

TRIP TO THE PLANAR ZOO



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Credits

Writing: Megan R. Miller
Editing and Layout: Doug Vehovec
Cover Art: Ashkan Ghanbari
Interior Art: Nelson Vieira

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MAGE FORGE

Plushies of Fundrous Power

Wondrous item, common

In the Gift Shop of the Planar Menagerie...

The little shop on the way out of the planar zoo is much like any other zoo gift shop you may have been in, in your life. It is full of customized coffee mugs and keychains, grabby-bitey toys in the shapes of the exhibits, and T-shirts proudly declaring "I survived looking at the Beast of Many Arms with my Sanity Intact!" One of the most common objects in the shop, of course, is a plush toy of one of the exhibited creatures. These are bound to be a hit with the kids!

Don't You Want a Stuffed Human? A plushie of fundrous power can be found in the planar menagerie's gift shop. It is a stuffed animal of a creature small enough to fit comfortably under a child's arm. You can use an action to speak the command word and drop the plushie on the ground within 60 feet of you, and the plushie becomes animate.

The plushie is friendly to you and your companions. It understands your languages and obeys spoken commands to the best of its ability. If you issue no commands, the plushie behaves in a fashion depending on the kind of plushie it is.

Ferocious Orc. This plush male orc features soft green skin and stuffed white tusks. It carries a little toy spear and is dressed in pleather armor. When left to its own devices the orc plushie will beat its chest and roar in an open display of aggression.

Plucky Halfling. This plush female halfling features curly red hair and a round body. It carries a drawstring pouch full of marbles that project the illusions of food objects around themselves when removed from the bag. When left to its own devices, the halfling plushie will draw a marble out of the bag and gleefully snack on the illusory food.



Graceful Elf. This plush female elf features large jewel-toned eyes and long limbs. It carries a toy flower. When left to its own devices it will preen and smell the flower, sometimes taking a moment to engage in a little decorative dance.

Prideful Human. This plush male human features a goatee and long brown hair. It carries a toy sword and shield. When left to its own devices, in the presence of other plushies, it will proceed to try to boss the rest of them around with impunity. Without other plushies present, it will make a big show of attempting to explore the area it is in and claim that land in the name of Manlandia.

Stout Dwarf. This plush male dwarf features a long red beard and stocky body. It carries a toy pickaxe. When left to its own devices, it will approach the nearest rock and begin to hit it with the toy pickaxe as if mining it. With every blow, the pickaxe emits a little squeak.

Wicked Tiefling. This plush female tiefling features a long tail and stuffed curved horns. It carries a toy staff. When left to its own devices it will cackle maniacally and tap its fingers together in a display of gleeful evil. In the presence of other plushies it may wiggle its fingers in an attempt to 'curse' that plushie.

Clever Gnome. This plush male gnome features a long beard and a good moustache. It carries a toy backpack full of marbles that project the illusions of a clockwork object. When left to its own devices it will work on one of these clockwork objects until it explodes in the gnome's face in which case it will gleefully draw out another and begin work all over again.

Rampaging Dragonborn. This plush female dragonborn features soft red scales and a thick tail. It carries nothing but has flint in its throat. When left to its own devices it will strike a fearsome stance and open its mouth wide, spewing a tiny gout of flame for a couple of seconds.

Mystical Menagerie Map

Wondrous item, common

"Yes, I know, it's hard to fold back once you've unfolded it just...turn it this way..."

This interactive map stores locations and interacts with you when you unfold it. It will show you the overmap of the area in which you are (provided you have been here before with the map on your person). You may touch the area you are trying to go to and it will show you the most direct path to get there with a glowing line. Folded, the map can fit in a pocket. Unfolded, its full size is 4 feet by 4 feet. You must succeed on a DC 12 Dexterity (Sleight of Hand) check to fold the map back up once you've opened it.

The Keys of Danger

Wondrous Item, Rare (requires attunement)

Part of a Matching Set!

"The keys? I know they seem powerful but we have methods of reacquiring them if the humanoid that's taken them is dead. It gives them some direction and something to hunt for. Makes the experience more real. Besides, they tend to get messy when they don't have their hands full."

— Em-Katha, Manager of the Humanoid Exhibit

This set of keys has been distributed throughout the Humanoid Exhibit of the Mystical Menagerie. It is said that if you collect all six of them you can use them to unlock the mythical Oasis where a humanoid can live out the rest of its days in perfect comfort and out of danger. But the truth is, these keys are pretty powerful in their own right and procuring just one can be the difference between life and death in some places. That is also what makes it so exciting when a humanoid leaves the Oasis. After all, there's nothing stopping them, but they can't get back in until they've collected them all and even the humanoids who have done it before don't always know where they'll be stashed again this time around. It's always dangerous.



The Key of Stars. This black wrought key is made of twisted metal and embedded with three small glowing diamonds along the handle. It can be used like a wand, and has 3 charges. As an action you may expend a charge to create a pulse of radiant energy with you at the center. All creatures in a 20 foot radius must make a DC 15 Charisma saving throw, taking 8d6 radiant damage on a failed save and half as much on a successful one. You may exempt up to four other creatures from this damage. Whenever you expend a charge, one of the diamonds stops glowing. The key regains 1d4 -1 expended charges daily at dusk.

The Key of Ice. This crystal key is cool to the touch and glistens in the light. It has three charges. As an action you may expend a charge and point it at a creature within 30 feet. The target must make a DC 17 Constitution saving throw or be frozen (petrified) for 1 minute. Any attempt to shatter the ice surrounding the creature will free it, rather than shattering the creature inside. Any food or beverage touched by the key are instantly chilled. Doing this does not consume a charge. The key regains 1d4 -1 expended charges daily at dawn.

The Key of Sands. This stone key is smooth and ripples with thin layers of mineral. It can be used like a wand, and has 3 charges. As an action you may expend a charge to cast *haste* on a target of your choice within 30 feet (no concentration required). The key regains 1d4 -1 expended charges daily at dawn.

The Key of Magic. This violet key thrums with arcane power and has five amethysts set into the handle like a crown. It can be used like a wand and has 5 charges. You may expend charges to cast a spell you know of a level equal to the number of charges you expend from the key, without expending a spell slot. The key regains 1d4 -1 expended charges daily at dusk.

The Key of Magma. This key is made of scarlet stone with orange glowing veins throughout it. It is warm to the touch. It has 8 charges. As an action you may expend 1 charge to cast *firebolt*, 2 charges to cast *flaming sphere*, and 3 charges to cast *fireball*. In addition, food items touched by the key are instantly warmed. Doing this does not consume a charge.

The Key of Acid. This glass key is remarkably sturdy and filled with a sickly yellow liquid that sloshes inside when the key is moved. It has 3 charges. As an action you may expend a charge to fill a 15-foot-radius sphere with acidic mist. All creatures inside the area when it is cast must make a DC 15 Dexterity saving throw, taking 8d8 acid damage on a failed save and half as much on a successful one. Creatures ending their turn in the area or entering it for the first time on their turn must make their save and take damage. The circle cannot be moved and lasts for 10 minutes.

MONSTER MENAGERIE

Pfism

"Three of us died before we realized it wasn't attacking us on purpose and that was just the way the thing moved. The truth is, it's been a while since I've seen anything that gross or scary."

— Lorash, the orc adventurer that inspired the Ferocious Orc Plushie

Big Floating Acid Gasser. The pfism is a huge sluglike creature that resides in highly acidic environments. It passively absorbs acid and burns it, giving it the ability to float at any point when it is awake. In order to move itself around in these environments it will often expel that gas out the rear end of itself.

The pfism is corrosive to the touch but generally harmless if unprovoked. That said, it can actually be quite dangerous if it feels threatened.

Given this is a creature that sustains itself primarily on acid, the expulsions it emits to propel itself burn on the touch and can be lethal to the inexperienced traveler. That, and the fact that if you kill it, the stuff goes everywhere.

Pfism

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 207(18d12 + 90)

Speed 0 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	20 (+5)	1 (-5)	10 (+0)	2 (-4)

Condition Immunities Poisoned, Prone

Damage Immunities Acid

Senses passive Perception 10

Languages None

Challenge 15 (13,000 XP)

Acid Absorption. Whenever the pfism is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Floating. The pfism is constantly floating unless it is sleeping or feeding. It can occupy another creature's space and vice versa.

Stench. Any creature other than a pfism that starts its turn within 5 feet of the pfism must succeed on a DC 18 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all pfism for 1 hour.

Death Burst. When the pfism dies, it explodes in a rain of acid. Each creature within 10 feet of it must make a DC 18 Dexterity saving throw, taking 9 (2d8) acid damage on a failed save, or half as much damage on a successful one.

Acidic Body. A creature that touches the pfism or hits it with a melee weapon attack while within 5 feet of it takes 4 (1d8) acid damage.

Actions

Multiattack. The pfism can use its Frightful Presence. It then uses its Propel up to three times. A use of Propel may be replaced with a Slam attack once per turn.

Propel. The pfism expels acid in a 15-foot cone. It must move 15 feet in a straight line away from this cone, dragging the cone's area of effect with it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +8 to hit, reach 0 ft., all creatures sharing a space with the pfism. *Hit:* 6 (1d6 + 3) bludgeoning plus 27 (6d8) acid damage.

Frightful Presence. Each creature of the pfism's choice that is within 60 feet of the pfism and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the pfism's Frightful Presence for the next 24 hours.

Beast of Many Arms

"It's one of a number of faceless creatures that lives on its plane. There's a good reason they don't see many visitors...there isn't much of a draw factor and the wildlife can be almost disturbing. There's certainly an element of illusion and mimicry at play but it certainly begs the question...where did it see arms to begin with?"
— Mal-Navi, Zookeeper Researcher

Wheel of Elbows. The Beast of Many Arms is a strange creature constructed of seven arms interlocked into a large wheel. Each of the hands comprising its body appears to be a left hand, and each finger has seven silver rings, three on the first digit, three on the second and one on the third with the fingernail. The arms each move independently but appear to share the same will behind them as they frequently work together to accomplish goals. Its motivations are as strange and unfathomable as its corporeal form and it can be, by turns, both a help and a hindrance for those who come into contact with it. Although magical scrutiny has revealed an innate illusionism to the creature, it is unclear what its physical form would look like without it or even if the mortal mind could stand up to such a thing.

Beast of Many Arms

Large aberration, chaotic evil

Armor Class 15

Hit Points 170 (20d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	10 (+0)	8 (-1)

Condition Immunities Blinded, Deafened, Grappled, Prone

Damage Immunities Radiant

Senses passive Perception 10

Languages None

Challenge 11 (7,200 XP)

Charge. If the Beast of Many Arms moves 20 feet toward a target and ends in a Slap attack, it takes an extra 10 (3d6) bludgeoning damage.

Endless Hands. The Beast of Many Arms has advantage on checks made to grapple and cannot be grappled.

Actions

Multiattack. The Beast of Many Arms can make seven Slap attacks on a single target, or two Lighting Ray attacks.

Lightning Ray. The Beast of Many Arms extends a finger and sends a bolt of lightning at a single target. That target must make a DC 17 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save and half as much on a successful one.

Slap. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Obsidian Crawler

"I know it looks like a crab, okay? It is not a crab."

— Lorash, the orc adventurer that inspired the Ferocious Orc Plushie

Sharp Shelled and Shiny. The Obsidian Crawler was birthed on a plane full of magma, and as a result the shell it resides in is made of pure obsidian. When it is injured, this shell is able to repair itself when it makes contact with extreme heat. Its claws are also encased in this obsidian, making its blows far more devastating. Other than that, its anatomy is very similar to that of a crab, though it is much more aggressive and considerably larger.

Harvesting the Shell. The shell of a dead obsidian crawler can be cracked and broken up, and ordinarily yields a few pounds of obsidian. This is raw, and uncut, but can be made into weapons and cut into gemstones.

Obsidian Crawler

Large beast, unaligned

Armor Class 22 (Natural Armor)

Hit Points 170 (20d10 + 60)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	1 (-5)	9 (-1)	4 (-3)

Skills Stealth +7

Condition Immunities Frightened

Damage Immunities Fire

Damage Resistances Piercing, Slashing and Bludgeoning damage from nonmagical weapons

Senses passive Perception 9, Tremorsense 60 ft.

Languages None

Challenge 13 (10,000 XP)

Fire Absorption. Whenever the obsidian crawler is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt. In addition, its AC increases by 1, up to its starting value.

Flaking Shell. Whenever the obsidian crawler takes bludgeoning damage, some of its shell flakes off. This makes the terrain in a 5 foot radius around it difficult, as the obsidian flakes are very sharp. Every time this happens, lower its AC by 1.

Actions

Multiattack. The obsidian crawler makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and 17 (3d8 + 4) piercing damage and the target is grappled (escape DC 12). The obsidian crawler has two claws, each of which can grapple only one target.

Aurora Wraith

"Imagine a curtain of light. Now imagine that curtain touches you and it burns like hell."

— Lorash, the orc adventurer that inspired the Ferocious Orc Plushie

Twisting Radiance. The aurora wraith is only partially corporeal, hailing from a mostly gaseous plane. It requires very little to sustain itself compared to most creatures, and lives in a way that seems alien to creatures from most planes. It was brought to the menagerie with considerable difficulty, but has no trouble being kept in captivity. The aurora wraith reproduces asexually, by separating part of its body and regrowing each half, whenever it has a surplus of energy with which to justify that.

Aurora Wraith

Medium elemental, unaligned

Armor Class 13

Hit Points 170 (20d8 + 80)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Piercing, slashing and bludgeoning damage from nonmagical attacks that aren't silvered

Damage Immunities Poison, Radiant

Damage Vulnerabilities Necrotic

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., passive Perception 12

Languages Primordial

Challenge 10 (5,900 XP)

Incorporeal Movement. The aurora wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Radiant Form. The aurora wraith can enter a hostile creature's square and stop there. It can move through a space an inch wide without squeezing. A creature that touches the aurora wraith or hits it with a melee weapon attack within 5 feet of it takes 5 (1d10) radiant damage.

Illumination. The aurora wraith sheds bright light in a 60 ft. radius and dim light an additional 30 feet.

Actions

Radiant Curtain. Reach 0 ft., one creature. The aurora wraith passes through a creature. That creature must make a DC 16 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save and half as much on a successful one.

Prism (Recharge 5-6). The aurora wraith projects light around it in a 10 ft. radius. All creatures caught in the light must make a DC 16 Dexterity saving throw, taking 35 (10d6) radiant damage on a failed save and half as much on a successful one.

Shadow-Stealer

"It is quite literally shrouded in mystery. I'm uncertain as to why the Curator was so keen on acquiring it to begin with; it isn't as though the visitors are able to see it. You see, the light doesn't harm it, but it does dissipate when it comes into contact with it. You can only really experience this being in the dark...and believe you me, you do not want to."

— Leth-Rathi, Zookeeper Acquisitioner

Only in the Darkness. The shadow-stealer is a curious creature in that no one relying on only sight has ever actually seen it. It resides in pitch darkness, shying away from any light source. There is no evidence that light causes it pain, so it is unclear if this aversion is entirely psychological or as a result of what the zookeepers believe to be a non-Euclidean body.

Regardless, it has only been caught in the light a small number of times and each time it has quickly dissipated. Those who have viewed it with darkvision have had a hard time discerning any details, as the shades of this creature's body are as unpredictable as the sea in a storm.

There have been reports given by individuals with extra senses that this creature does not always maintain the same body type. It has been described as having different numbers of limbs, different head shapes, and once even a different number of heads. It is uncertain if the creature has eyes at all or only has eyes sometimes, but many assume it must because we are uncertain how else it would be able to detect the presence of light. What everyone that has encountered the creature and lived agrees on, however, is that it feeds on negative energy.

Stealing Shadows. The dangerous thing about the shadow-stealer is not catching claws or slathering jaws. It has a curious ability to reach out and draw from the dark energy of other people. People who are carrying a lot of guilt with them are at particular risk from this creature, as it seems to be able to get a better grasp on them for that. People who are carrying around a lot of anger are slightly less so, but more than those who seem to have a tranquil lifestyle. Additionally, the shadow-stealer seems attracted to those with a lot of guilt, and will target them first.

Shadow-Stealer

Large aberration, neutral evil

Armor Class 14

Hit Points 130 (20d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	17 (+3)	17 (+3)	8 (-1)

Damage Vulnerabilities Radiant

Condition Immunities Blinded, Charmed, Frightened, Grappled, Restrained

Senses Blindsight 30 ft., passive Perception 13

Languages Abyssal

Challenge 11 (7,200 XP)

Non-Euclidean Body. The shadow-stealer's physical form is ephemeral, changing from moment to moment. At the beginning of its turn, its body will twist and writhe, changing what amount of space it takes up and its effective size. Roll a d4. On a 1, the shadow-stealer is tiny. On a 2, the shadow-stealer is small. On a 3, the shadow stealer is medium. On a 4, the shadow-stealer is large. If there is enough room in the area, roll a d6 instead. On a 5, the shadow-stealer is huge. On a 6, the shadow-stealer is gargantuan.

Creature of Shadow. The shadow-stealer has an aversion to the light and will always use its action to get as far away from it as possible. This includes making itself smaller if necessary. It will never attack a creature standing in the light.

Textural Chameleon. Even creatures with darkvision have disadvantage on Perception checks to see the shadow-stealer, as its body changes shade and texture to blend in with its surroundings.

Actions

Multiattack. The shadow-stealer makes two lash attacks and one devour attack.

Lash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.



Devour. The shadow-stealer targets one creature and that creature must make a DC 17 Wisdom saving throw. On a failed save, they take 16 (3d10) necrotic damage as the shadow-stealer consumes some of their guilt. Additionally, they take an extra 5 (1d10) damage for every creature they have murdered in the past tenday; if the person they killed attacked them first it was not murder.

Topaz Swarm

"If you've ever wanted to fight a bunch of gross tiny monsters pretending to be one monster, I recommend it. If you haven't...well. Unlucky you."

— Lorash, the orc adventurer that inspired the Ferocious Orc Plushie

Glittering Beetles. The topaz swarm is constructed of a number of small, glittering scarabs that seem to rally themselves around a gem at the heart of the swarm. The swarm appears not to be comprised of individual creatures of individual intelligence, and is instead many creatures acting as one being. The swarm will often form itself into various shapes, including the shape of a humanoid creature, to communicate with those around it.

Topaz Swarm

Medium beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 81 (18d8)

Speed 15 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 8 (-1)

Damage Resistances Bludgeoning, piercing and slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 11, Tremorsense 60 ft.

Languages Common, Primordial, Sylvan

Challenge 11 (7,200 XP)

Swarmspeak. When the topaz swarm communicates with another creature, it does so by vibrating the wings of the beetles that comprise its body in such a way as to mimic words.

Swarmbody. The topaz swarm often creates its physical form out of the bodies of thousands of beetles, and can use those beetles to mimic any form of medium size or smaller.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny beetle. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 29 (8d6 +1) piercing damage, or 15 (4d6 +1) piercing damage if the swarm has half of its hit points or fewer.

The Gemstone. The topaz at the center of the topaz swarm is what actually contains its consciousness. It is the size of a medium humanoid's fist and worth 1000 gold pieces, but if left exposed to the open air it will begin to attract beetles again over time and attempt to reform itself. There are those who say it remembers who has killed it in the past.

Zookeeper

Those who Keep the Exhibits

Zookeepers are typically tall, lithe creatures with skin spanning from gray to blue and green. They have large conical heads and four thin arms, and were created by the Curator to acquire and maintain a collection of creatures from across the planes.

They have four arms, and their bodies appear fragile though this is not the case. Their biggest strength is their access to strange technology that better allows them to serve their zoo and keep the exhibits healthy and in line.

Zookeeper

Medium humanoid, lawful neutral

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR 10 (+0) **DEX** 16 (+3) **CON** 12 (+1) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 14 (+2)

Skills Perception +7

Damage Resistances All ranged attacks, Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Radiant, Thunder

Senses passive Perception 17

Languages Av-athel, Any other with the aid of a translator node

Challenge 9 (5,000 XP)

Touch Analysis. Zookeepers have the ability to acquire information about beings to see to their needs. A zookeeper may use an action to lay a bare, empty hand against a creature and learn through osmosis one of the following traits:

- Armor Class
- Average HP
- Strongest Ability Score
- Weakest Ability Score
- Movement Capabilities (burrow, flight, swim, etc.)
- Damage Resistances and Immunities
- Damage Weaknesses

They may use this ability on subsequent turns as normal.

Shield Projector. A Zookeeper is equipped with a small shield emitter, pinned to their collar. The emitter scans the area around them for incoming projectiles and rogue energy fluctuations, giving a burst of rebuff against such things if it detects them. This gives them resistance to all ranged and energy attacks, though it does nothing against melee, as if the emitter were programmed to rebuff solid objects it would be too difficult to do things like sit at a desk or shake hands with people.

Actions

Tranquilizer Gun. *Ranged Weapon Attack:* +7 to hit, range 40/150 ft., one target. *Hit:* 2 piercing damage, and the target must make a DC 16 Constitution saving throw. It takes 40 (9d8) nonlethal poison damage on a failed save or half as much on a successful one. Additionally, on a failed save the target will fall into a lethargic state and be treated as if under the effects of the *slow* spell. A target dropped to 0 hit points this way will fall unconscious but be stable. The target will wake up in 1d4 +1 hours.

Telescopic Stun Baton. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 22 (4d10) nonlethal lightning damage and the target must make a DC 15 Constitution saving throw or be stunned until the end of the zookeeper's next turn.

FRIEND OR FOE

Em-Katha

"What you need to understand is, they wanted me to fail. Refusal would have set me back years in my career and yet acceptance and failure would have meant my life's work destroyed. They weren't playing by any kind of rules, or if they were, they were making them up. So I took the cursed job, I made it mine, and here you are. I am sorry it came to this, I do make an honest effort not to capture beings of...a certain degree of sapience..."

— Em-Katha, to one of the specimens that escaped the enclosure

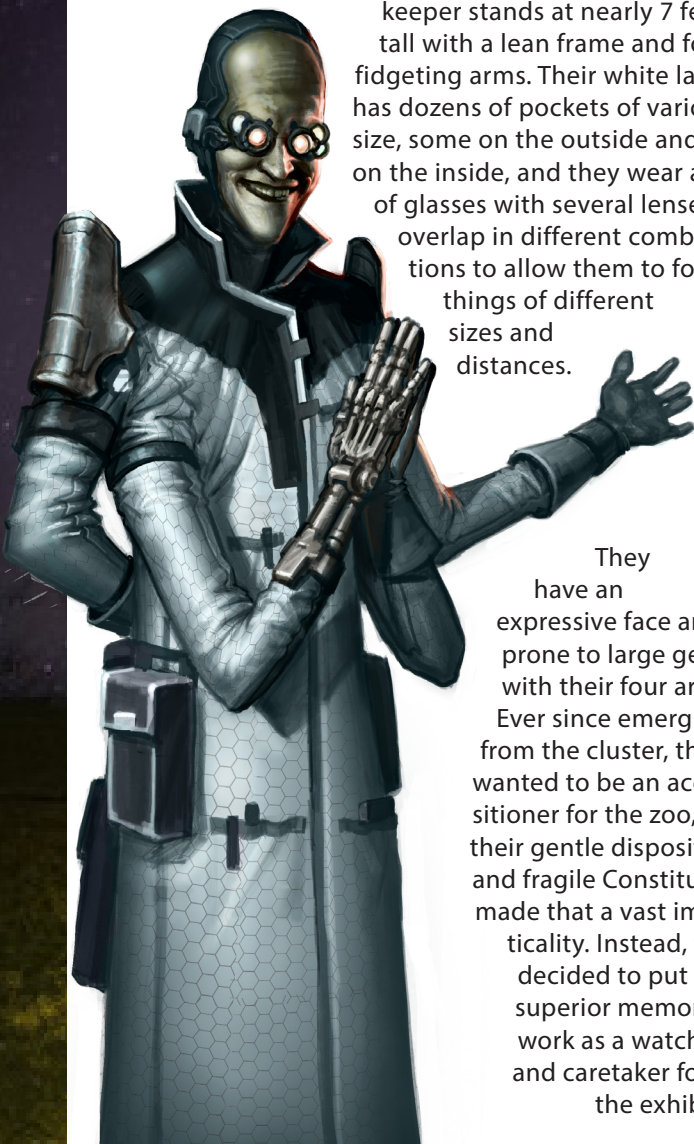
The Willing Watcher. This zoo-keeper stands at nearly 7 feet tall with a lean frame and four fidgeting arms. Their white lab coat has dozens of pockets of various size, some on the outside and some on the inside, and they wear a pair of glasses with several lenses that overlap in different combinations to allow them to focus on things of different sizes and distances.

They have an expressive face and are prone to large gestures with their four arms. Ever since emerging from the cluster, they wanted to be an acquisitioner for the zoo, but their gentle disposition and fragile Constitution made that a vast impracticality. Instead, they decided to put their superior memory to work as a watcher and caretaker for the exhibits

instead. After years of work toiling in the underwater wing, they were finally assigned to a job they considered a proper challenge: managing the Humanoid Exhibit.

The Humanoid Exhibit. Em-Katha was given the Humanoid Exhibit in the 80th year of their career, and believes it to have been a shot at them. The exhibit, until this point, had been a miserable failure. After all, beings of a certain intelligence rarely take well to captivity. Six other zookeepers had been given this job and all of them had failed, but Em-Katha was not about to take past performance as an indicator of their results. They studied the exhibit for months before officially taking over, watching what the humanoids did and the traits that made them so difficult to keep in the first place. What they discovered, they decided to take as an opportunity rather than a detriment. You see, humanoids are willful creatures and they thrive on challenge and hardship. These were not creatures to be coddled and taken care of, no. These were creatures that require something to test them. As a result, they decided to showcase these creatures in the best and worst of environments to show their versatility. There was one more caveat. These beings could never be allowed to know they were being kept in a zoo. Instead, the biomes designed for these humanoids had to be made in such a way that they could reasonably believe themselves to be in a more natural environment. Under Em-Katha's instruction, the zookeepers learned to keep themselves hidden from the creatures they were taking care of. They were taught to release food sources for the humanoids to gather themselves, and create synthesized hardships for these people to test their ability to justify their own survival. Of course, this meant some of them were going to die in the process, but isn't that just nature? Unfortunate, but necessary. The Humanoid Exhibit has thrived ever since.

Cunning Chessmaster. Em-Katha's real strength lies in their ability to observe and prepare in advance. They pay attention to those around them and learn the patterns of their movements before they make them, and they pride themselves on their ability to prepare for any eventuality. They keep particular note of those humanoids in the exhibit who notice the patterns of their containment. Em-Katha greatly respects those traits, and secretly revels in those who manage to escape their enclosures. The other zookeepers have keen minds, but a humanoid who sees through the carefully crafted illusion Em-Katha has made is a rare treasure to them and they revel in the ability to test their skills against such a creature. Em-Katha is not unreasonable. They can be persuaded, but by logical means. Appeals to emotion will not get you very far with them, but if you can make a decent case for practicality, they will be more than willing to hear you out and perhaps even to acquiesce.



Hook No. 1: Hired Help

Occasionally a problem will arise that Em-Katha does not feel comfortable handling on their own. They have been known to sometimes reach out to other species, even those of the type that they are responsible for keeping contained in the zoo, both for advice and for aid in quelling unrest in the exhibit. They may approach reasonable PCs in such a fashion.

Hook No. 2: Clever Captor

It is fully possible for a humanoid that has escaped from the zoo to find Em-Katha in their office. They will not run, at first, always wishing for the opportunity to sit and speak with someone who was clever enough to escape their confinement. Of course, they are always prepared with a way out, but that face to face conversation is very important to them.

Em-Katha

Medium humanoid, lawful neutral

Armor Class 13

Hit Points 63 (18d8 - 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	22 (+6)	18 (+4)	16 (+3)

Skills Perception +8

Damage Resistances All ranged attacks, Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Radiant, Thunder

Senses passive Perception 18

Languages Av-athel, Any other with the aid of a translator node

Challenge 12 (8,400)

Touch Analysis. Em-Katha's metaphysical awareness is remarkably keen. They have the same ability to acquire information about beings to see to their needs, but with particular practice, they are able to acquire more with less time exposed. Em-Katha may use an action to lay a bare, empty hand against a creature and learn through osmosis two of the following traits:

- Armor Class
- Average HP
- Strongest Ability Score
- Weakest Ability Score
- Movement Capabilities (burrow, flight, swim, etc.)
- Damage Resistances and Immunities
- Damage Weaknesses

They may use this ability on subsequent turns as normal.

Shield Projector. Em-Katha is equipped with a small shield emitter, pinned to their collar. The emitter scans the area around them for incoming projectiles and rogue energy fluctuations, giving a burst of rebuff against such things if it detects them. This gives them resistance to

WEB ENHANCEMENT

At Nerdarchy the Website you can Join the Fight for Freedom at the Planar Zoo! Internal disputes lead to strife and a group of zookeepers working behind the scenes to shut down the zoo and free the residents kept inside. A new Friend or Foe and organization makes for an extra layer of intrigue and interaction for adventurers as they slowly realize their predicament and attempt to escape.

These sabotage tactics mean more than just freeing captives and insightful interactions might reveal even more personal reasons for Balip — Nop Pop's fight for freedom at the Planar Zoo.

Check it out for free [here](#) or at bit.ly/planarfreedom

all ranged and energy attacks, though it does nothing against melee, as if the emitter were programmed to rebuff solid objects it would be too difficult to do things like sit at a desk or shake hands with people.

Mastered Memory. Em-Katha pays careful attention to the creatures in their zoo and knows precisely what they can do. Not only that, but they watch all of the camera feeds and take special note of any adventurers who enter The Dungeon and what their typical strategies are. They will take measures to counter those strategies, using zookeeper technology to outfit their office. For example, if they have been watching a party who relies heavily on spellcasting Em-Katha might prepare their office with a zone of silence to give themselves time to escape should things become problematic. Em-Katha may make one of these alterations to their workspace in preparation for a fight.

Actions

Multiattack. Em-Katha makes one Tranquilizer Gun attack and two Telescopic Stun Baton attacks.

Tranquilizer Gun. *Ranged Weapon Attack:* +7 to hit, range 40/150 ft., one target. *Hit:* 2 piercing damage, and the target must make a DC 16 Constitution saving throw. It takes 40 (9d8) nonlethal poison damage on a failed save or half as much on a successful one. Additionally, on a failed save the target will fall into a lethargic state and be treated as if under the effects of the *slow* spell. A target dropped to 0 hit points this way will fall unconscious but be stable. The target will wake up in 1d4 +1 hours.

Telescopic Stun Baton. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 22 (4d10) nonlethal lightning damage and the target must make a DC 15 Constitution saving throw or be stunned until the end of the Em-Katha's next turn.

TERRIBLE TERRAIN

Humanoid Exhibit

(88,900 XP)

"The Humanoid Exhibit is one of our most popular! Observe, bipeds from all walks of life as they navigate and adapt to all kinds of different and inhospitable environments! These creatures are all incredibly intelligent and resourceful. In fact, when we first opened the exhibit we had a difficult time keeping them contained. They kept managing to break into our maintenance tunnels. Even when we started employing tunnel guardians, dangerous traps and difficult puzzles, they still managed to break in.

The old maintenance tunnels are part of the exhibit now, you see. Sometimes, very brave humanoids will decide to become 'adventurers' and climb down into the tunnels to seek their fortune and move between the biomes! Unfortunately we do lose some of our specimens that way, but it is just fascinating how they've adopted The Dungeon into their lore.

We have to be very careful though. Every once in a while, one of them starts to notice the patterns and once they start realizing we have them in captivity, well...

...What do you mean one of them is looking at the camera? WE HAVE A CODE BIPED! I REPEAT, CODE BIPED, PLEASE PROCEED TO YOUR DESIGNATED HIDING PLACES AND GET THE CONTROL SQUAD! DO NOT MOVE, DO NOT BREATHE, UNTIL THE CONTAINMENT BREACH IS TAKEN CARE OF, OH GODS!"

Encounter Overview

The Humanoid Exhibit was designed by the zookeeper Em-Katha to look (at least from the inside) like it was not an exhibit at all. Ergo, everything inside has a feeling of controlled wear and tear.

The tunnels and rooms beneath the biomes are specifically made to look like a Dungeon, but they were once maintenance tunnels and that is something to keep in mind as you run this terrain.

Everything is just a little bit too perfectly maintained and characters with a discerning eye might be able to catch onto things like seams that are just a little too straight, or the pattern of wear and tear on a stone wall looking a smidge too artificial.

All of the exits in this Dungeon either lead into a biome where the humanoids of the exhibit live, or into the lower levels of the maintenance tunnels where higher technology still exists. Even so, do not be afraid to imply higher levels of technology in The Dungeon itself; the sounds of gears turning, a rhythmic beeping, perhaps light in a room with no discernible light source. And do not forget, there are always cameras. This is, after all, a zoo exhibit.

Encounter Difficulty

Party of 4	Easy	Medium	Hard	Deadly
Character Level	20	16	13	10

List of the Monsters in the encounter

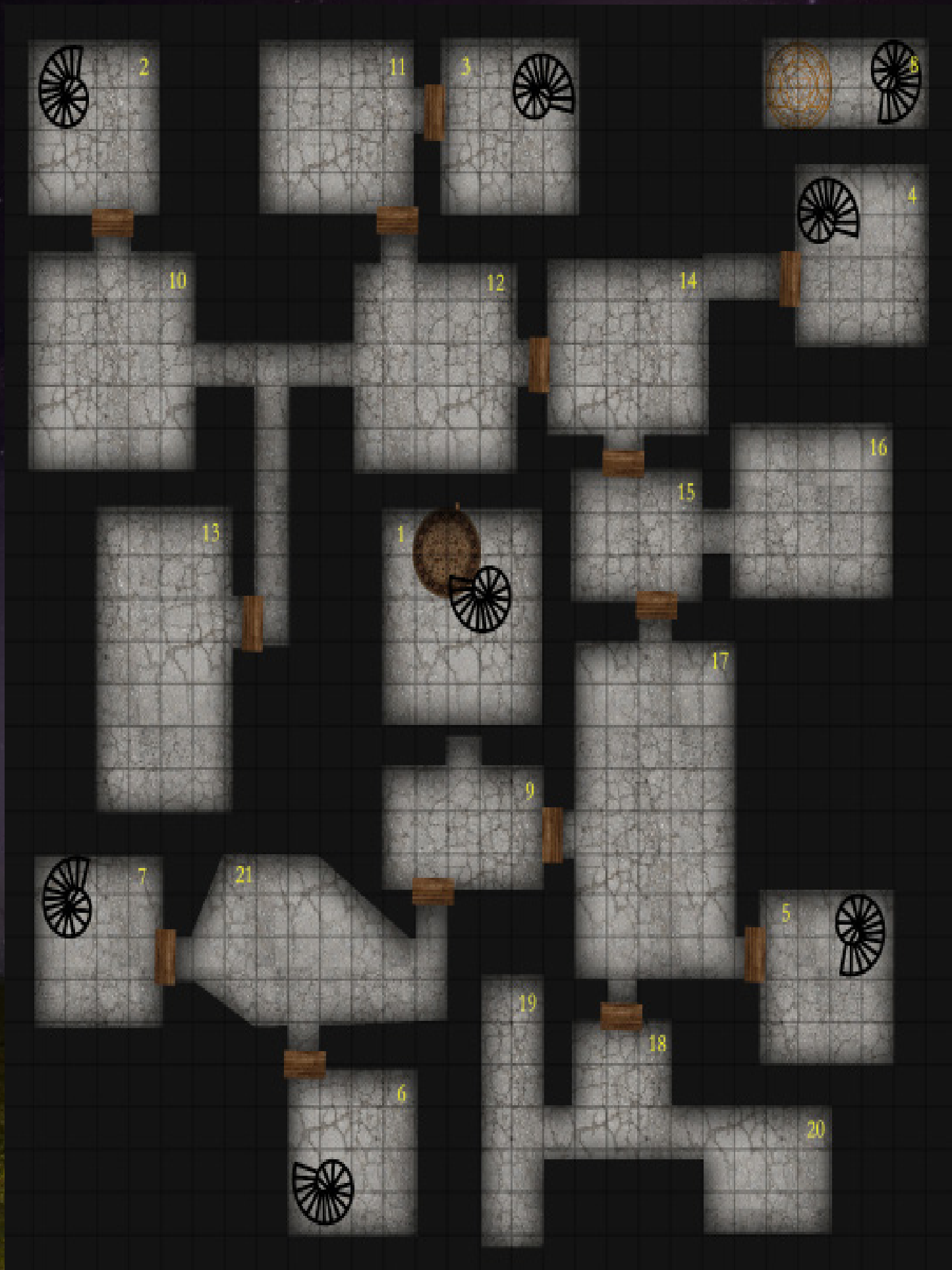
Pfism (1)	CR 15	(1 x 13000 XP)
Beast of Many Arms (1)	CR 11	(1 x 7,200 XP)
Obsidian Crawler (1)	CR 13	(1 x 10000 XP)
Aurora Wraith (1)	CR 10	(1 x 5900 XP)
Shadow Stealer (1)	CR 11	(1 x 7200 XP)
Topaz Swarm (1)	CR 11	(1 x 7,200 XP)
Zookeeper (6)	CR 9	(6 x 5000 XP)
Em-Katha (1)	CR 12	(1 x 8,400 XP)

Adventure Hooks

By Invite Only. You have been given invitations to a planar menagerie to see other beings from the far reaches of the multiverse! Everything is going fine until you realize there are other humanoids being kept in the exhibits...are you sure you can let that stand?

Exhibitions. You have lived your entire lives in one of the biomes of the Humanoid Exhibit and might not even know that you are being kept as a zoo display. You know the lore of The Dungeon and how it leads between dangerous lands and the mythical Oasis that some people reach and live out the rest of their days in comfort, but only after gathering special keys from each of the other six Lands of Danger. Perhaps while you are gathering these keys, you begin to notice that things are not exactly what they appear to be...

You Wake Up in a Strange Location. You are recently captured acquisitions. You have been drugged and brought to this place, and you have no idea specifically how you got here, but everything is dangerous and nothing is awesome. Can you figure out what has happened to you and get back home? And what will you do to your captors when you realize what they have done?



Another Day at the Office. You are zookeepers, tasked with acquisitioning and maintaining the Curator's Collection of Cosmic Creatures! You have graduated from school and shed that pesky student prefix and now you get to do what you have always wanted! But gathering cosmic entities is no easy task, and some of the more intelligent ones take it so personally.

The Keys of Danger

The Keys of Danger are used to open the door to the Oasis. They can be found up the stairs in each of the Chamber Entrances. If you wish to run this as a standalone adventure, feel free to simply have the keys on altars up each of those stairs, but also take it as an opening to place your own content if you want a longer adventure.

Entrances to The Dungeon

Characters in the Humanoid Exhibit of the zoo are able to enter The Dungeon through access points around the various biomes. Originally, these were meant to be hidden, but the display creatures kept finding them and Em-Katha, the Humanoid Exhibit's curator, finally decided to make this a feature of the exhibit and create something down there for the humanoids to explore. Unfortunately, this means in order to enter the biomes from the outside one must first go through The Dungeon as well.

Now, the entrances are still partially hidden but particularly adorned with artificially aged stone to make them look more mysterious, like they are some kind of old ruin. As a result, there are eight ways into The Dungeon depending on if you are coming in through a biome or the outside.

Dungeon Entrances

No.	Location	Appearance
1	<i>Oasis</i>	The door is set into a living tree and leads into an idyllic village. It is not possible to enter this way without collecting the Keys of Danger first.
2	<i>Volcano</i>	The door is set into the wall of the volcano and if someone stepping through it isn't careful they will be in danger of falling into the magma below. Anyone blundering in reckless much succeed on a DC12 Dexterity saving throw to avoid.
3	<i>Arcstorm</i>	The door is an archway crackling with magical energy. A detect magic spell or similar magic will reveal it to be an illusion surrounding the actual doorway but for the untrained eye it may as well be a portal.
4	<i>Desert</i>	The door is in the back room of a temple and the characters emerge facing statuary of a goddess with loose and wild hair and raised arms.
5	<i>Tundra</i>	The basement of a mead hall, leading into their wine cellar. The bartender is perfectly aware of the door being down there and in fact often greets travelers coming his way.

6 *Shadow* Stairs open into a pitch black cave. Even with torches it seems dark in this place and the entire biome is like this.

7 *Acid Marsh* A crag in a rock face with worn lettering pressed into the stone. It is a mix of Draconic and Orc and does not say anything in particular.

8 *Laboratories* No hint of pretense, simply opens up into a lab.

The Lore of The Dungeon and the Thousand Eyes

Humanoids in the exhibit have stories they tell about The Dungeon, as most of them were born here and have accepted it as a part of their lore. Here are some hints characters could pick up from NPCs in the various biomes as to the nature of this place:

Investigation Bit of Information

1-5 We do not know where The Dungeon came from, only that it is the only thing connecting our lands to the others here.

6-10 Adventurers who manage to gather artifacts from each of the lands around the Oasis are promised heaven in the midlands, where they can live out the rest of their days in luxury.

11-12 Hardly anyone risks leaving the midlands to leave means undergoing a hard quest to get back in. The door only opens one way without it.

13-14 There are ferocious monsters in The Dungeon and they guard the entrances to each of the lands here. Whenever we manage to kill one, another takes its place before long. No one knows why this happens.

15-16 It's strange but there's really nothing we can think of that the monsters would be eating down there to sustain themselves, and yet they never starve to death.

17-18 Some of us think The Dungeon was created by the gods and that they have left some of their eyes behind. If you really pay attention, you can see them, hidden between gaps in the stone. Sometimes if you look closely they will blink at you.

Do not forget there are cameras in every chamber and a successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check will reveal their locations to the party. They will always be well hidden in the walls, ceiling or floor.

Room 1 - The Chamber Beneath the Oasis

The door to this room can easily be opened from the inside, but the outside requires a special set of keys. If the visitor has a Master Key given to them by the zookeepers, they will be able to open this door easily.

Otherwise, the lock on the other side of the door has six slots, and each of the Keys of Danger must be inserted into its proper slot to open the door.

The room itself is fairly sparse, with smooth walls and a wrought iron spiral staircase leading up. The steps on this staircase are textured for traction. The only real feature in this room otherwise is a battered round rug at the bottom of the spiral stairs.



The Secret Rug

Beneath the rug in this room, there is a teleportation circle that leads into Room 8, the laboratory stairs.

Room 2 - The Chamber Beneath the Volcanic Biome

This 20 ft. by 20 ft. room is spartan and features a wrought iron spiral staircase in the northwestern corner. This staircase has textured steps for traction.

The stone in this room is warm to the touch, as if heated by an outside source — it is. The warmth of the magma above seeps into the room and its walls.

Room 3 - The Chamber Beneath the Arcstorm Biome

The smooth stone walls of this 20 ft. by 20 ft. room features arcane embossments. The entire room seems to crackle with magic, but is otherwise spartan in decor.

The only real feature of the room is a spiral staircase in the northeastern corner. This staircase is wrought iron and has textured steps for traction.

Room 4 - The Chamber Beneath the Desert Biome

This 20 ft. by 20 ft. room features smooth stone walls and sand between the cracks of the slabs where it has fallen in from the biome above. There is a wrought iron spiral staircase in the northwestern corner of the room, the steps of which are textured for traction.

Room 5 - The Chamber Beneath the Tundra Biome

This 20 ft. by 20 ft. room is mostly spartan with smooth walls and a spiral staircase in the northeastern corner, the steps of which have been textured for traction. The walls and floor of this room are coated in a light layer of frost, making the floor of this room difficult terrain.

Inside this room, there is an aurora wraith that lists back and forth throughout the chamber. The wraith can be reasoned with by those who speak Primordial, and if contact is established it will talk about how it desires to get out of this chamber. Combat with the aurora wraith can be avoided if the party promises to open the door above for it.

Room 6 - The Chamber Beneath the Shadow Biome

This 20 ft. by 20 ft. room is pitch dark. As with the other chamber entrances, it is mostly featureless with only a wrought iron spiral staircase leading up into the shadow biome.

Care and Upkeep

A character who succeeds on a DC 18 Wisdom (Perception) check will notice slats in the upper parts of the walls of Room 5, closed currently. The controls to open them are not inside of this room in any way. This is the way the zookeepers have been feeding the aurora wraith. If a character manages to open it, it will shed bright light into the room. This light does no damage but sends an alert to the zookeepers that someone has breached the room. If a character lights a torch or a match in here, the creature inside (a shadow-stealer) will react by withdrawing from the light and folding itself into the shadowed corners of the room. If no such object is lit, the shadow-stealer will attempt to feed on the party.

Room 7 - The Chamber Beneath the Acid Marsh

This 20 ft. by 20 ft. room is mostly featureless, but the walls and floor are covered in a thick brown-orange ooze that burns to the touch, dealing 2 (1d4) acid damage to anyone who touches it ungloved. Unlike the other chamber entrances, the spiral staircase is not immediately visible to the characters as the room is filled by a pfism. The pfism is not aggressive at first, merely lazing in the puddle of acid provided for it as food. If attacked, it will act to defend itself and attempt to escape through the ceiling of the room. There is a lever on the wall beside this chamber that will open up the ceiling and allow the pfism to escape into the acid marsh above, but pulling it requires the puzzle in room 21 be completed.

Alien Mechanisms

Opening the ceiling door in this room will give characters who succeed on a DC 16 Wisdom (Perception) check a glimpse of some of the alien machinery between The Dungeon floors as the floor has parted to reveal sophisticated machinery beyond anything the party is likely to have seen before now. Catching this glimpse gives the party advantage on Investigation and Perception checks to catch other hints of the zookeeper technology throughout The Dungeon, as it is the most blatant display visible to characters attempting to escape the zoo that they are, in fact, in containment.

Room 8 - The Chamber above the Laboratory

This 10 ft. by 25 ft. chamber can only be accessed by the teleportation circle inside the chamber beneath the Oasis, and that is hidden by a rug. The wrought iron spiral staircase in this room leads downward and into the maintenance tunnels. The room beneath this one is 20 ft. by 20 ft. with a door locked from the outside, but the inside of the room has the display feeds of every camera inside The Dungeon. Once the party makes it this far, they will be swiftly escorted by a cadre of six zookeepers to a meeting with the manager of the Humanoid Exhibit, Em-Katha. Any violence will be met with similar violence, though the zookeepers will be aiming to tranquilize and capture, not to kill.

Room 9 - The Oasis Lock

This 15 ft. by 20 ft. room is made of smooth concrete and in the center of the northern wall there is an industrial door with a complicated lock on it. This lock has magical components and cannot be picked by mundane means. Should a character attempt to *dispel magic* on the lock, they will set off an alarm to the zookeepers and a mechanical sound will be heard within the door as a mechanism clicks into place preventing the door from being opened. There is a door to the south and one to the east. The walls of this room are decorated in rough mosaics depicting stereotypical humanoids fighting the gatekeepers and proving themselves victorious.

Mosaics in Room 9

Gatekeeper

Depiction

Obsidian Crawler A group of adventurers in combat against the crawler, one with a cudgel in his hand and the shell of the crawler chipping away as another stabs it with a spear.

Beast of Many Hands A group of adventurers standing at arm's length from the hands, using spears and spells to bring it down.

Topaz Swarm A group of adventurers offer food to the creature, which appears to graciously accept this instead of their flesh.

Aurora Wraith A group of adventurers, one of them casting dark magic at the wraith while others come at it with clearly silvered weapons.

Shadow-Stealer A group of adventurers clustered together around a torch as they move past an unknown creature in the shadows.

Pfism A group of adventurers on one side of the door, pulling a lever, and the pfism flying out the top.

Room 10 - The Volcanic Gatekeeper

This 25 ft. by 25 ft. room has a wooden door to the north and one to the east. In the center of the ceiling is a large heat lamp, and beneath it, an obsidian crawler basks in the glow. The floor of the room is partially tile and partially glass revealing a layer of magma underneath that gives the entire room a certain glow. The obsidian crawler will not attack until they get within 10 feet of it, but at that point combat is unavoidable. It cannot fit through either of the doors, however. A character that succeeds on a DC 18 Wisdom (Perception) or Intelligence (Investigation) check, made with disadvantage if the crawler is still alive and in the room, will be able to see sliding slots in the sides of the room where the zookeepers give the crawler its meals.

Room 11 - The Arcstorm Gatekeeper

This 20 ft. by 25 ft. room is covered in arcane sigils. A successful DC 15 Intelligence (Arcana) check reveals that they mean nothing and are only for decoration. This room also contains a Beast of Many Arms, which will gladly attack the party on sight.

The Beast of Many Arms is spoiling for a fight and begins its turn in the northeastern corner of the room. If the party should enter carelessly it will initiate combat with a charge and slap attack at the first person through the door. There is a door to the south and a door to the east.

Room 12 - Refreshments

This 25 ft. by 25 ft. room has doors to the north and east, and an open hallway to the west through which a gauntlet can be easily seen from inside the room. Five cages hang from the ceiling here on partially rusted chains, containing glass bottles. The cages are locked (DC 12 to pick the locks) but can be easily removed from the hooks they are hanging on. The bottles contain potions of superior healing (8d4 + 8) and are labeled with red crosses. A character who removes one of these cages from a hook and succeeds on a DC 15 Wisdom (Perception) check will hear the cameras adjust themselves to look at them at this moment.

The Gauntlet

The hallway between rooms 2 and 10 is a gauntlet. The hallway is 25 feet long and full of hazards, and anyone attempting to plow through will need to make three Dexterity saving throws of increasing difficulty (10, 12 and 15 respectively) to make it to the other side safely. A failure on the first throw will result in 5 (2d4) piercing damage as the character is hit by a dart. A failure on the second throw will result in 10 (3d6) bludgeoning damage as the character fails to move out of the way of a falling brick. A failure on the third throw will result in 22 (4d10) slashing damage as an axe blade clips the front or back of them on their way through. A character merely attempting to reach the hallway in the middle will only have to make two of these saves, and in this middle hallway there is a lever that will disengage the gauntlet and make it safe to traverse the hall.

Room 13 - The Supply Room

This 15 ft. by 30 ft. room has one door, on the eastern wall. This door is locked, and requires a successful DC 14 thieves' tools check or DC 16 Strength check to open. Inside this room, there are shelves of supplies in crates and a crowbar leaning beside the door. Most of these crates are full of rations and water, and there are bedrolls stacked in one corner; however many characters are in the party are how many bedrolls there are. Among these supplies are silvered weapons. Whatever the characters are likely to use, that is what is provided. There is no trick to obtaining these weapons, they are simply wrapped and left along with the supplies.

The Convenient Loot

It's no secret, from you at least, that the characters are here as part of a zoo exhibit. That means there are people watching them through those cameras. The Dungeon was created as a test for the humanoids in the exhibit, yes, as much as it is a diversion to keep them from realizing they are, in fact, in an exhibit, but the zoo gets most of its funding from visitors and the visitors at the Humanoid

Exhibit came here to see the humanoids win. If the characters call this into question, this is an excellent opportunity to break out the old "yes, that is weird, isn't it?" This room is also a convenient place to drop something the characters might have been looking for, if it's something they really need. Things like rope, a lantern, torches, even more healing potions if necessary are all good choices.

Room 14 - The Desert Gatekeeper

This 20 ft. by 25 ft. room has doors to the west and south, and an open corridor to the east. In this room, there is a topaz swarm. Upon the party entering this room, there will be scarab beetles milling about on the floor and walls, often crawling all over each other for the sheer number of beetles there are. When someone has officially entered the room, the beetles will swarm together into the form of a humanoid made of beetles. The topaz swarm will be willing to talk to the party and confess that it is hungry. A clever party may be able to wheedle out of the swarm that it has not been fed in some time but that it usually is, and it may point out the hidden slot in the wall where the food comes from. If offered food, the topaz swarm will not attack. Otherwise, it will ruefully confess that the hunger has been too great and attack the party. Success on a DC 18 Intelligence (Investigation) check will reveal the slot that the food comes through. A small creature will be able to fit inside it, but anyone larger will not. This slot is an uphill climb and leads into the kitchens where there are several zookeepers working. Within minutes, the zookeepers will realize there has been a breach and send a cadre of six zookeepers to collect the party to Em-Katha's office.

Room 15 - The Danger Tiles

This 15 ft. by 20 ft. room has a door to the north, one to the south and an open doorway to the east. The walls in this room are covered in mosaic illustrations of adventurers in combat with the various gatekeepers in The Dungeon. A brown and yellow tile display depicts a group of four adventurers being burned alive by the acid spray of a pfism. One in blacks and reds depicts a pair of adventurers held in the claws of an angry obsidian crawler. A colorful piece on the northern wall displays an orc dying as an aurora wraith passes through it, and one in shades of only dark grays depicts a halfling in shadow as dark energy is ripped out of them. Finally, a piece depicts a swarm of beetles surrounding and devouring a human with a pained look on his face.

Room 16 - The Rest Stop

This 20 ft. by 25 ft. room is well stocked with food and drink. There is a crate here with as many potions of superior healing as there are adventurers in the party, each coupled in a set with a strange glowing violet potion that tastes strange and fizzes, but when consumed gives the benefit of a long rest. Also in this room is a box of torches and oil. The crates in this room seem to have been arranged in such a fashion that if the party wishes to sleep here, they can do so with some degree of comfort.

Room 17 - The Missive Table

This 25 ft. by 40 ft. room has lit sconces along the walls providing ample light for anyone that enters. There are doors to the north, south, east and west. There is a long table in the center of the room that appears to have had a lot of use in the past. On this table, those who have come before have scrawled things and the wood is well-scarred with such messages. Many adventurers simply scrawled their names; if the players ask what names are on the table, this is an opportunity to allow their previous characters to cameo in the adventure if you think your players would be into that. The name Lorash is definitely carved into the table, in big jagged letters. A character who succeeds on a DC 13 Intelligence (Investigation) check will see a note carved in elegant writing with an arrow pointing to the west that says "there is helpful information this way." In several places, there are paranoid scrawlings, as well. Things like "They Are Always Watching" and "Beware the Gray Men." Some of these scrawlings depict only a single eye. Make sure to let the players know that there is enough bare space if they wish to write their own missive for posterity.

Room 18 - The Matching Mosaic

This 15 ft. by 15 ft. room has a door to the north, and open doorways blocked by heavy portcullises to the east and west. There is a large mosaic along the southern wall of this room that appears to depict the room precisely as it is decorated. In the mosaic, there is a room with a small table, and three chairs around it, the fourth chair positioned in the corner of the room. There is a plate, a candlestick and a dagger on the table, and in the mosaic the candlestick is lit. In the room, there is a small table, and four chairs around it. There is a plate, and an unlit candlestick on the table. If the party makes the room match the mosaic, the gates will open. If they do this and succeed on a DC 15 Wisdom (Perception) check they will hear the cameras adjust themselves to look at them at this moment while the zookeepers lift the gates for them. The portcullis gates can be lifted and held with a successful DC 15 Strength (Athletics) check, allowing the party to bypass this puzzle.

Room 19 - The Decoy Warp Room

Along this 10 ft. by 30 ft. room, there are what appear to be three teleportation circles engraved into the floor. All three circles have smaller circles attached to them that have no sigil in them, and nothing there, though they are large enough that setting something inside them seems like a logical next step. A successful DC 14 Intelligence (Arcana) check will reveal that they are absolute bunk and cannot be made to work as they do not go anywhere. In fact, many of the letters in the sequences used here don't mean anything at all.

Room 20 - The Temple

This 15 ft. by 20 ft. room is a temple to the Curator. There are no written words in this room, only mosaic depictions on the walls of a large hand kindly picking up various creatures, some familiar and some not.

The imagery of a ray of light beaming down on beatific beings is fairly pervasive in this iconography. At the far east side of the room there is an altar with a statue of a god behind it.

This god is depicted with lidded eyes and a content smile, his hands spread in a welcoming gesture. Anyone who leaves an offering will come under the effect of the *bless* spell.

Room 21 - The Pedestals

This oblong room is, at its widest east to west, 35 feet and at its widest north to south, 20 feet. There is a small corridor on the eastern side that ends in a door to the north, and there are doors to the west and south. The door to the west has a locked lever beside it. The lock on this lever can be picked with a successful DC 14 thieves' tools check.

Otherwise, there are three pedestals in the room with triangular tops. All three have the same symbols on each side, a dagger, an arrow and a torch, and enough space on top to fit any of those things.

The first pedestal has the dagger facing north, the arrow facing southeast and the torch facing southwest. The second pedestal has the arrow facing north, the torch facing southeast and the dagger facing southwest.

The third pedestal has the torch facing north, the dagger facing southeast and the arrow facing west. On the northern wall of this room there is a mosaic illustration of the Curator with his lidded eyes and open hands, and several animals depicted within his hands. Many parties will be quick to put a dagger on the first pedestal, an arrow on the second and a torch on the third. The trick of this puzzle, however, is to twist the tops of the pedestals and line up the images on the sides so that they match.

Once they have been lined up, the top of the first pedestal will slide off to reveal the key to the lever on the western side of the room.

Em-Katha's Office

The manager of the Humanoid Exhibit has a spacious, round office with a large desk and a window overlooking the exhibit itself. Several exotic potted plants sit around the office space. The carpet is robin's egg blue and the walls change color at Em-Katha's whim via a small remote they keep in their lower right sleeve. They have outfitted this room with at least one thing that will help them in combat in case things with the party get violent and are not afraid to let them know it out of the gate.

There is also a warp pad beneath the desk that Em-Katha will not hesitate to use if things get hairier than they are comfortable with.

At this point, the party has presumably solved every puzzle The Dungeon had to offer and managed to break out of the exhibit on their own. Em-Katha will be very impressed by this, and particularly impressed if they have managed to find a way out that did not involve solving the puzzles (for instance, if they think to break the cameras and hide, or use the opening when the ceiling of the pfism room separates).

Em-Katha will want a conversation first, but at that point they will be willing to send the characters anywhere in the multiverse they want to go. Of course it is far more likely to come to blows, and if it does, Em-Katha is likely to run. The trouble is, they are also very drawn to brilliance, and a humanoid who managed to break out of its enclosure will be of particular note to Em-Katha.

In short, they will not be able to keep themselves away forever, so if Em-Katha manages to evade them and they want their revenge anyway, there can be reasonable opportunity for that down the line.

The Morality of the Zoo

Em-Katha enjoys debate and will be willing to hear the characters out if they have objections to humanoids being kept here. This will generally not be an easy argument.

Em-Katha is likely to respond more positively to flattery and will be persuaded more easily by arguments that highlight what a waste this creativity is, in the long run.

Here are some of the counterarguments Em-Katha might provide to the points the characters could make regarding the capture and containment of humanoid beings:

Argument

Rebuttal

"It is morally incorrect to keep sapient beings prisoner when they haven't done anything."

Rebuttal: of dying horribly had they been left where they were. Here they are mostly comfortable and taken care of unless they choose not to be."

"But they were being kept in harsh environments."

"I can statistically prove that humanoids require strife as a basic need. When kept in an easy environment they chafed and their mental health began to fail. Creatures of sufficient intelligence require challenge to live."

"How would you feel if someone kept you in a zoo?"

"The curator keeps me here along with the other zookeepers and expects us to earn our keep, but our basic needs are still being met. In short, I am being kept in a zoo."

LOST LORE

Zookeepers

Bipedal with large conical heads and four thin arms, zookeepers were created by the Curator to acquire and maintain a collection of creatures from across the planes. They are intelligent and caring, with access to quite a bit of strange magic and technology that makes up for their often limited physical strength.

Zookeeper Names

Zookeepers draw no difference between the males and females of their species in terms of name, and instead construct their names around their function in society. A zookeeper's base name is given to them at birth by their parents and always has two syllables, and they acquire a prefix when they take on a purpose within the zoo. This prefix is always one syllable.

Base Names: Arda, Cella, Darvo, Fenne, Gara, Katha, Luno, Metra, Navi, Ordo, Palca, Qunna, Rath, Senna, Talo, Yanne
Prefixes: Aes- (Student), Em- (Watcher/Manager), Jan- (Public Relations), Kal- (Cook), Leth- (Acquisitioner), Mal- (Researcher), Saz- (Security), Vas- (Healer)

Zookeeper Traits

Your zookeeper heritage manifests in a variety of traits you share with other zookeepers.

Ability Score Increase. Your Intelligence score increases by 2 and your Constitution score increases by 1.

Age. Zookeepers mature more slowly than humans, reaching full adulthood around the age of 30. They live to be about 700 years old, though some can live as long as 900 if they are in good health.

Alignment. Zookeepers were specifically made to have even tempers and as caregivers for the creatures in the zoo. As a result they are almost invariably lawful and zookeepers that exhibit more chaotic traits run the risk of re-education. Although they would describe themselves as good and benevolent the truth is most of them are closer to neutral.

Size. Zookeepers are of comparable size to humans, but can be a little taller, ranging from 5-7 feet in height on average. They are, however, generally quite thin, averaging 100 lbs. Their size is medium.

Speed. Your base walking speed is 30 feet.

Touch Analysis. Your metaphysical awareness is quite acute. You were made to acquire beings and see to their needs, and for this reason you have a built in method of acquiring that information to best care for them. You may use an action to lay a bare, empty hand against a creature and learn through osmosis one of the following traits:

- Armor Class
- Average HP
- Strongest Ability Score
- Weakest Ability Score
- Movement Capabilities (burrow, flight, swim, etc.)
- Damage Resistances and Immunities
- Damage Weaknesses

You may use actions on subsequent turns to repeat this process and gather more information. Physical contact is always required to do this and the ability cannot be used through clothing or armor. If the creature is resistant you must land a successful unarmed attack against them.

Four Arms. You have four arms. You have advantage on grapple checks and the ability to carry extra weapons and shields. You have one dominant hand and three off hands. If you are wielding a weapon in each one you may use your attack action to attack with your dominant hand and bonus action to attack with one off hand weapon as usual as having four arms does not increase your reaction time. You can, however, alternate which off hand weapon you are using between rounds of combat. For example, if you had a short sword in one off hand and a club in another, you could then use your bonus action to attack with the short sword one round and the club the next without having to stow one weapon and draw the other. You benefit from any shields you are carrying, but may only one on each side.

Languages. You can speak, read and write common and Av-athel, the language of the zookeepers. Av-athel is a very rudimentary language, as your people tend to prefer to speak palm to palm and simply project their meanings to one another over communication methods as imprecise as language.

Alien Ideas of Modesty. All zookeepers tend toward gender-neutral pronouns and only consider discussion of what their physical sex-designation is appropriate in terms of procreation. It is as impolite to ask a zookeeper their biological sex as it is to ask most species the size of their genitalia. Any effort to discern such things is often taken as an overt attempt at seduction; they see no other reason it should matter. Similarly, the tendencies of other sapient species to put such a high degree of importance on such things is uncouth, to them, at best, and at worst, barbaric. Matters of wardrobe and personal decoration tend to vary dependent on the profession the zookeeper has found themselves a part of. For instance, skirts are appropriate for researchers, not for security officers or acquisitioners.

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