just outside of Teleporter 3 in that chamber.

Mutated Velociraptor: HD 3; HP 20; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor), spell-like ability. (see **Appendix A: New Monsters**)

Spell-like ability: 3/day—*invisibility*.

Mutated Velociraptor: HD 3; HP 22; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor), spell-like ability. (see **Appendix A: New Monsters**)

Spell-like ability: 3/day—*dimension door*.

Mutated Velociraptor: HD 3; HP 19; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor), spell-like ability. (see **Appendix A: New Monsters**)

Spell-like ability: 3/day—*haste*.

Mutated Velociraptor: HD 3; HP 20; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor), spell-like ability. (see **Appendix A: New Monsters**)
Spell-like ability: 3/day—*wall of ice*.

ZONE F: RAMPANT OVERGROWTH

As Arfaleo's experiments progressed, he made a foray into manipulating the development of sentient plants. Importing a few monstrous species of intelligent plant-life, Arfaleo felt much less moral apprehension about experimenting on plant creatures. This region is the product of those experiments. In many areas, the thick plant growth has developed into virtual walls of vegetation. Outside of the paths in this zone — which are constructed of magical stones that repel plants — cut all movement rates in half.

Terrain: This entire area is actually a single gigantic plant. The magical nature of the menagerie combined with Arfaleo's experiments to boost the plants' intelligence and mobility caused the root system of every plant in this region to slowly merge. Over the years, this entire section of jungle merged to form one gigantic plant. As the characters move through this region, the trees and plants move to block their progress, herding them toward **Area F-2**. A ranger, druid, or elf has a 3-in-6 chance to notice the plants' activity (1-in-6 for all others), but unless the characters have some sort of landmark such as a path, they more than likely unwittingly stumble to **Area F-1** should they leave the path.

As the characters move through the jungle or the paths in this zone, they have a feeling that something is continuously watching them from the jungle. As the characters move along, the trees converse with one another, sending psychic whispers through the entire jungle that manifest as a slight but continuous babble of faint whispers in the mind. The air here is oppressively thick and humid. Sound is dull, muted by the close press of the jungle, and the thick jungle canopy extends even over the paths, largely blocking out the light from above. Most ominously, birdcalls and other signs of wildlife are completely absent from this zone. Those animals that venture here quickly succumb to the predations of the shambling mounds that stalk this area.

Result	Encounter
1–15	A shambling mounds attacks the party. If the characters are on the path, the thing attempts to reach out with its limbs to attack. The beast attempts to reach out and grab unsuspecting prey with its long arms, striking a random party member.
16+	5% chance of a random encounter rolled on the Master Encounter Table .

When checking for encounters, impose a –5 penalty if the characters journey off the path. If the characters remain on the path, grant them a +5 bonus to their roll.

F-1. THE DARK HEART OF THE JUNGLE

As you push your way through the thick jungle vegetation, you almost tumble to the ground as you suddenly burst into a 50-foot-wide clearing. You hear a loud rustling above you as the canopy suddenly seems to grow much denser, plunging the area around you into darkness.

At this site stands a creature of pure evil, the collected essence of the jungle's evil urges and insatiable desire to burst forth from the confines of this region and consume the entire menagerie. This creature takes the form of a tentacled **plant avatar** with a gaping maw. While this area looks like a clearing, it is in fact a three-foot-deep area of loose, loamy dirt. The deadly plant lurks beneath the soil in the center of the clearing where it has dug out a trench where it rests. In addition to the deadly plant, **2 shambling mounds** lurk just outside of the clearing. As the party moves forward, these beasts rush out to attack.

These creatures fight to the death. The plant avatar uses its command of the jungle to seal off all routes leading out of its clearing. A character trying to leave this area must roll below his or her strength on 4d6 to push passed the jungle plants. In addition, the canopy above turns into a tight roof, blocking out all light and plunging this area into total darkness.

Should the characters destroy the intelligent plant avatar, the shambling mounds immediately cease their assault. Until the dark essence of the jungle can reform its physical avatar — a process that takes several years — the jungle in this area becomes much less aggressive. The characters no longer have the feeling of being watched, shambling mounds cease their attacks, and the party may now move through the jungle at their normal jungle movement rate. Within 24 hours of the plant avatar's death, this section of jungle becomes no different than that found in the rest of the menagerie.

Chaotic Plant Avatar: HD 10; HP 71; AC 5[14]; Atk 4 tentacle vines (1d8 + 1d6 acid + constrict); Move 0 (immobile); Save 5; AL C; CL/XP 12/2000; **Special:** acid (additional 1d6 damage), command plants (10-mile radius), constrict (if vine hits, save or automatic 1d8 damage + 1d6 acid).

Shambling Mounds (2): HD 8; HP 57, 45; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage). (*Monstrosities* 419)

F-2. THE THRONE OF LIGHT

As you move forward through the jungle, the air suddenly takes on a sweet, pleasing odor. The canopy above you thins out, allowing the light from the cavern's roof to stream down to the jungle floor. Ahead of you, the jungle opens up into a large clearing, at the center of which stands a single large tree.

This plant is the avatar of this section of jungle's charitable, caring, and good impulses. This being is capable of communicating psychically with animals, which allows it to speak with the characters. As the characters approach the tree, it contacts them mentally. It beseeches the characters to destroy its evil counterpart at **Area F-2**, telling them that the jungle here was not always so dark and terrible. It offers them the various treasures and items it has found over the years within the jungle as a reward and swears to provide the characters with safe passage whenever they move through this zone.

This being speaks with a gentle, feminine voice. It knows little of the world beyond this zone and has little understanding of such humanoid concerns as magic, food, or the history of the menagerie. As far as this being can tell, it simply awoke one day to find this world.

If the party returns here after destroying the chaotic plant avatar at **Area F-1**, this being thanks them profusely. Using its command of the root system in this area, it causes a small treasure hoard to erupt from the ground. This treasure consists of a +1 *large shield*, *boots of elvenkind*, and four diamonds worth 1,000 gp each.

Lawful Plant Avatar: HD 10; HP 67; AC 5[14]; Atk 4 tentacle vines (1d8 + constrict); Move 0 (immobile); Save 5; AL C; CL/XP 12/2000; **Special:** constrict (if vine hits, save or automatic 1d8 damage), healing tubers (2d6 points, usable once per day, rot 1d4 days after removal from vines).

F-3. THE SACRED CAVE

This small cave is easily accessible by the path that runs through this zone. The villagers from Zone D come here once a month to watch as the eldest member of their tribe steps onto the bronze plate set in the floor. The plate can teleport a human-sized creature to a cage in **Area I-5** of Xayerez's tower. This ability works only once per week. If the party attempts to activate the plate, it can transport only one character. If more than one character steps onto the plate at the same time, each character has an equal chance of being teleported.

Obviously, if the party attempts to use this item, one character may very well be trapped in Xayerez's tower. Xayerez is in his workshop roughly 50% of the time. If he is not present, he returns there in 2d4 hours, possibly giving the character enough time to escape.

ZONE G: COASTAL AREA

This zone covers most areas that border the small freshwater lake occupying the center of the menagerie. A sandy beach borders the lake and the river that meanders through the cavern. The lake and river teem with life. Fish abound here, making it a prime hunting ground for the villagers from Zone D. The waterways are not without their dangers, however. Giant crocodiles and serpentine dinosaurs prowl the water, devouring fish and more than happily preying upon interloping land dwellers.

Terrain: The water here is no more than three feet deep up to 30 feet from shore but quickly drops to a maximum depth of 80 feet. The river is slow-running, making it rather easy to swim or paddle against the current. The water throughout this area is comfortably warm.

The river flows north to south. At the cavern's edge, it disappears beneath the rocks, continuing ahead for 50 feet at both the north and south ends, where gates to the Elemental Plane of Water ensure a steady supply of incoming water and a sure place for excess water to flow out of the cavern.

SHORE ENCOUNTERS

Result	Encounter
1-15	The party stumbles across a group of 4 giant crocodiles.
16+	15% chance of a random encounter rolled on the Master Encounter Table.

WATERBORNE ENCOUNTERS

Result	Encounter
1-15	Two marauding elasmosaurs stalk the party. If the characters are in a boat, one dinosaur attempts to disturb the boat while the other darts in to attack those who fall into the water. Anyone in the boat when the creature attacks must make a saving throw to stay in the boat.
16+	No encounter

Elasmosaurs (2): HD 7; AC 7[12]; Atk bite (3d6); Move 1 (swim 15); Save 9; AL N; CL/XP 7/600; **Special:** aquatic (survive just a few minutes out of water). (*Monstrosities* 122)

Giant Crocodile: HD 6; AC 3[16]; Atk bite (3d6), tail (1d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; **Special:** none. (*Monstrosities* 78)

G-1. LIZARDFOLK CAVE

A small cave heads into the deeper regions of the subterranean realms. A large community of lizardfolk lies roughly 30 miles away down long, winding, and often quite narrow tunnels. Currently residing in this cave mouth is Vooldrooprooloo, a renegade lizardfolk wizard who fled here after incurring the wrath of the ruling whips of the main settlement. Accompanied by his 10 elite lizardfolk bodyguards, the wizard plans on studying the menagerie and eventually taking Xayerez's place as master of this domain. Vooldrooprooloo and his followers have not been here long, though they know enough to never venture far from their cave after a run-in with the Tyrannosaurus rex in Zone B left three of their number dead.

The lizardfolk seek to parley with any adventurers they encounter. Vooldrooprooloo knows that his band is currently too small to stand up to any determined assaults. If attacked, Vooldrooprooloo uses his *web* spell to distract the enemy and then runs for his life, closely followed by his bodyguards.

Vooldrooprooloo is a scheming, ambitious thug. He can play the role of earnest ally all while endlessly plotting the death of his rivals. If the characters know little of the lizardfolk, Vooldrooprooloo uses this to his advantage, pretending that the lizardfolk are a peaceful, friendly people. If the characters take him in, he offers the services of his magic in return for protection. Should the characters antagonize him, he and his band trail them throughout the menagerie, seeking to strike at the most opportune time. If the wizard catches wind of a plan to strike at the tower, he and his followers attempt to sneak in after the characters and strike while they and Xayerez are embroiled in their struggle.

Vooldrooprooloo, Lizardfolk Shaman (MU8): HD 10; HP 72; AC 5[14]; Atk +2 *spear* (1d6+2) or 2 claws (1d3), bite (1d6); Move 6 (swim 12); Save 5; AL C; CL/XP 10/30; **Special:** breathe underwater, spells (4/4/3/2/2). (*Monstrosities* 302)

Spells: 1st—*charm person, light, magic missile, sleep*; 2nd—*invisibility, mirror image, phantasmal force, web*; 3rd—*dispel magic, hold person, lightning bolt*; 4th—*confusion, wall of fire*; 5th—*hold monster, transmute rock to mud*.

Equipment: +2 spear, scroll (*invisibility, lightning bolt, slow*).

Lizardfolk Bodyguards (10): HD 3; HP 24x2, 23x4, 22, 21x2, 18; AC 3[16]; Atk longsword (1d8) or 2 arrows (1d6); Move 9; Save 14; AL C; CL/XP 3/60; **Special:** improved saving throw (+1 to all saves, reflected in stats). (*Monstrosities* 299)

Equipment: longsword.

ZONE H: THE NECROPOLIS

Unlike the rest of the menagerie, this area is dead and barren. The trees are bare of leaves and stand as little more than skeletal, dead plants. The temperature here is much colder than the rest of the menagerie, lingering around 50° Fahrenheit. The sudden temperature drop has left everything covered in a wet, damp chill. When Arfaleo constructed the menagerie, he made a slight error while building up the planar energies needed to form this place and accidentally opened a minor gateway to the Negative Energy Plane, from whence many undead beasts draw their unholy strength. While Arfaleo dwelled here, he was able to counteract the influence of that fell place and prevented it from having any noticeable effect on his realm. Now that

he has been gone, the negative energy has saturated this region of the menagerie, leaving it a hollow, dead husk. Unfortunately, this energy was drawn to a region once used as a graveyard by the inhabitants of the human village in this place. Their holy ground is now a haunted, ghoul-infested nightmare.

Terrain: The soil here is gray and chalky, obviously unable to support any sort of life. The plant-life here is all long dead, though the energies here prevent even the bacteria that would normally break down and rot the trees from thriving, leaving this region choked with dead vegetation. The characters still progress at the same rate as through a living jungle, as the dead vegetation here is incredibly dense.

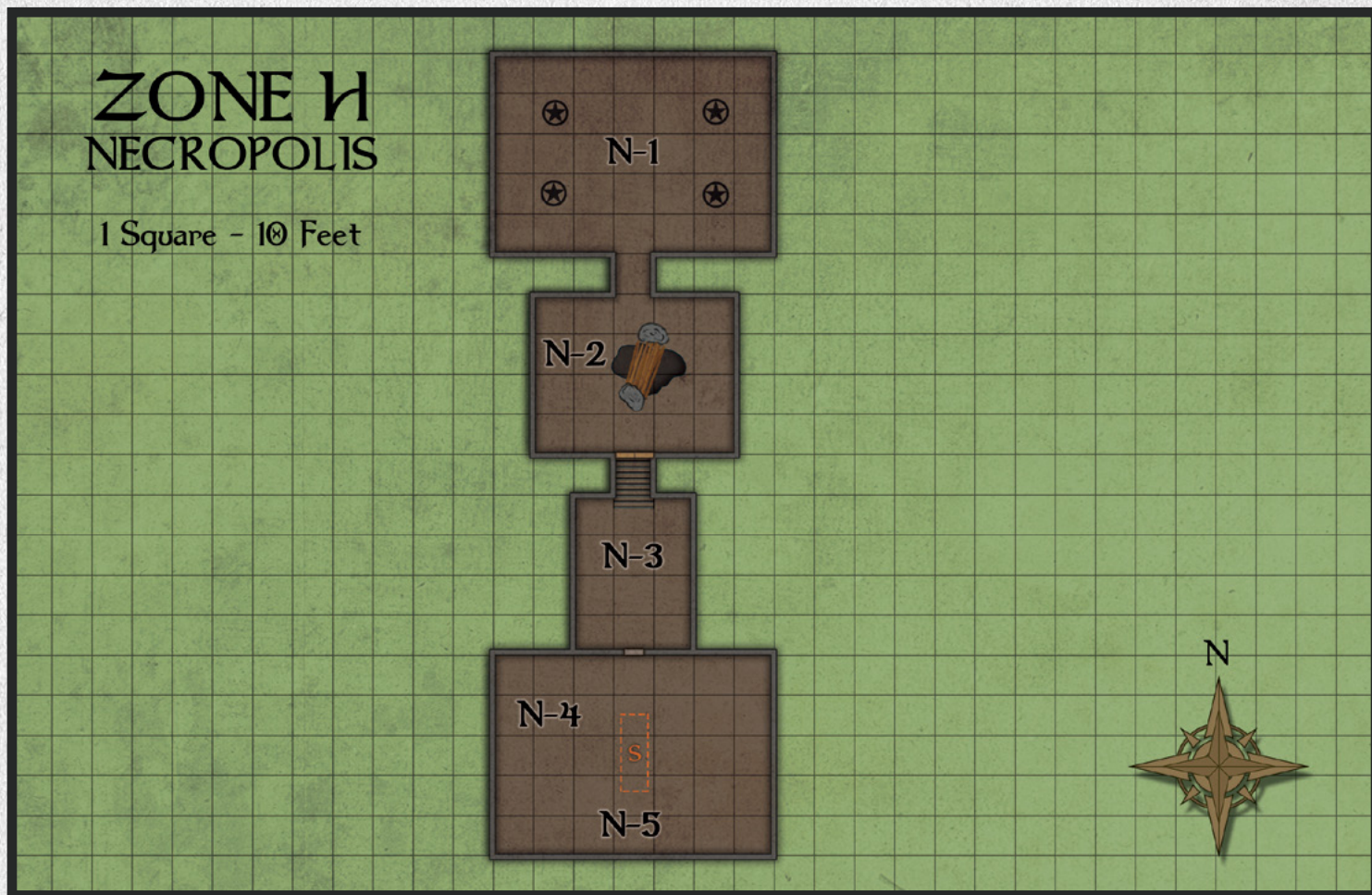
Encounters: The ghouls who prowl this area aggressively seek out living victims. Each hour that the characters travel across this area, roll 1d20. On a roll of 15+, a pack of 2d6 ghouls swarms through the trees, their charge heralded by their blood-curdling, shrieking battle cries. The ghouls fight to the death. A total of 60 ghouls prowl this region.

Ghoul (2d6, total of 60): HD 2; AC 6[13]; Atk 2 claws (1d3 + paralysis), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60;

Special: immunities (charm and sleep), paralyzing touch (3d6 turns, save avoids).

H-1 THE NECROPOLIS

This adventuring location is extensive enough that it warrants its own map.



N-1. COURTYARD

The endless press of gangly, dead trees gives way to a large, open square area containing a large building with many large stone blocks scattered around it. A featureless stone monolith stands in each corner of this clearing. A large, low-lying stone building dominates the center of the clearing. The ground is studded with partially filled-in pits, each roughly six feet long and three feet wide. At first glance, they appear to be dug-up graves. A chorus of long, agonized howls echoes in the distance.

Centuries past, this was the burial ground for the human tribe that dwells within the menagerie. Arfaleo built the central edifice as a vaulted tomb for the tribe's leaders. The building's walls are stone, though rain and age have left many cracks in them. Carved onto the walls are scenes of humans cultivating fields, fishing in canoes, and stalking dinosaurs with spears and axes. In a few scenes, a slender, smaller humanoid with exaggerated, pointy ears seems to direct some of the activities, such as erecting a small hut. In others, this figure is clad in robes and seems to have bolts of energy or lightning projecting from its hands to strike monstrous dinosaurs or bands of small, lizard-like humanoids. However, these scenes slowly change as the party looks upon them. Each person studying the carvings must make a saving throw. Those who fail see the humans morph into skeletal figures gripping scythes, while the hunters' prey transforms into screaming human victims. In addition, those who fail the save suffer a -1 penalty to hit and damage for 2d6 hours. Those who make the save continue to see the normal carvings. The only entrance to this place is a pair of great bronze doors inscribed with a triangle enclosed in a circle.

The eight-foot-tall stone blocks once served as burial markers. Each marker represented a clan, and each respective clan buried its dead around the marker. The influx of negative energy brought back the dead as a pack of 10 crimson ghouls. These monsters hide behind or atop the blocks. They attempt to surround and attack intruders. The ghouls use the stones as cover, hoping to close to melee as swiftly as possible. At least two or three of the monsters attempt to climb a block without drawing the characters' notice in order to leap upon them while the rest of the pack charges to attack.

Crimson Ghouls (10): HD 4; HP 30, 28x2, 27, 25x3, 22, 20x2; AC 6[13]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; Special: +1 save vs. spells, half damage from non-magic weapons, immune to sleep spells, resist charm spells (1d6 rounds if save fails), paralysis (3d6 turns, save avoids). (*Monstrosities* 193)

N-2. HOLDING PEN

The dirt ground ahead of you gives way to a set of logs lashed together with vines and held in place by several large rocks. From your position, it appears that the logs cover a pit. The logs shudder slightly, as if something in the pit wants to get out.

Characters who listen hear faint, pitiable cries for help coming from the pit. Four rocks hold the barrier in place. After only two rocks are removed, the thing in the pit pushes the log barrier aside and surges forth to attack. The ghouls paralyzed and imprisoned a large velociraptor here by order of the demon beast Therrek (Area N-4). This thing looks like a taller version of a regular raptor.

Extended exposure to the negative energy that soaks this area has altered it severely, so that the thing is now bloated with disease. Dead flesh hangs in chunks from its form, while pus and mucous flow freely from sores across its body. It attacks instantly, seeking to slaughter all it encounters. It learned to mimic the humans in the village when it was alive and now uses the sound of a child whimpering to lure characters in "rescuing" it.

Ghoul Velociraptor: HD 9; HP 68; AC 3[16]; Atk 2 claws (1d8 + paralysis), bite (2d6); Move 12; Save 6; AL C; CL/XP 9/1100; Special: immune to sleep and charm spells, mimic (can mimic sounds of other creatures), pack hunter (+1 to-hit bonus when working with another velociraptor), paralysis (3d6 turns, save avoids). (see **Appendix A: New Monsters**)

N-3. ENTRY WAY

The bronze doors open with a loud screech as their ancient hinges shake free of the dust, grime, and filth of the ages. Before you, a wide set of stairs heads down into the darkness.

The stairs lead downward from ground level to a partially flooded chamber as indicated on the map. The water here is three-feet deep and very murky, making it impossible to see below its surface. The floor is 10 feet below ground level, while the roof rises 20 feet above the floor.

A large pack of 15 ghouls lurks beneath the water. These fiends lie in shallow depressions located around the edge of the room, awaiting the call of their dreaded master Therrek (Area N-4). As the party makes its way across the room, the ghouls crawl across the floor to attack, attempting to rake the characters with their claws while hiding beneath the water.

If the characters somehow open the door to this room without causing any noise, the ghouls' slumber remains undisturbed and they allow the party to pass unmolested.

Keep in mind that any paralyzed characters tumble into the water and may begin to drown.

Ghouls (15): HD 2; HP 16x2, 15x4, 14x3, 13, 12x3, 10, 7; AC 6[13]; Atk 2 claws (1d3 + paralysis), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: immunities (charm and sleep), paralyzing touch (3d6 turns, save avoids).

N-4. THE GREAT TOMB

The door to this room is carved from stone. It bears the same symbol of a triangle enclosed in a circle etched in gold in the center of the door. The door opens soundlessly and smoothly, as if someone took great care to oil the hinges. Read the following as the characters open this door:

The door slides open easily to reveal a dimly lit chamber beyond. This room looks as if it has been coated in black paint, with the walls, the floors, the ceiling, and the four large stone columns that dominate the room all merging into one inky black form. At the far end of the room, a hulking humanoid shape shuffles from behind the northwest column. The loud flapping of wings indicates that something has just taken flight.

This room was once the tomb of the village's great leaders. It now houses the deformed and accursed form of the once great hero Therrek, the warrior who attempted to overthrow the foul Xayerez. After his death at that villain's hands, Xayerez bound his soul to the node that connects the Negative Material Plane to the menagerie. Direct exposure to that plane's foul influence twisted the warrior's soul and transformed him into a monstrous undead creature. He appears as a 10-foot-tall, gray-skinned, heavily-muscled humanoid beast. Long, stringy black hair cascades down his shoulders, while his overly-wide mouth houses row after row of needle-like fangs. A tattoo of a fish is inscribed on his upper left chest. If Therrek hears fighting in Area 3, he summons a pack of wolves to the stairway between **Areas N-3** and **N-4** just after the door opens, hoping that the animals catch the party from behind once they enter the room. Therrek charges the party in a blood fury. The scent of living creatures awakens in him an unquenchable hunger for living flesh. As soon as the door opens, he charges forward to attack, relying on his regeneration to carry him.

Therrek's two attendants are a pair of demonic serpents dispatched to watch over the development of this place. These two things appear as 15-foot-long snakes with bat wings and two scrawny, clawed limbs. It was their prompting that pushed him to rally and organize the ghouls and attempt to corrupt and train the velociraptor found at **Area N-2**. These two creatures fly above the party, swooping down to attack with their bites. They move to flank Therrek's opponent if possible.

Therrek the Accursed, Male Troll Vampire: HD 8; AC 2[17]; Atk 2 claws (1d8), bite (1d10 + level drain); Move 12; Save 8; AL C; CL/XP 12/2000; **Special:** +1 or better magic weapons to hit, charm gaze (as *charm person*, save avoids), gaseous form, level drain (1 level with hit), regenerate (2hp/round), rend (if both claws hit target, save or additional 1d6 damage), resist cold and fire (50%), summon allies (2/day, summon 2d6 wolves, rat swarm, or bat swarm; arrive in 2d6 rounds, turn to dust in 1 hour). (**Monstrosities** 498)

Demonic Serpents (Couatl): HD 6; AC 4[15]; Atk bite (2d6 + lethal poison), tail (1d6 + constrict); Move 12 (fly 24); Save 8; AL C; CL/XP 8/800; **Special:** constrict (save or automatic 1d6 damage per round), lethal poison (save or die), spells (2/1). (**Monstrosities** 73)

Spells: 1st—*magic missile*, *sleep*; 2nd—*darkness* 15ft radius.

This chamber is largely bare. Scribed onto the northern wall are two maps, one of the entire menagerie and a second one of the necropolis. The menagerie map indicates in crude pictographs the basic creature type found in each region of the menagerie. Therrek is using this map to lay the groundwork for a campaign of conquest he plans to launch from the necropolis. This room once held a variety of treasures and artifacts. As they reminded Therrek of his mortal life, he removed them all and buried them at **Area N-5**.

N-5. TREASURE TROVE

Buried here five feet beneath the earth are the following treasures: *boots of flying*, a +2 *shield*, a *wand of polymorph*, and *gauntlets of dexterity*. In addition, a three-foot-long golden rod and a leather-bound scroll are buried here. The rod is worth 6,500 gp. The scroll is an ancient record of the quest of Therrek the Mighty to destroy the lich Xayerez.

These items were once the sacred icons of rulership of the human village found in Zone D. Should the characters appear there bearing these items, the populace treats them as heroes. Arfaleo granted these items to the village when he first allowed humans to settle here. While Xayerez considered returning them to the villagers to cement

his grasp upon them, he didn't want the humans to have access to such magic items. Instead, he believed the monstrous Therrek would easily fend off any attempts to recover them.

The villagers make no claim to ownership of the items, instead recognizing the characters as worthy bearers of them for their heroics in recovering them.

The scroll gives the location of **Areas A-3** and **E-2**. It hints at the capabilities of the mushrooms in **Area A-3**, telling of how the black defends the mind while the red helps strike at one's enemies. It also warns that the gifts granted by the mushrooms are fleeting and that once someone eats one type, both varieties are useless to him forever. Each person may gain the mushroom's gifts only once. The scroll then describes how Therrek used a portal in the cave at **Area E-2** to sneak into the tower. It describes how Therrek encountered a maze but determined that the farther he journeyed into it, the farther it led him from his quarry. Finally, he encountered his foe, but the weapons he sought to use opened him to a terrible assault and left him defeated. In truth, Therrek used the red mushrooms to gain spellcasting abilities. However, they proved no match for the lich's might.

ZONE I: ISLAND OF THE FORTRESS

Standing upon the small, sandy island in the midst of this lake is a two-tiered stone structure. The place is bare of windows, doors, and other obvious entrances.

Arfaleo's stronghold is a two-story structure that is wide and low-lying. The lower level is approximately 100 feet by 70 feet, while the upper level is 65 feet by 55 feet. In days of old, the elf conducted his experiments here. Furthermore, as an elf with many enemies, he installed an elaborate maze within this place to deter would-be intruders. Xayerez now uses this place for his fiendish experiments. The greedy lich sees the menagerie as little more than a larder and livestock pen for his hideous desires. He lives here with his dark creeper servants, dinosaurs, golems, and other minions.

If the characters land on the island, they notice a wide stairway that runs down into the earth near the middle of the fortress' southern wall. No guards prowl the island itself. Xayerez would rather they not draw the attention of the dinosaurs and other dangerous animals that stalk the menagerie.

I-1. GUARDROOM

This chamber is thick with smoke. Several gray-skinned humanoids hunch over a brazier, apparently roasting a haunch of meat over it. They turn to face you, revealing their gnarled, eye-less faces. A large, bronze gong is beyond the creatures in the northeast corner of the room.

A total of 12 dark creeper hunters crowd around the brazier in this 30-foot-by-25-foot chamber, each eager to partake of the dinner. These monsters act as Xayerez's first line of defense. Half attempt to rush forward to block the party's advance, while two move to sound the gong and summon the dark creepers from **Area I-2**. These beasts are devoted to Xayerez but do not fight to the death. If more than half fall in battle, the remainder beat a fighting retreat to **Area I-2**.

If the dark creepers sound the alarm gong, the two warriors Klotok and Stekarra advance to **Area I-1** to join the fight. Note that even with these reinforcements, the dark creepers retreat to **Area I-2** if more than six of them fall or if Klotok is killed.

Two crude canoes lie behind the gong. The dark creepers use these when they depart for hunting and gathering trips into the jungle.

Dark Creeper Hunters (12): HD 2; HP 16, 15x3, 14, 13, 12x4, 10x2; AC 3[16]; Atk dagger (1d4) or shortbow x2 (1d6); Move 12; Save 16; AL N; CL/XP 3/60; **Special:** death throes (explode, 10ft radius, save or blinded for 1d6x10 minutes), light blindness (blinded for 1d3 rounds), spell-like abilities, surprise (1–2 on 1d6). (*The Tome of Horrors Complete* 124)

Spell-like abilities: 3/day—darkness 15ft radius.

Equipment: dagger, shortbow, 20 arrows.

I-2. DARK CREEPER QUARTERS

These four small chambers serve as a common area and barracks for the dark creepers.

A: Three crude bunk beds are arranged along the walls of this room. A small, unlocked wooden chest holds four cloaks and a pair of throwing axes. Half of the warriors from **Area I-1** live here.

B: Three more bunk beds occupy this room, which is otherwise bare. Half of the warriors from **Area I-1** sleep here.

C: This chamber serves as the living quarters for the grimlock chieftain Klotok and his mate, the adept Stekarra. This room features a large, four-posted bed piled high with furs and ragged, silk sheets. A locked wooden chest holds several gifts from Xayerez, including a foot-tall golden statuette of an elephant worth 4,000 gp, a silk bag holding 10 emeralds worth 150 gp each, and four potions (*ESP*, *invisibility*, *levitate*, and *strength*.)

D: This chamber serves as the common room for the tribe's females and young. Eight female dark creepers and seven youngsters live here, guarded by 2 dark creeper warriors. None of the young or females fights. Instead, they attempt to flee and may rush past the party in a mad dash for safety. The two warriors fight to the death. This chamber is strewn with crude bedrolls. A fire pit occupies the southeastern corner of the room, and haunches of meat and small sacks of fruit hang from hooks wedged into the ceiling.

If the party forces the dark creepers to retreat here, the things fight to the death. However, if the characters attempt to parley, the monsters agree to leave the tower if offered a bribe of 500 gp.

These creatures know little of the upper levels of this place. They can give a basic description of **Areas I-3** and **I-5** but none has been allowed up to Level 2. Xayerez recruited them from the Under Realms a little over a year ago, and they have seen little of the menagerie beyond their coastal hunting grounds.



I-3. SPAWNING VAT

The overpowering stench of decay wafts over you as you enter this large, open chamber. To the north, a four-foot-tall stone wall runs across the room. Beyond it, a tremendous pool of thick, soupy white fluid roils and undulates. Occasionally, a large, hulking form covered in white fluid rises up from the pool before collapsing back into the muck.

This chamber serves as Xayerez's spawning vat and extends four feet below floor level of this room. The white muck here is a single, massive colony of living cells. Close inspection of the low wall that contains the vat reveals a series of runes inscribed upon it. *Read languages* translates the runes as "The Womb of Life." Anyone who bears the scepter of Arfaleo can compel the vat to produce creatures. See the full description of Arfaleo's artifacts at the end of this adventure for details.

Currently, 4 velociraptors brew within the vat's muck. The form that the party sees moving through the vat is one of the half-completed creatures. If the party disturbs the pool by prodding at it, it begins to grow agitated. The liquid shudders, ripples, and shakes. If the party continues to disturb it for three more rounds, the vat belches forth the half-completed dinosaurs in an attempt to defend itself.

The velociraptors lack skin, and thick globs of white fluid drip from their bodies, but their bones and organs are mostly intact. Treat the creatures as standard velociraptors. As the monsters move to attack, the vat forms a sort of tidal wave that propels the creatures forward to attack and also drenches the southern half of the room with a thick wave of protoplasmic goo. Each character in the room must make a saving throw or be knocked to the ground.

Velociraptors (4): HD 3; HP 22x4; AC 5[14]; Atk 2 claws (1d3), bite (2d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor). (see **Appendix A: New Monsters**)

I-4. TROPHY HALL

This large, vaulted room is lit by a crystal chandelier that hangs from the ceiling by a slender, golden chain. To the east, a stone staircase rises up to darkness.

This room once served as Arfaleo's trophy hall. At one point, the stuffed heads of a variety of beasts, monsters, and outsiders adorned this hall. Jealous of these treasures, Xayerez destroyed the lot of them.

I-5. WORKSHOP

An open fireplace casts a flickering glow across the workbenches here, each of which has a lizardman strapped to it. These pathetic creatures' chest cavities are sliced open, as if someone dissected them. Their organs are carefully arranged on a fourth table. Three cages are in the room. One contains a short, scrawny figure that pads back and forth, apparently oblivious to your presence.

This chamber serves as Xayerez's primary workshop and laboratory: In his quest to cure his condition, he embarked on an effort to produce the particular brain type that he must devour in order to attain his full undead status. Recently, he turned his attention to the lizardfolk who moved into the menagerie and seeks to incorporate them into his hideous menu.

The figure in the cage is Fellorin, a bizarre kobold-like creature custom created by Xayerez in the vat at **Area I-3**. Xayerez is experimenting with that room, and the pathetic Fellorin is so far the only viable fruit of those efforts. Fellorin is a three-foot-tall, orange-skinned, hairless humanoid. A long, narrow nose dominates



his oversized head. His milky, unseeing eyes stare out at the world. While blind, Fellorin more than compensates for this disability with his highly-sharpened sense of smell. He hates Xayerez intensely for the experiments the lich inflicts on him. He pleads with the characters to release him so he can seek vengeance against the lich.

The cages are relatively easy to open. Any character teleported here from the sacred cave (**Area F-3**) appears in an empty cage.

Fellorin his true to his word. He wishes only to destroy the lich and does his best to aid the characters. While he offers little in the way of magic or fighting talent, his refined sense of smell may come in very handy in Area 6 if the characters must fight Xayerez there.

Fellorin, Male Kobold : HD 1d4 hp; HP 3; AC 7[12];

Atk dagger (1d4); Move 6; Save 18; AL C; CL/XP

A/15; **Special**: alert (surprised only on 1 on 1d6).

(*Monstrosities* 277)

Equipment: dagger.

I-6. THE MAZE

This entire level is one large maze Arfaleo designed to serve as the primary line of defense against attackers. A set of teleporters shift intruders' location from one room to another with a subtle magic that leaves them unsure if they've been teleported or if the maze shifted behind them. Furniture and other dungeon dressing appear at random throughout the place, giving interlopers a false sense of landmarks and helping to disguise the true layout of the maze.

Each of the rooms labeled A, B, C, and D are linked by a set of teleporters. Note that two rooms are marked with each of these letters. Four rounds after a living being enters one of the labeled rooms, every living thing in that room teleports to the room that shares the room's letter. For example, if the party enters the northeast room marked B, four rounds later anyone still in that room is teleported to the western room marked B.

While this maze is rather elaborate, it is also little more than an elaborate diversion. Three teleporters located at points marked 1, 2, and 3 give access to the rest of this place. Each teleporter has the following destination:

Teleporter	Destination
1	Area I-4
2	Area I-7
3	Secret room in Area E-2

Finding these teleporters is no easy task. The secret doors that hide them are cunningly constructed (1-in-6 chance to discover). However, the area around these doors is much more worn from footsteps than the rest of the maze. Anyone expressly looking to see if portions of the floor show more sign of traffic notices that the floor is slightly smoother between the staircase leading up to this level and each of the three numbered teleporters (increasing the check to a 3-in-6 chance).

The walls marked F have false secret doors. A search of any of these walls reveals what looks like a catch for a hidden door. However, pushing this button causes electricity to arc from the wall. Any character pushing the button takes 3d6 points of damage from the electrical blast, or half damage with a successful saving throw. These traps may activate once per day as they each take several hours to recharge.

The lettered rooms have a different set of furnishings each time the party enters them, unless the party arrives in a room via a teleporter, in which case the room has the same exact arrangement as the room from which the party teleported. Each time the party enters a room, use the following table to determine how the room is arranged:

1d20	Result
1-4	Three stools arranged around a plain wooden table.
5-8	Blue silk tapestries hang on the walls.
9-12	A small, unlit brazier stands in the middle of the room, surrounded by three wooden chairs.
13-16	An empty wooden chest stands open along the wall next to a pile of blankets.
17-20	Empty room.

If the party destroys any of the furniture or carries it from the room with them, future occurrences of a particular set reflect these changes. Each set of furniture is extracted from an extradimensional space when intruders walk near a room. Thus, if a character carves his initials onto a table, his initials are still there if the party enters a room and you roll the same dungeon trappings for that area.

Currently, a pair of magically engineered velociraptors stalk the maze. Using a process similar to the one that yielded the velociraptors in **Area E-2**, Xayerez used a combination of the vats and his own magical researches to produce these dinosaurs with heightened intelligence. Many years of training and further experiments unlocked one's magical talents and gave the other extensive combat training. These two creatures are acutely intelligent and have memorized the layout of the maze and the teleportation rooms. The velociraptors attempt to confuse the party, using hit-and-run attacks to strike, disappear into the maze, and use the teleporters to appear behind the party.

Running this encounter can be tricky. It is important to keep track of time, as the velociraptors move about the maze to attack as the party explores it. Remember that the velociraptors know how the teleporters work but they are not omniscient. The monsters must still track down the party, but they must make an educated guess as to the characters' position.

Mutated Velociraptor: HD 6; HP 41; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 11; AL N; CL/XP 7/600; **Special**: pack hunter (+1 to-hit bonus when working with another velociraptor), spells (4/2/2). (see **Appendix A: New Monsters**)

Spells: 1st—*dimension door*, *magic missile* (x2), *sleep*; 2nd—*darkness 15ft radius*, *mirror image*; 3rd—*haste*, *lightning bolt*.

Mutated Velociraptor: HD 6; HP 45; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 11; AL N; CL/XP 7/600; **Special**: pack hunter (+1 to-hit bonus when working with another velociraptor), spells (4/2/2). (see **Appendix A: New Monsters**)

Spells: 1st—*dimension door* (x2), *magic missile* (x2); 2nd—*invisibility*, *web*; 3rd—*lightning bolt*, *monster summoning I*.

I-7. RECEPTION ROOM

This room is illuminated by stone brackets set into the wall that have had *continual light* cast upon them. Once, this room was lavishly appointed with couches, a soft carpet, and other comforts. Now, it is bare except for a five-foot-wide bronze teleporting disc that transport anyone who steps on to it to just outside the secret door to Teleporter 2 in **Area I-6**.

I-8. DINING HALL

A wide, long wooden table dominates the center of this room. Standing at the far end of the table is a gruesome, tottering humanoid. The creature looks as if something took the body parts of a dozen humans and humanoids and sewed them together into one vaguely humanoid form. The thing shuffles in place on its three legs, while its four arms hang motionless from its side.

This horrid beast is Xayerez's pride and joy. He constructed this bizarre flesh golem using the body parts of humans and other creatures captured in the menagerie. More impressively, he pieced together a brain from brain rat corpses and installed it into the golem's body, granting it additional mental attacks. The thing does not move until a living creature comes within 20 feet of it or if the party heads into Area 9 before moving toward the golem.

Modified Flesh Golem: HD 8; HP 40; AC 9[10]; Atk

2 fists (2d8); Move 8; Save 8; AL N; CL/XP 12/2000;

Special: +1 or better magic weapons to hit, healed by lightning, immune to most spells, mind blast (3/day, 2d6 damage, save for half), slowed by fire and cold, spell-like abilities. (*Monstrosities* 219)

Spell-like abilities: 1/day—*confusion*, *feblemind*.

I-9. LIBRARY

This long room is ringed with bookcases that reach up to the ceiling. A small table with a single chair set before it stands in the center of the room.

While Arfaleo amassed great wealth and a small hoard of magic items, he considered this library his greatest treasure. The volumes here were collected from across the multiverse and cover almost every topic imaginable in at least a cursory manner.

I-10. THE THRONE OF ARFALEO

As you open the door to this chamber, a gentle, hot breeze caresses your face. Beyond stands a room forged from pure silver. The walls, ceilings, and floor shine with a metallic glint. Pure, unearthly white light illuminates this chamber, though you see no visible light source. Directly to your right, a pool of clear water occupies the southeast corner of this room. Across from the pool, a white hot inferno rages in the northeast corner, yet you feel no heat from it. From your vantage point, it appears that the room opens up around a corner to the northwest.

This U-shaped chamber hosts Arfaleo's seat of power. Arfaleo's magnificent throne stands around the corner from the door to this room. To the west of the throne stands a massive block of mithril, while a small vortex of dust and air twists in the southwest corner. Each corner bears a gift from an elemental prince that provides raw magical power to sustain the menagerie. While the effects look fascinating, they are insubstantial to the touch.



Xayerez spends most of his time here, using the throne to monitor his realm. As the party penetrates his lair, he watches with rapt attention as his minions move to defend his home. At his heart, the lich is a coward and a bully, but he waits here hoping that his flunkies defeat the heroes. If the party opens the door to this chamber after defeating his enemies, he immediately uses the throne to teleport to **Area I-6** where he hopes to ambush and destroy the party.

If Fellorin is with the party, he is a valuable asset in the maze. He is very familiar with Xayerez's scent and can unfailingly lead the characters toward him. Xayerez is enraged by his creation's betrayal and ignores the party in an effort to slay the pathetic creature. When Fellorin is dead, the lich focuses on the characters.

If any Lawful character sits upon the throne, a secret compartment set into the floor before the throne slides open. Contained within this cavity is a small store of items that Arfaleo kept as an emergency reserve for his use against attackers. Within this long-forgotten cache are a *cloak of displacement*, a *robe of blending*, a *wand of magic missiles* (37 charges), and *Winter's Thunder*, a +2 *freezing bastard sword*. Besides these magical items, 10 diamonds worth 400 gp each are stashed in a silk bag tucked beneath these items.

Xayerez, Lich: HD 14; HP 101; AC 0[19]; Atk strike (1d10 + paralysis) or *staff of striking* (2d6+8); Move 6; Save 3; AL C; CL/XP 17/3500; **Special:** terrifying appearance (up to 4HD creatures flee as *fear* spell), paralysis (no save), spells (4/3/2/1). (*Monstrosities* 294)

Note: Xayerez's spells are half normal because of his failed transformation into a lich.

Spells: 1st—*charm person*; *detect magic*, *magic missile*, *sleep*; 2nd—*darkness* 15ft radius, *ESP*, *phantasmal force*; 3rd—*fly*, *lightning bolt*; 4th—*dimension door*.

Equipment: *amulet against crying*, *girdle of giant strength*, *staff of striking*, *gem of seeing*.

Full details on Arfaleo's throne, including its powers and capacities, appear in Appendix B.

APPENDIX A: NEW MONSTERS

DARK CREEPER

Hit Dice: 1+1

Armor Class: 7[12]; 0[19] in darkness

Attacks: dagger (1d4+poison)

Saving Throw: 17

Special: create special darkness, death-flash, level 4 thief.

Move: 9

Alignment: Chaos

Number Encountered: 1d100

Challenge Level/XP: 3/60

Dark creepers are humanoids that stand just under 4 feet tall, always swathed in heavy, dark cloaks and wrappings. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing—instead piling on new layers when the outermost one grows too ragged.

Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark.

For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement—to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled.

Dark creepers use daggers in combat, coating them with the poison called black smear. Black smear poison (unless a saving throw is made) reduces the victim's strength by 1d2 points per round for 2d6-1 rounds. If the victim's strength is reduced to 0, the victim dies. If the victim survives, the points of strength will return in 1d6 hours. The poison on a blade is used up when the weapon hits.

Dark creepers (and dark stalkers) are able to employ magic to create a very deep darkness, much more potent than ordinary darkness/light spells. This deeper darkness has a radius of 50ft, and several effects: (1) all normal light sources in the radius of effect are not only extinguished, but cannot be relit for a period of one hour; (2) all magical light sources must make a saving throw or be extinguished for a period of one hour; (3) darkvision will not penetrate the 50ft radius area around the object

upon which the deeper darkness has been cast. Magical light sources that are not extinguished by the spell are able to function within the deeper darkness, but convey a range of vision no greater than 30ft.

When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a saving throw or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round.

GHOUL, CRIMSON

Hit Dice: 4

Armor Class: 6 [13]

Attacks: 2 claws (1d3) and 1 bite (1d6)

Saving Throw: 13

Special: Half damage from non-magic weapons, +1 save vs. spells, paralysis

Move: 9

Alignment: Chaos

Number Encountered: 1d6

Challenge Level/XP: 6/400

Crimson ghouls are created by strange and terrible magical procedures worked by necromancers upon a normal ghoul. They are not ordinarily found in the wild, as regular ghouls are, although from time to time a pack of crimson ghouls might outlive or escape from their masters. In this case, the crimson ghouls will be found in the same sorts of desolate or cursed spots as normal ghouls, even competing with them for the horrid, charnel foods they crave. As with normal ghouls, the touch of a crimson ghoul causes paralysis for 3d6 turns unless the victim makes a saving throw. As one might expect from the name, crimson ghouls have hides the color of blood. They otherwise resemble normal ghouls, although they are stronger and have a more powerful bite. In addition to the skin color and a more robust physical frame than their ghoulish brethren, crimson ghouls have another signal distinction from a normal ghoul, which is that normal weapons only inflict half damage against them. Magical weapons inflict full damage. Moreover, crimson ghouls are somewhat resistant to spells: they gain a +1 bonus on saving throws against any spell. As with most undead, they are immune to sleep spells, but they can be affected by a charm person or a charm monster spell (although the duration of the charm is extremely short, not lasting more than 1d6 rounds). This strange vulnerability seems to be the result of the necromantic procedures by which they are prepared, a by-product of being created as loyal servants to their necromantic masters.

— *Author: Matt Finch*

GIANT SCORPION

Hit Dice: 6

Armor Class: 3 [16]

Attacks: 2 pincers (1d10) and sting (1d4 + poison)

Saving Throw: 11

Special: Lethal poison sting

Move: 12

Alignment: Neutrality

Number Encountered: 1d4

Challenge Level/XP: 7/600

Giant scorpions are the size of a human being, and they are very aggressive.

TROGLODYTE

Hit Dice: 2

Armor Class: 4 [15]

Attacks: 2 claws (1d3), bite (1d4+1) or by weapon with shield (1d8)

Saving Throw: 16

Special: Stench, chameleon skin

Move: 12

Alignment: Chaos

Number Encountered: 1d10 or 1d10x10

Challenge Level/XP: 3/60

Troglodytes are subterranean reptile-people. In battle, they emit a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to lose 1 point of strength per round for 1d6 rounds, with the loss persisting for another 10 rounds thereafter.

Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes. Troglodytes despise the civilized races and seek to annihilate them, but different clans do not ordinarily work well together. Troglodyte bands are often led by strong specimens, which can be 3 or 4 hit dice monsters.

TYRANNOSAURUS

Hit Dice: 18

Armor Class: 5 [14]

Attacks: 1 bite (5d8) and 1 leg (1d10)

Saving Throw: 3

Special: Chew

Move: 15

Alignment: Neutrality

Number Encountered: 1d2

Challenge Level/XP: 19/4,100

Tyrannosaurus is a deadly carnivorous dinosaur, walking on two legs and attacking with a massively powerful bite. When it bites prey, it grabs the victim in its jaws, shaking and chewing for 3d8 points of automatic damage in subsequent rounds. It can inflict such damage even against opponents as large as a brontosaurus. Only creatures with shells, bone frills, or spines can avoid the horrendous tearing damage a tyrannosaur can inflict (e.g., triceratops, stegosaurus, ankylosaurus).

Note: the Tyrannosaurus encountered in this adventure is a juvenile with only 13 Hit Dice and with reduced hit points because it is wounded.

VELOCIRAPTOR

Hit Dice: 3

Armor Class: 5[14]

Attacks: 2 claws (1d3), bite (2d4)

Saving Throw: 14

Special: Pack hunter

Move: 12

Alignment: Neutrality

Number Encountered: 1, 1d4+1, 3d6

Challenge Level: 3/60

A velociraptor is a vicious bipedal dinosaur averaging about six feet long and weighing approximately 100 pounds. The dinosaur attacks with two vicious claws and a deadly bite. Velociraptors are highly intelligent and often work together in packs to bring down larger prey. Velociraptors working together receive a +1 to-hit bonus.

Velociraptor: HD 3; AC 5[14]; Atk 2 claws (1d3), bite (2d4); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** pack hunter (+1 to-hit bonus when working with another velociraptor). (see **Appendix A: New Monsters**)



APPENDIX B: NEW MAGICAL ITEMS

UNUSUAL WEAPON

JAVELIN OF LIGHTNING

This black and silver javelin crackles with electricity when thrown at a target. If the wielder makes a successful to-hit roll, the javelin turns into a lightning bolt that travels in a straight line toward the target. Any creature in the path (including the original target) takes 4d6 points of damage from the bolt unless they make a saving throw for half damage. If the attack misses, the lightning damage is expended harmlessly. The javelin can be used in this fashion once per day, although it can still be used as a normal javelin during this time.

THE ARTIFACTS OF ARFALEO

Arfaleo left two artifacts behind in the menagerie, his *throne of the menagerie* and his *vat of life sculpting*.

THRONE OF THE MENAGERIE

This tall, bejeweled throne is built into the wall and floor of Arfaleo's fortress. Forged from purest elemental silver, the throne was designed to allow Arfaleo to keep close watch over his menagerie. The throne allows anyone who sits upon it to use *clairaudience* and *clairvoyance* on any point in the menagerie at will as per the spell with one exception. When viewing areas via the throne, the user peers into them with the benefits of darkvision (60 feet). The throne also features a small bank of jeweled buttons on its right armrest. These buttons allow the user to open and close the gate at Area A-1 (though this button no longer works) and to control the *vat of life sculpting*.

VAT OF LIFE SCULPTING

Much of Arfaleo's research revolved around the creation and development of life. His vat is the pinnacle of this research. Whoever controls the *throne of the menagerie* may command the vat to grow and develop creatures. Each creature takes one week to form per HD, and no more than a total of 10 HD worth of creatures may incubate in the vat at any one time. The Referee should judge whether to allow various creatures, with most being animals or beasts.

The vat may also be used to create enhanced creatures. The following table summarizes the capabilities that may be assigned to a creature and the cost for each. In addition, the vat's user must make a saving throw with a -5 penalty the first time he attempts to create a particular type of creature or any time he tries to imbue a specific race with a random ability. On a success, the vat creates the creature without error. On a failure, roll on the Vat Failure Table.

Effect	Cost
Per HD of creature	1,000 gp in materials
+1 to hit or damage (+3 maximum)	500 gp in materials per point
Random ability (see below)	5,000 gp
Spellcasting ability	10,000 gp in materials per level (3rd-level maximum)

Random abilities: You could allow any possible random ability that the players can conceive of, as long as it doesn't create a super-powered creature that might disrupt the game. Some suggestions are a mental blast (1d6 points of damage), darkvision (60ft), 30-foot leap, a spell-like ability (up to 3rd-level), or a breath weapon (1d4 points of damage per HD). A creature can gain only one random ability.

Creatures arise from the vat fully developed and act as if under the influence of a *charm monster* cast by whoever used the vat to create them.

VAT FAILURE TABLE

d%	Effect
0-25	The creature arises in a rage, attacking any living creature it encounters until slain.
26-40	The creature's brain is improperly formed, leaving it in an incurable, vegetative state.
41-60	The creature arises in a partially-formed state. Halve all its stats, its speed, and hit dice.
61-80	The creature collapses into a puddle of organs and protoplasmic goo 2d4 days after arising from the vat.
81-97	The creature dies in development, yielding only a corpse when the vat expels it.
98-100	The creature arises fully formed but possesses a diabolical mind. The creature schemes to slay its creator, creating a facade of obedience to the vat's current owner.

APPENDIX C: FURTHER ADVENTURES

The menagerie of Arfaleo presents many adventuring opportunities beyond those presented here. The following scenarios are meant to inspire adventures and campaigns once the party overthrows the lich Xayerez.

The New Masters: If the characters choose to hold onto Arfaleo's fortress, they can begin a program of experiments with the vats and may seek to clear out and conquer the entire menagerie. The lizardfolk to the north of the menagerie may send an expeditionary force to seize the place, and who knows what horrors may emerge from the Under Realms to threaten the party's new realm. Trolls and worse stalk the depths in this region and may make an appearance.

The Gate: An unholy gate to the lower planes is buried deep beneath the necropolis. The Dukes of Hell have long considered launching an invasion through this portal. If that plan goes into action, the party may find themselves at the front lines of an invasion by waves of lemures led by pit fiends and worse.

The Return of the Master: After years of exploring distant realms, Arfaleo decides to retire to his subterranean realms. Is this elf the real Arfaleo or merely another imposter? Does the returning elf view the party as allies or interfering intruders?

The End: After centuries of existence, the powerful enchantments that keep the menagerie functioning begin to fail. This may only cause the gradual failure of the menagerie, as the ceiling "sun" begins to fade and the lake and river dry up. On the other hand, the magics that infuse this place may run rampant, potentially causing a tremendous magical cataclysm that could destroy the lands above the menagerie unless the party journeys to the elemental planes and recruits the aid of the lords who helped construct this place.

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LOST MENAGERIE

They say favors make the world go around, and it's true of the planes of existence beyond material reality as well. In the distant past, the great wizard Arfaelo the Seeker claimed favors from four mighty elemental lords to create a self-contained world. The wizard populated his microcosm with strange creatures, to monitor what changes might occur to them over time, even bringing a small settlement of humans into the interplanar cavern. Eventually, though, the wizard's interest in his experiment waned and he moved on, leaving behind the bizarre anomaly he had created.

Since this time, the microcosm has changed in many ways, for it did not remain isolated from other planes of existence. New creatures have made their way into the wizard's carefully-maintained experiment, and — there is no other way to say it — things have gone very wrong.

Lost Menagerie is a challenging adventure for characters of 7th to 9th level.

Characters exploring the Lost Menagerie of Arfaelo will find bizarre and unusual challenges in this adventure written by Mike Mearles, the designer of Fifth Edition Dungeons & Dragons.



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