

GRANDPAPPY CROMDAR'S
WHIZBANG
ZOO!



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GRANDPAPPY CROMDAR'S **WHIZBANG ZOO!**



A beer and pretzels dungeon,
written and illustrated by David Lewis Johnson.
Title page Cromdar illustration by Tony Gregori.



GRANDPAPPY CROMDAR'S WHIZBANG ZOO!

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and the home group.

WHIZBANG ZOO F.A.Q.

Who is Grandpappy Cromdar? Grandpappy Cromdar is a battle hardened warrior, a seasoned monster rancher, a salty landlubber, a prancing princess, a slap-happy crazy old coot. Where decent, respectable fighting men might opt to establish a stronghold or build a trade empire, Grandpappy juked left and went with, "Converting a dungeon into a family friendly Zoo." He is me. He is you.

What does he look like? Costume changes. He wears magical 'Plate Mail of Infinite Costume Changes,' and you'd be hard pressed to find him in the same outfit twice. I heard he spent the better part of last week wearing power armor. Tomorrow might be funhouse camouflage.

Why would anyone go into this Zoo of his? Because the monsters have taken over! He's lost control! There's treasure to be had! Monster pelts to wear! Horrible ways to die! Perhaps Cromdar isn't as kindly as he seems; perhaps he wants to stalk and slay the party one by one. Maybe the job's too tough for him, maybe it's always been this way. Your game, hypothetical question-asker, your game.

How do I use this book? Read it, correlate the disparate contents, and go crazy.

I see that Grandpappy appears throughout the dungeon, and he gives pro tips, what kind of nonsense is that? The cartoon kind, obviously! Those pro tips depend entirely on how you choose to handle the old badger. Perhaps it's disinformation, or vague telling of portents. Or maybe you hate the idea, and abandon it. Do what you want, Sparky!

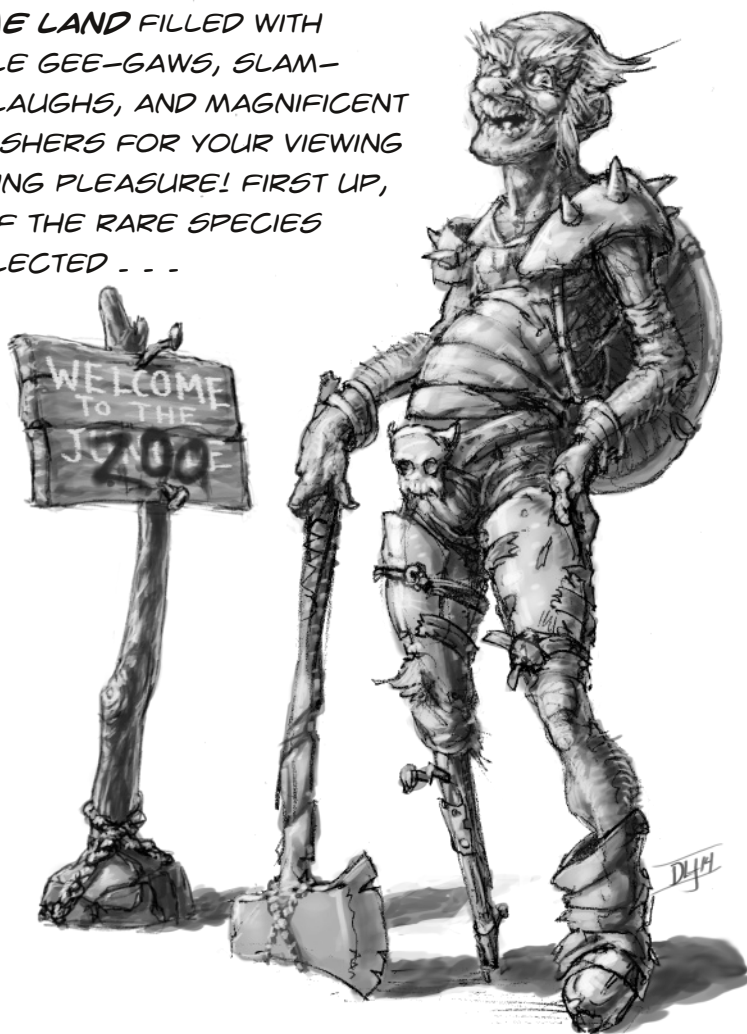
Where's all the magic in the dungeon? It's all around you, if I do say so myself.

What about the Living Dungeon? What About Factions? The Kjellmena, the zookeepers, the Gongwarped Fishermen, and the Lumigoy all make great factions. May they alter, conquer, and obliterate the zoo as you see fit.

Where are the stats for the Jackass Parrots in the Random Encounter tables? Crom help you if you need stats for Jackass Parrots.

HOWDY! I'M GRANDPAPPY CROMDAR, AND WELCOME TO MY WHIZBANG ZOO! I DONE STABBED, CLUBBED, BOILED, VIVISECTED, RUN AWAY FROM, BEEN PECKED TO DEATH BY, LOVED, OR OTHERWISE CLOWNED AROUND WITH DARN NEAR EVERY BEAST THAT WALKED THIS GREEN EARTH. AND I'VE COLLECTED MY FAVORITES HERE IN MY VERY SPECIAL ZOO, IT'S TRUE, JUST FOR YOU!

YOU'LL FIND A WONDERFUL, MAGIC FUN-TIME LAND FILLED WITH INCREDIBLE GEE-GAWS, SLAM-HAMMIN' LAUGHS, AND MAGNIFICENT MEAT-MASHERS FOR YOUR VIEWING AND PETTING PLEASURE! FIRST UP, A TOUR OF THE RARE SPECIES I'VE COLLECTED . . .





ABRUSTOTZ

HD: 2+2

AC: 4/+5

Attack: 1 kick

Dmg: 1d6+1

MV: 90'

XP: 35

As Big As: Well . . . a camel.

Smells Like: Burnt Coffee.

Sounds Like: A friggin' wise guy!

Favorite Pastime: Talking trash while playing kick the can.

Turnoffs: Things with more than four legs or less than two.

Foul-mouthed masters of insult, Abrustotz often travel in pairs seeking lesser creatures to abuse and humiliate. To this end, they often deploy a natural ability to anchor hapless victims where they stand: by concentrating for a round, the Abrustotz can extend grappling roots from its branch-like legs through the ground to anchor a target. The target must make an appropriate save roll to avoid being anchored in place. The roots can subsequently be broken by a successful 3d6 vs. STR check, which does 1 point of damage to the creature by virtue of losing roots. Approaching Abrustotz can often be detected in advance by virtue of their impulse to play kick the can with a broken object.



BUTLER SHARK

HD: 1+1

AC: 6/+3

Attack: 2 punch or 1 grab

Dmg: 1d4/1d4 or special

MV: 30' land /90' water

XP: 20

As Big As: A Great Dane.

Smells Like: A stagnant tidepool.

Sounds Like: Slurping.

Favorite Pastime: Filtering water, organizing trash heaps.

Turnoffs: Hand sanitizer.

Butler Sharks are the janitors of the waves. As filter feeders, they slowly swim close to the surface, sampling the surrounding water in hopes of finding patches of delicious krill or algae. Additionally, these sharks compulsively clean up shipwrecks, refuse, and dead bodies, stacking them neatly on the beach or the ocean floor. When attacked, they punch furiously with their mid-sized hands and can attempt to grasp on opponent with a massive rear hand. On a successful attack roll, an opponent must make an appropriate save or begin to suffocate by squeezing. Each round after the first, a grasped opponent temporarily loses 1 CON and must make a 3d6 CON check to avoid passing out. A 3d6 STR check can break the grasp. Butler Sharks without trash to clean will often seek to drown swimmers and beachgoers, stacking their bodies neatly on the ocean floor.



COY BOY

HD: 3+1

AC: 4/+5

Attack: 1 bite or 1 smackdown

Dmg: 1d6 or 2d4

MV: 60'

XP: 65

As Big As: A water buffalo.

Smells Like: Musky mud.

Sounds Like: A sedated hyena.

Favorite Pastime: Rooting for grubs.

Turnoffs: Bipedes, loud noise.

Coy Boys travel in extended family herds of 5-20 individuals. They prefer the peace of the windswept plains, grazing on wild grasses and scavenging the leftovers of predators. Quick to anger, the Coy Boy can unleash furious bucking kicks as well as deliver punishing body slams with their gorilla-like forelimbs. Coy Boys can be driven to quick frenzy by noisome battle or machinery, as well as by the mere presence of bipeds within their immediate vicinity. Fortunately for rustlers and herdsman, a Coy Boy's vision is limited to 20'.



FISHERMAN, GONGWARPED

HD: 2+3

AC: 5/+4

Attack: 1 blade or 1 bite

Dmg: 1d8 or 1d6+1

MV: 45' walk /90' swim

XP: 240

As Big As: Andre the Giant.

Smells Like: Dried manure sprinkled with fish sauce and served on a tarnished brass plate.

Sounds Like: A conniving 3rd Reich pseudoscientist.

Favorite Pastime: A toss-up between vivisection and testing new mixtures of herbal remedies.

Turnoffs: Heat waves, being proven wrong.

Gongwarped Fishermen are said to be the unholy bi-product of scientific hubris and deep sea terrors. They have developed a culture of pseudo-scientific pursuits, and love the challenge of stitching together the parts of disparate species into unwholesome new creatures. They are also particularly skilled at breeding, raising, and tending to aquatic fauna, and occasionally receive gainful employment to those ends. A typical clutch of Fisherman will be attended by 2d6 mutant freaks, ready to do the bidding of their masters. Fishermen are utterly immune to mind-altering magic, psionics, and chemicals.



FLEET PETAL

HD: 1

AC: 6/+3

Attack: 2 kicks

Dmg: 1d4+1/1d4+1

MV: 150'

XP: 25

As Big As: A healthy mule.

Smells Like: Grandma's favorite perennials.

Sounds Like: The pitter-patter of too many little feet.

Favorite Pastime: Photosynthesis for breakfast and lunch, some sensible carnivory for dinner.

Turnoffs: Swathers, scythes, pressed flower collections.

Fleet Petals spend the majority of their days standing utterly still (surprise on a roll of 1-2 on 1d6) amidst other flora, soaking up sunlight and absorbing nutrients from the earth through their many toes. In the evening, however, their attention turns to pumping blood, seeking out easy mammalian prey. A well hidden proboscis can extrude from the center of their flower heads, ready to suck up the tasty juices of a trampled foe. Larger varieties have been known to target humanoids. Small bands of 2 to 6 Fleet Petals have been known to migrate together up to a mile a day.



FLOPPELOPE

HD: 4+2

AC: 5/+4

Attack: 1 headbutt or 1 crush

Dmg: 1d8 or 3d4

MV: 15' land /30' water

XP: 120

As Big As: Two cows.

Smells Like: On a good day – moss.

Sounds Like: Baby talk.

Favorite Pastime: Sunning on rocks, splashy-splashy in the water.

Turnoffs: Things with wings.

Few mammals are known to be as adorable, loving, or unexpectedly dangerous as the Floppelope. Their beautiful plumage expands and contracts to indicate mood and fertility. Woe be unto any who are close enough to witness a Floppelope's plumage expand to its full spread – many a naturalist has been crushed or headsmashed by ignoring this sure sign of anger and territoriality. Floppelopes enjoy sunning themselves on rocks, foraging for greens, playing in water, and making friends with other heavyset mammals.



GRAN SHULAMINGO

HD: 2

AC: 1/+8

Attack: 2 claws

Dmg: 1d6/1d6

MV: 120' + glide

XP: 45

As Big As: A dwarf with a halfling on its shoulders.

Smells Like: Baby powder and shellfish.

Sounds Like: A grumpy frog.

Favorite Pastime: Shucking oysters.

Turnoffs: Frivolous play.

Gran Shulamingos make a very serious display of strutting and bobbing along the beaches and riverbeds where they forage. A Gran Shulamingo will ribbit and belch furiously at animals which appear to be engaging in play, often going as far as to kick at them with its considerable talons. Shulamingos can glide on their stunted wings by jumping from a precipice, sailing twice the distance of the height from which it jumped. Armorers and dealers in finery pay handsome ransoms for the hardened, tortoise-like ceramic shells which cover their torsos.



HAZBROCA

HD: 9+3

AC: 3/+6

Attack: 1 bite or 1 tail

Dmg: 1d10+poison or 3d4+3

MV: 30' walk/60' swim

XP: 1,400

As Big As: A mid-size RV.

Smells Like: Cardamom and coriander.

Sounds Like: The drawn-out death sigh of an ogre.

Favorite Pastime: Slowly digesting whole sharks.

Turnoffs: Mammals, music, waking up.

The fearsome Hazbroca breathes as easily underwater as in air, containing both nostrils and gills well hidden by the scales on its head. They are largely loners, occasionally pairing to mate. The young are more active than adults, spending up to 18 hours on the hunt each day while an adult will sleep as long. These behemoths are perilous in open combat, smashing and biting foes to deadly effect. A Hazbroca will attempt to subdue a more serious opponent by biting and poisoning them, requiring an appropriate saving roll or suffering 1d4+1 points of convulsive nerve damage each round for 2d4 rounds before running its course. They are tolerant of Lil' Gulus and other tiny creatures that can keep their sleeping environs clean. A Hazbroca tends to rampage if woken up before its ready to rise.



KJELLMENA

HD: 1+1

AC: 6/+3

Attack: 1 bite or 1 weapon

Dmg: 1d4 or by weapon

MV: 90'

XP: 25

As Big As: A human, plus an extra foot of neck.

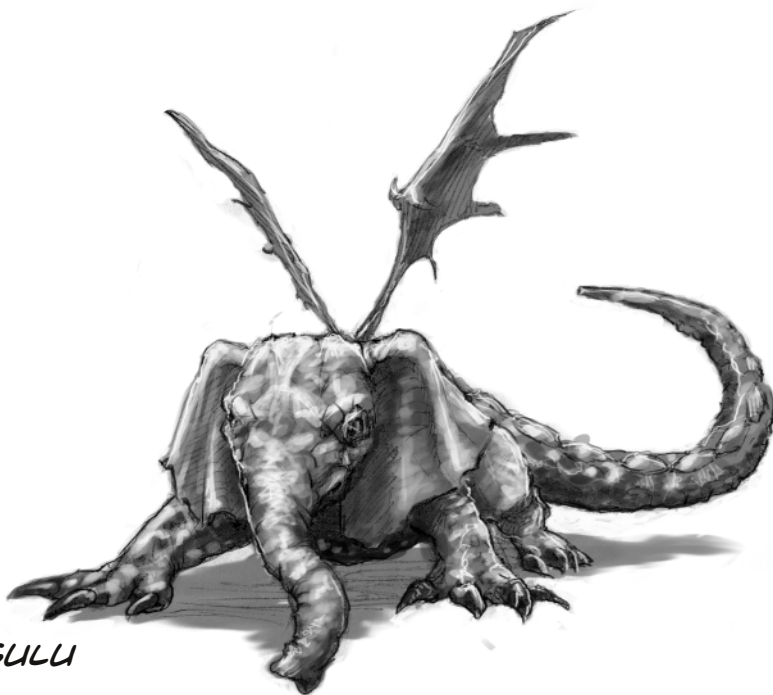
Smells Like: The wind between the stars.

Sounds Like: A religious fanatic.

Favorite Pastime: Managing terrestrial fauna populations, lacrosse.

Turnoffs: Horticulture, quitters.

The Kjellmena are a bio-engineered race of interstellar naturalists who trace their genesis back to ancestors they call 'The First Men,' a galactic race of superscientists. The Kjellmena arrive on planets in their Cramjammer ships, hellbent on documenting the diversity of evolved life there. If pressed for resources, Kjellmena teams will contract out work as foresters, pest control, zookeepers, and ranchers until they have secured sufficient supplies to continue their star-spanning research. Kjellmena consider lacrosse sacred, and ritually occupy a third of their waking hours with energetic competition and practice.



LIL' GULU

HD: 1

AC: 5/+4

Attack: 2 claws or 1 trumpet blast

Dmg: 1d3/1d3 or 1d4 rounds of stun

MV: 60' walk /90' fly

XP: 30

As Big As: A suckling pig.

Smells Like: Peppermint.

Sounds Like: A muted trumpet.

Favorite Pastime: Teasing large sea beasts.

Turnoffs: Bright lights.

Playful, nocturnal, mischievous, and fecund, the Lil' Gulu pester the fields of men and the caverns of beasts alike. Lil' Gulu love to play pranks, their favorite being to lead a group of creatures into the domain of a much larger, more dangerous beast. They can walk as fast as they swim, and their tiny bat-like wings allow for surprisingly swift flight. In combat, the Lil' Gulu will blast an individual with trumpet noise from their trunk which requires a 3d6 vs. CON roll to avoid 1d4 rounds of stun. A target suffering thus will fight and defend at a -3 penalty and move at half normal rate.



LUMIGOY

HD: 4

AC: 3/+6

Attack: 1 tail whip or 1 special

Dmg: 1d8 or special effect

MV: 45' walk /60' fly

XP: 265

As Big As: A Nile Crocodile.

Smells Like: Lavender, patchouli.

Sounds Like: An aging aristocrat filled with ennui.

Favorite Pastime: Enslaving other monsters with its rattle.

Turnoffs: "Fleshy hyoooo-mans," free will.

Lumigoy see themselves as the rightful rulers of the sky and enjoy enslaving others to serve their lazy, selfish whim. Their tiny, infantile hands are a source of species-wide shame, and any derogatory comments made in relation to their hands will be met with irrational outrage. Their ceremonial baby rattles, when shaken in specific patterns, can force listeners to make an appropriate saving roll or succumb to magical enslavement for 1d3 weeks at a time. This servitude can only be dispelled by slaying the Lumigoy who caused it.



MUGGERBEAK

HD: 1+3

AC: 7/+2

Attack: 2 punch or 1 beak

Dmg: 1d5/1d5 or 1d4+1

MV: 60'

XP: 35

As Big As: An orangutan.

Smells Like: Sweat, leather.

Sounds Like: A high-school wrestler.

Favorite Pastime: A close tie between bench presses and arm wrestling.

Turnoffs: Poetry, metaphors, similes.

As cocky as high school jocks and as prone to brawling as a street tough, the Muggerbeak lives to assert its alpha status in every action. They accrue weightlifting equipment in their nests, improvising with heavy objects when necessary. Muggerbeaks are an invasive species wherever they migrate, often choking out other fauna in a violent competition for environmental primacy. They also high-five each other excessively. For every 8 normal Muggerbeaks, there will be a 3+2 HD leader who can dish out 1d7/1d7 with its meaty fists.



PALM GOBLIN

HD: 1-1

AC: 7/+2

Attack: 1 bite

Dmg: 1d6 (surprise on a roll of 1 to 4 on a 1d6)

MV: 20' sand burrowing /120' swim

XP: 25

As Big As: A large house cat.

Smells Like: Foliage, wet sand.

Sounds Like: Gravel crunching underfoot.

Favorite Pastime: Blending in with beach grass.

Turnoffs: The taste of metal, boiling water.

The bane of beach bums, the surfing elite, and weekend warriors, Palm Goblins are certain to ruin any well-planned family vacation. Palm Goblins swim in packs, invading sandy beaches by burrowing near beach flora. Their frond-like appendages can imitate beach grass, ferns, or any variety of small intercoastal plants. When a creature walks near the 'plants' displayed by a Palm Goblin, the Goblin will take a bite with its razor-toothed, double-hinged mouth and burrow deeper into the sand. They taste like lobster.



QUINCY RAPTOR

HD: 3

AC: 4/+5

Attack: 1 tail or 1 talon

Dmg: 1d3+knockdown or 1d4+2

MV: 90'

XP: 60

As Big As: A kangaroo.

Smells Like: A new kitten.

Sounds Like: A distressed lamb.

Favorite Pastime: Practicing elaborate hand dance rituals with its tiny foreclaws.

Turnoffs: The smell of petroleum products.

Quincy Raptors bleat like a dying lamb to attract prey, often smaller predators but occasionally the sympathetic human as well. The Quincy can disembowel a human with a single powerful, deadly taloned kick. For more serious adversaries, a Quincy will seek to whip a creature's legs out from underneath it before goring with its claws. This knockdown can be avoided with a successful 4d6 DEX check. Quincy Raptors universally despise the scent of petroleum products and will, at first scent, vomit uncontrollably for 2 rounds before regaining composure.



RETCH FLY

HD: 1/2

AC: 6/+3

Attack: 1 bite

Dmg: 1d3+acid

MV: 10'/110'

XP: 15

As Big As: A football.

Smells Like: week-old garbage and fresh lime juice.

Sounds Like: Amplified mosquito buzzing.

Favorite Pastime: Drinking intestinal fluids.

Turnoffs: Torches, loud clanging noises.

Retch Flies tend to gather near dead or unhealthy creatures upon which they can easily prey. It's horrific bite exudes a bilious blue acid that does an additional 1d4 burn damage each round until a successful save is made or 4 rounds have passed. Retch Flies are universally despised and readily dispatched. Ancient civilizations would breed swarms of Retch Flies to unleash on advancing armies, softening them up for the kill.



SAWHOPPER

HD: 2+2

AC: 5/+4

Attack: 2 sword-claws

Dmg: 1d8/1d8+ 10% chance of removing a limb

MV: 75'

XP: 85

As Big As: An adult black bear.

Smells Like: Wet dog.

Sounds Like: A lawnmower made of crickets.

Favorite Pastime: Stump carving.

Turnoffs: Man-made tools, peppermint.

Sawhoppers chop down trees and fashion them into crude shelters with their jagged foreprongs, carrying their young in belly pouch only when migrating to a new locale. They hunt Quincy Raptors and Muggerbeaks, and can often be spotted chasing these prey across grasslands and marshes. Sawhoppers communicate with guttural bellows, which devoted naturalists have discovered can convey close to 60 different words. Strangely, they avoid Sleemaks whenever possible.



SCRUMLAU

HD: 3+3

AC: 2/+7

Attack: 1 bite or 1 torture grapple

Dmg: 2d4 or CON drain

MV: 20' crawl /40' fly

XP: 135

As Big As: A merry-go-round.

Smells Like: Freshly cut cedar.

Sounds Like: The deep voice of a southern gentleman.

Favorite Pastime: Using its leg-pincers to torture and exsanguinate Sleemaks while eating them alive.

Turnoffs: Open water, rudeness.

Scrumlau love and live to torture Sleemaks. In fact, this uncanny urge often drives the Scrumlau to resort to giving rides to tourists in exchange for a steady supply of Sleemaks. The Scrumlau will settle for other mammals if necessary, grappling with them before pinning and initiating tickle torture. A target loses 1 point of CON for every round of tickle torture, requiring a successful 4d6 vs. STR to break free. When the torture reaches its most severe, the Scrumlau begins to feed with its blunt, powerful beak. Survivors regain 1 CON per day until fully recovered.



SLAPDOG

HD: 1+4

AC: 5/+4

Attack: 1 headsmash

Dmg: 1d6+ 5% chance of shattering bone

MV: 90'

XP: 45

As Big As: A greyhound.

Smells Like: Freshly turned earth.

Sounds Like: A sassy goose.

Favorite Pastime: Ritual clobberfights to establish pack order.

Turnoffs: Ducks.

Slapdogs run free across the plains, chasing down prey and bludgeoning them into jelly. Long, powerful necks and nigh-unbreakable skulls allow Slapdogs to beat foes and food into submission. Slapdogs, like many wild canines, compete almost continually for pack order. This contest can be incredibly brutal and often commands the attention of the pack to the exclusion of all other environmental factors. They can be detected in a region by the myriad smashed tree trunks, rocks, animals, and, of course, other Slapdogs. Despite an uncanny facial resemblance, Slapdogs are utterly terrified of ducks and avoid them at all costs.



SLEEMAK

HD: 1

AC: 8/+1

Attack: 1 claw or 1 empathy giggle

Dmg: 1d3-1

MV: 60'/180'

XP: 7

As Big As: A koala.

Smells Like: sugar-coated fried pastries.

Sounds Like: A giggly dogboy.

Favorite Pastime: Waterslides and/or frolicking in pools.

Turnoffs: Carnivores.

Sleemaks are the most adorable food of the animal kingdom. They love to play in water, ride waterslides, swim free with the dolphins, and cuddle each other in their underground nests. The average lifespan of a Sleemak is 8 months, and a breeding pair can produce as many as a dozen baby Sleemaks every six weeks, which mature within a month. They are also highly sought after for their tender, fatty meat. Sleemaks will attempt to generate empathy in a predator by deploying a cute giggle. This giggle forces an opponent to make an appropriate save roll or feel deep, binding empathy for the Sleemak for 1d3 turns, seeking to keep it happy and safe from harm. Sleemaks only resort to using their claws as a last, typically futile, defense.



TICKLETTE

HD: 1+2

AC: 4/+5

Attack: 3 (1 bite, 1 claw, and 1 stinger)

Dmg: 1d4/1d4/1d4+ paralytic poison

MV: 90'

XP: 120

As Big As: A Doberman Pincer.

Smells Like: Vague meats.

Sounds Like: A scruffy ruff-ruff puppy.

Favorite Pastime: Playing fetch or tug-o-war with chew toys, rope, or limbs.

Turnoffs: None, aside from injury and pain, and even that can occasionally hold their interest.

Ticklettes roam in savage attention-deficit packs, equally at home hunting in the water as on land. They can climb vertical surfaces with ease and are tenacious, unshakable foes until distracted by loud sounds, flashing lights, tasty food, amusingly textured surfaces, blood, bouncy balls, tug ropes, or shiny objects. Their stinger inflicts an effect akin to drunkenness, requiring a combatant to make a successful save roll or suffer a -2 penalty to attack and defend for 1d6 rounds.



ULTRAHEDGE, WINGED

HD: 6

AC: 1/+8

Attack: 1 stomp or 2 kicks

Dmg: 2d4+2 or 1d6+1/1d6+1 +mesmerize

MV: 45'/90'

XP: 780

As Big As: A grizzly bear.

Smells Like: Huckleberries.

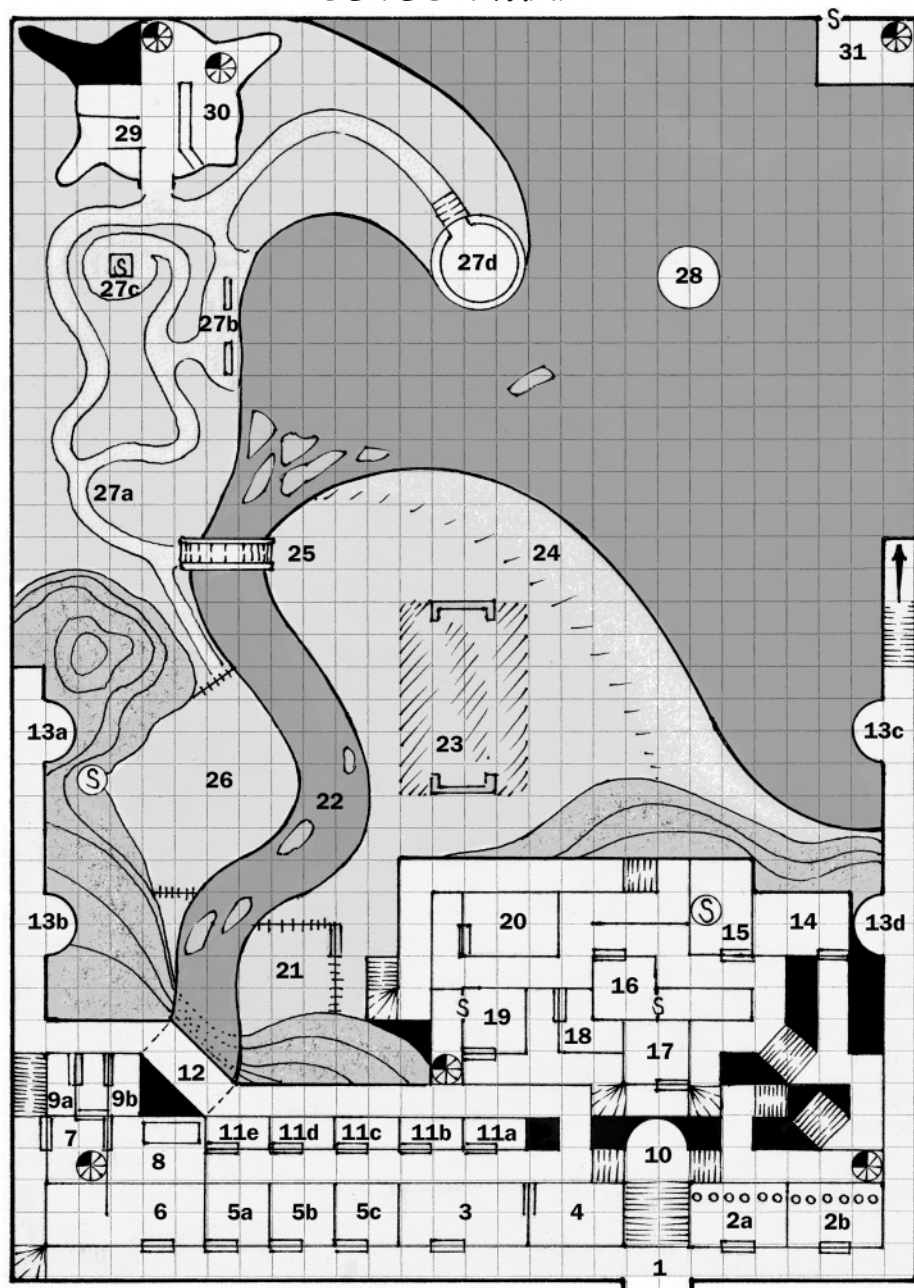
Sounds Like: Winston Churchill on Autotune.

Favorite Pastime: Practicing divebomb stomps while singing Wagner a capella, spraying silk.

Turnoffs: Puns.

The Winged Ultrahedge is rare, strange beast. It can fly on three pairs of wings, exclusively consumes alcohol and Lil' Gulus, and has a nasty habit of divebombing bipeds as a kind of sport. Their mating rituals involve anywhere from two to eight individuals, a large room to destroy, and many loads of hot, spindly silk. Mating can be heard for a considerable distance. Their kicks emit a wave of glitter that can mesmerize a victim on a failed 3d6 vs. WIS roll, inflicting a kind of awed stupor and effectively incapacitating the victim for 2d6 rounds. According to reports, the voice of a Winged Ultrahedge is either the most beautiful or the most terrifying sound ever heard.

LEVEL 1 MAP



Level 1

*Topographic elevation lines indicate 10' of vertical change, measured ascending from the zoo floor. The entrance to the zoo and attached facilities, as well as the descending canyon area contained in areas 14-20, are all above the zoo floor.

1 - Grand Hall – A ratty red carpet greets visitors in this chamber, leading up a grand double-wide staircase to the north. A wooden, hand painted sign reads, “Welcome to the Zoo!” A static-laden muzak version of “Welcome to the Jungle” plays from an indeterminable source on repeat, echoing down the cobwebbed halls.

2a – Ladies' Room – Six latrine holes line the north wall of this pastel pink and yellow rest area. The overpowering scent of grandmotherly perfume pervades this room.

2b – Mens' Room – Six latrine holes line the north wall of this barren stone room. The corpse of a dead tourist rests on the far eastern hole, pants down, face chewed off. A Lil' Gulu (HD:1; HP: 3; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30) sleeps at its feet. If disturbed it will attempt to flee down a latrine hole to **area 51**.

3 – Visitor's Office – Advertising brochures for the zoo are scattered on the floor. An animatronic clown torso (market value 50gp) on a stand stiffly waves its right arm and repeats, “Remember folks, stay safe and keep refreshed!” A moustache has been crudely drawn on its face with permanent marker.

4 – Concession Stand – A concession booth occupies the southern half of this room. Stale popcorn has been scattered everywhere. The only remaining candy on the otherwise barren shelves is an untouched row of black jelly bean boxes. Taking the boxes wakes up a pair of Ticklettes (HD:1+2; HP:5,6; AC: 5/+4; Attk: 3; dmg: 1d4/1d4/1d4+poison; XP: 120) sleeping in storage cabinets. They are hungry. 4 gp and 7sp remain in the till.

<i>MAP KEY</i>	
	barb wire fence
	bench
	door
	steps
	secret door
	secret stairs
	topographic lines
	vertical staircase

5a – Interrogation Room – A gently swinging, uncovered bulb hangs from the ceiling. An uncomfortable looking steel chair is bolted to the center of the floor, complete with wrist and ankle restraints. Cigarette butts litter the floor. Three Retch Flies (HD:1/2; HP: 3,1,1; AC: 6/+3; Attk: 1; dmg: 1d3+acid; XP:15) inhabit this room, hungry and seeking exit from their prison.

5b – First Aid Station – An examination table occupies the northeast corner of this room. An emergency aid kit sits undisturbed on a counter next to a wash basin. Bags of syringe-filled biohazard bags have been stacked neatly against the west wall.

5c – Employee Orientation Room – A hand-cranked projector (market value 10gp) lies on the floor near the western wall. A large white screen hangs from the ceiling on the east wall, and six folding chairs lay in disarray on the floor. A 4'x6' 'Safety First' poster (market value 3gp) adorns the north wall.

6 – Control Room – Unpowered computer monitors line the western section of this room. A large 'Panic' button, which can lock down every gate in the entire zoo, sits next to a keyhole slot near the first monitor. The key has been lost in the septic tank in area 51. 50% chance per visit of finding a pair of Lumigoy (HD: 4; HP: 14, 17; AC: 3/+6; Attk: 1; dmg: 1d8 or special; XP: 265) attempting to fire up the monitors.

7 – Stairwell – This stairwell leads to **area 46**, although the passage has been stuffed full of broken furniture, spare bricks, busted animatronics, and refuse. An effort of 4 man-hours is required to clear the debris, invoking double-frequency random encounter checks.

8 – Upper Waterfall Pump – Gauges for reading pressure and flow are attached to the large, decrepit piping here. The sound of water rushing from the floor to the ceiling can be heard. It appears that much of the piping is held together with rusted screws and caulking. Spare piping is scattered on the floor. Two jacked up Muggerbeaks (HD: 1+3; HP: 5,9; AC: 7/+2; Attk: 2/1; dmg: 1d5/1d5 or 1d4+1; XP: 35) are performing strongman feats with pipes in here.

9a – Closet – Empty storage closet.

9b – Closet – This closet is stuffed to the brim with rotting animal and monster parts. A vague meaty stench can be smelled when the door is closed, but upon opening PCs must make a 4d6 vs. CON check to avoid projectile vomiting for a round.

10 – Observation Deck – This deck provides access to the waterfall to the west and to the canyon area to the east. The windows are decorated with plaster Greek columns and an expensive crystal chandelier (market value 500gp) hangs from the ceiling 18' above. 20% chance per visit that Grandpappy Cromdar appears and gives one of his pro tips before disappearing over the balcony. The stairway east of here leads to the **Zip-Line Dismount Stations** on Level 3.

11a – Petting Cage – Cutesy farm paintings adorn the wall in this stable. There is a roasted pig on a spit inside, half-eaten.

11b – Petting Cage – This is a rank and musky ferrets' den. The ferrets are nowhere to be found.

11c – Petting Cage – A rotting hay bale sits in this cage with straw strewn across the floor.

11d – A dead tourist rests in the corner, half of his right arm missing. 12 gp can be found in his pocket. Bloody dried duck prints lead from the stable into the hall.

11e – Petting Cage – A frightened lamb cowers in the corner behind a large mound of straw, bleating.

12 – Under the Waterfall – The waterfall cascades from overhead into the valley 40' below. A rock climbing wall has been installed on the southwest wall, rising 20'. A cherry red press-a-penny machine (market value 125 gp) has been installed at the base of the wall. Inserting 1 gp and turning the crank will produce a pressed sp with one of four images imprinted: a profile of Grandpappy's head, a cascading waterfall, a Lil' Gulu head, or a floating island with a castle on top. If cracked open, the press-a-penny yields 45 gp and 105 sp.

Hiding in the shadows of the upper rock wall are six Ticklettes (HD:1+2; HP:5,6, 4, 9, 7, 3; AC: 5/+4; Attk: 3; dmg: 1d4/1d4/1d4+poison; XP: 120) who have grown quite fond of the shiny red press-a-penny and will defend it vigorously until slain or distracted.

13a – Northwest Observation Deck – Cheap green astroturf adorns the floor of this deck. The shattered body of a tourist can be seen splattered on the rocks below.

13b – Southwest Observation Deck – Mist from the waterfall gently caresses the faces of observers here. The strange mewlings of Floppelopes can be heard from the canyon below.

13c – Northeast Observation Deck – Pigeon droppings completely coat the ground and railings here, as they have made their nests on the underside of the Zip-Line Dismount Station in area 73c.

13d – Southeast Observation Deck – Wasps have constructed a massive hive inside the dessicated corpse of a particularly overweight tourist here. The tourist carries a gold-embossed telescope of fine workmanship (market value 90 gp) and a fanny pack containing 30gp and a Burtle's Bugs Salve of Healing (3 doses, 1d4 HP). Unfortunately, retrieving these items without disturbing the wasps can only be done with a successful 4d6 vs. DEX check per item. If disturbed, the wasps immediately attack, causing everyone within a 20' radius to make appropriate saving throws or be stung multiple times for a total 1d4 damage per person every round.

14 – Sawhopper Cage – A family of Sawhoppers (HD:2+2; HP:9,11,7,6; AC:

5/+4; Attk: 2; dmg: 1d8/1d8+10% chance limb severance; XP: 85) has been left penned in this cage. They are hungry and willing to eat nearly anything. Severed human limbs decorate the outside of this cage, and passing PCs must make a successful 2d6 vs. DEX check or risk a free attack from a Sawhopper.

15 – Lil' Gulu Cage – The Gulus have left this cage for greener pastures. On the center western section of the floor lies a pile of broken palettes, cardboard, and packing nuts which covers a dumbwaiter service pit. At the bottom is a dead tourist, crammed into **area 56**.

16 – Muggerbeak Pen – Weight benches and free weights (total market value 175 gp) are scattered around this open air cage. While the cage door is open, at any given visit there will be 2d3 Muggerbeaks (HD: 1+3; HP: 3,5,9,6,8,4; AC: 7/+2; Attk: 2/1; dmg: 1d5/1d5 or 1d4+1; XP: 35) working out or arm wrestling. A camo covered roosting pen is hidden to the southeast, and a large plastic container of creatine powder rests half-empty (worth 7 days' iron rations).

17 – Fleet Petal Pen – Potting soil covers the floor of this pen. What looks like dozens of bare human footprints have packed the soil flat here. A single dead, wilted Fleet Petal occupies the center of the pen.

18 – Quincy Raptor Cage – The corpses of two dead zookeepers have been mashed into the bars of this cage. Because of this obstruction, it is nearly impossible to see into the cage. The cage door is slightly open. What sounds like two lambs mewling in distress emanates from inside, but it is actually two Quincy Raptors (HD: 3; HP: 11, 14; AC: 4/+5; Attk: 1; dmg: 1d3+knockdown or 1d4+2; XP: 60) well hidden behind foliage (surprise on a 1-4 out of 1d6 for any PCs entering the cage).

19 – Sleemak Pen – Pretty flowers and ample foliage decorate this pen. A small, clean wading pool sparkles in the northeastern corner. Hidden behind a fake plastic boulder in the northwest corner lies an open passage to the Sleemaks' waterslide. PCs sliding single file can fit through the waterslide. At any given point in time there will be 1d4-1 Sleemaks (HD: 1; HP: 3,2,1; AC: 8/+1; Attk: 1; dmg: 1d3-1 or special; XP: 7) here being totally adorable.

20 – Slapdog Pen – Broken chewtoys litter the ground here and heavy impact craters dot the concrete northern wall of this pen. Three Retch Flies (HD:1/2; HP: 3,2,2; AC: 6/+3; Attk: 1; dmg: 1d3+acid; XP:15) feed on the fresh corpse of a Slapdog.

21 – Floppelopes Enclosure – Eight Floppelopes (HD: 4+2; HP: 23, 21, 19, 19, 15, 11, 9, 6; AC: 5/+4; Attk: 1; dmg: 1d8 or 3d4; XP: 120) of varying age awkwardly splash about in the waterfall and river, occasionally sunning themselves on rocks. 20% chance per visit that a pair of Floppelopes swim downstream to tease the Coy Boys in **area 26**. Approaching Floppelopes is 50% likely to induce blind defensive rage in the entire herd.

22) Whizbang River – This beautiful freshwater river sparkles in the sun. Exceeding no deeper than 12 feet, the water is typically clear enough to see the bottom, which is covered with bright green moss and freshwater mussels. A bag of mussels can fetch 20 gp on the open market. Random encounter frequency is doubled along its banks.

23 – Holy Lacrosse Field – At any given time, 8 Kjellmena (HD: 1+1; HP: 9, 8, 6, 6, 5, 5, 4, 3; AC: 6/+3; Attk: 1; dmg: 1d4 or 1d6 lacrosse stick ; XP: 25) are engaged in a fierce contest of sporting prowess here. Disturbing the game will cause great dismay amongst the players, but offering to compete against them will win their respect. The odds of PCs winning should be difficult indeed. Each PC makes a 4d6 vs. DEX check. Those who succeed can add their DEX score to the competition pool for the match. Each Kjellmena fielded to a PC can make a 3d6 DEX check against a score of 13, with successes adding to their pool. A match lasts one hour and the highest score wins. If the PCs win, they have to opportunity to hire a Kjellmena man-at-arms at 50 gp/week. If they lose, PCs can still converse with the Kjellmena in search of information.

24 – Beach – A few broken umbrellas and bloody beach towels can be found strewn across the beach. Additionally, a pair of water wings and 2 snorkels can be found at the water's edge. A dead tourist in bahama shorts can be found at the far eastern end of the beach. The sand is dotted with beach grass, at any given visit harboring 1d6 Palm Goblins (HD: 1-1; HP: ; AC: 7/+2; Attk: 1 (surprise); dmg: 1d6; XP: 25).

25 – Cromulus Bridge – A decrepit wooden bridge crosses the Whizbang River here. Anyone walking across risks a 25% chance of falling through. 33% chance per visit of Grandpappy Cromdar appearing and giving out one of his pro tips before diving into the river and swimming off.

26 – Coy Boy Enclosure – Mud holes and salt licks dot the field here in between patches of yellowed grass. A rotting hay bale on the west end of the field obscures a zookeeper's manhole leading to **area 39** on level 2. A dozen Coy Boys (HD: 3+1; HP: 17,16,15,13,13,11,10,9,7,7,6,5; AC: 4/+5; Attk: 1; dmg: 1d6 or 2d4; XP: 65) mill about here, doing their best to obtain nourishment. They are particularly irritated.

27a – Nature Walk – The Whizbang Nature Walk begins here. A groomed gravel pathway weaves in between overgrown flowers and short, manicured quaking asp trees. The hum of insects fills the air, drowning out the sound of approaching predators; surprise rolls receive a +1 here.

27b – Lagoon – Two 10' resting benches line the beach of the deep lagoon. Each is painted with tacky advertising, one features a friendly Sleemak encouraging tourists to visit the gift shop at the Cromulent Tree (**areas 29&30**), and the other a cute Lil' Gulu reminding visitors to refill on concessions from **area 4**.

27c – This is a magnificent bronze statue of Grandpappy Cromdar in his warrior's finest surrounded by an orderly flower garden. Trees encircle the area, making this space particularly quiet. Four Fleet Petals (HD: 1; HP: 7,6,6.5; AC: 6/+3; Attk: 2; dmg: 1d4+1/1d4+1; XP: 25) have planted themselves amongst the trees to the rear of the statue, and PCs risk a 20% per round cumulative chance of attack from these hungry critters. Additionally, there is a 70% chance per visit that Grandpappy Cromdar pops out of the base of the statue to deliver one of his pro tips before disappearing back through the hatch.

27d – Park Terrace – This flat, circular slab of concrete occupies the edge of the peninsula. A broad view of Level 1 of the Zoo can be had from here. A Tourist is slumped over the concrete railing, dead with a knife protruding from his back.

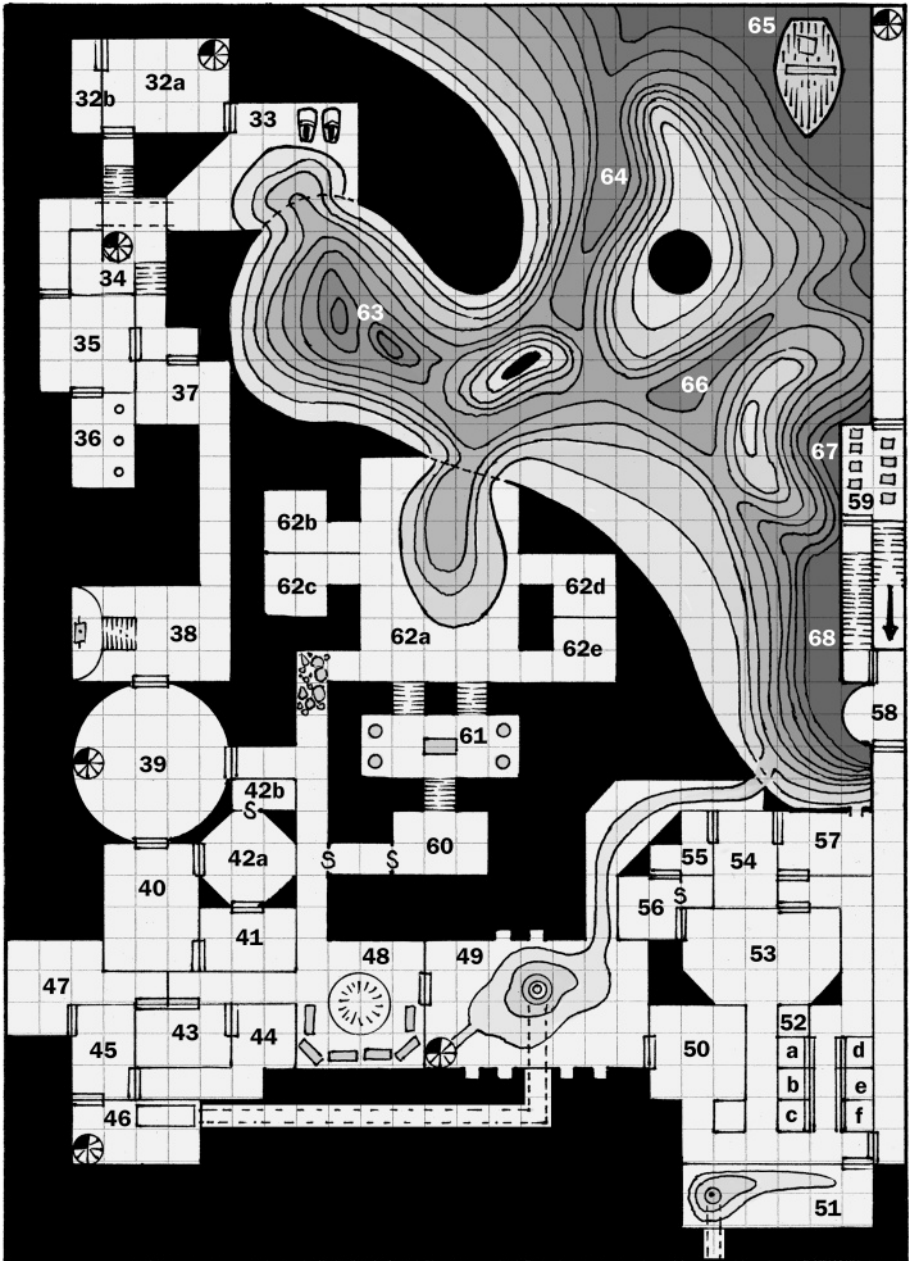
28 – Ticklette Rock – A dozen or more Ticklettes (HD:1+2; HP:5,6, 4, 9, 7, 3; AC: 5/+4; Attk: 3; dmg: 1d4/1d4/1d4+poison; XP: 120) can be seen swimming onto, diving off of, sunning themselves on, or play tug-of-war with bloody beach towels around this mid-water platform. One is clearly using a severed human head to play fetch by itself.

29 – Cromulent Tree Gift Shop – The base of the tree has been hollowed out, and all furniture has been carved out of the interior wood as well, making this entire room one continuous carving. Behind the empty cash register can be found all manner of cheap tourist gifts, including 6 snow globes with Cromdar's smiling head inside (worth 5 gp each), 3 plastic extendable gripping arms (worth 3 gp each), and a dozen squirt guns which advertise squirting distances of up to 30' (in reality they reach about 20', worth 1 gp each).

30 – Ticket Booth – A giant animatronic singing parrot (market value 300 gp) advertises the following prices: 1 Zip-Line ticket for 3gp, 2 tickets for 5 gp, tour package of 10 tickets for 10 gp. The parrot disperses tickets for coins inserted. Behind the parrot is a small projector screen playing a Zip-Line safety video on repeat. Pamphlets advertising submersible tours are stacked behind a tour guide counter here. The stairs in the center north of the room lead to the tree canopy on Level 3, while the stairs to the northeast lead to **area 32a** on Level 2.

31) Trash Platform – This platform serves as a collection point for floating trash on the surface of the water. 20% chance per visit that a Butler Shark (HD: 1+1; HP: 6; AC: 6/+3; Attk: 2/1; dmg: 1d4/1d4 or special; XP: 20) arrives to deposit a human corpse. The stairs lead down to the hallway north of **area 59** on Level 2. The trash exit door is concealed by a removable brick in the stone wall. The trash exit proceeds 200 yards north to a narrow canyon that serves as a landfill, as well as freedom from the dungeon.

LEVEL 2 MAP



Level 2

*Elevation – The ceilings of all rooms below ground are assumed to start 15' below the lowest surface above ground. Topographic elevation lines delineate 10' of elevation change, with darker areas indicating deeper water and lighter indicating shallower. The deepest parts of the water are 115' below the surface.

32a – Submersible Prep Room – Eight wetsuits (market value 50 gp each) hang on racks on the perimeter of this room. Two awards hang on the walls, one for “Best Zoo,” and the other for “Most Improved Safety.” A pack of 6 Slapdogs (HD: 1+4; HP: 12, 9, 8, 7, 7, 5; AC: 5/+4; Attk: 1; dmg: 1d6+special; XP: 45) have made this their new den, and defend it furiously.

32b – Gift Shop Storage – Cheap stuffed animals representing common farm animals as well as zoo monsters fill this closet, along with boxes of Submersible Tour pamphlets. An extendable 20' aluminum ladder is stored at the back of the closet.

33 – Submersible Docking - Two 12' long submersible pods (value 1,200 gp each) have been dragged ashore here, named 'Sea Panther' and 'Freedom Walrus.' Three empty oxygen tanks and a can of spilled gasoline line the shore of the underground pool which connects to the main body of water. A submersible can fit two passengers and a pilot, single file and tightly packed. Fully fueled and oxygenated, a pod can sustain 1 hour of underwater exploration. A pod moves forward via joystick at a maximum rate of 20' per round, backward at a rate of 10' per round, can descend/ascend at a rate of 10' per round, and requires 1 round to turn 90 degrees. A smaller joystick commands a grasping arm which can extend 15' and grab objects of 100 pounds or less with a successful 3d6 vs. DEX check. If the pod is underwater when it runs out of its fuel and oxygen, normal suffocation rules apply. A combined STR of 50 can break the safety glass at the front of the pod, allowing the occupants to try to swim to the surface; drowning rules may apply. The 'Sea Panther' is full and ready for action, and the gauges inside the 'Freedom Walrus' indicate ½ reserves of air and gas. 28 HP each.

34 – Surprise Pad – stairs leading 5' up and down on either side of this station highlight the access tunnel leading to the interior of Cromdar's statue in **Section 27c**.

35 – Mechanics' Shop – Two full oxygen tanks and a fire extinguisher can be found amidst a mess of rusty tools and shoddy caulked piping. A water damaged 'Grease Gun Babes' pin-up calendar is nailed up on the western wall. A service tunnel leads from the northwestern door, under **area 34**, and into **area 33**.

36 – Mechanics' Bathroom – Feces overflows from both latrine holes here.

"Aaaagh!" has been smeared in filth on the walls. The bloated corpse of a feces-covered mechanic lies on the ground. Six Lil' Gulu (HD:1; HP: 7,4,4,3,1,1; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30) have cornered a furious Gran Shulamingo (HD: 2; HP: 11; AC: 1/+8; Attk: 2; dmg: 1d6/1d6; XP: 45) in here, torturing it with their trumpet blasts. Careful PCs may easily surprise these creatures.

37 – Break Room – A musty couch sits below employee cubby holes on the southern wall. An empty beer tankard sits against the west wall. Searching the cubbies reveals a total of 12 cp.

38 – Periscope Room – A periscope extends from this room to the top of the rocky outcropping near **area 13a**, allowing for a perfect view of the majority of Level 1. 30% chance per visit that Grandpappy Cromdar appears to give one of his pro tips before dashing into the darkness.

39 – Service Junction – This large room contains access doors to much of Level 2 as well as a manhole to **area 26** on Level 1. Vanity paintings of Cromdar (market value 10 gp each) adorn the walls of this room. Three Gongwarped Fishermen (HD: 2+3; HP: 11,13,17; AC: 5/+4; Attk: 1; dmg: 1d8 or 1d6+1; XP: 240) jealously guard this access with two mutant servants(HD:1+1 ; HP: 9,7; AC: 6/+3; Attk: 2 pincers; dmg: 1d4+1/1d4+1; XP: 25). The Fishermen will retreat if sufficiently challenged.

40 - Cromdar's Waiting Room – This office space contains a secretary's desk, two uncomfortable looking waiting chairs, an accent bowl shaped like two ducks mating on a small coffee table in the center of the room, and purple and yellow marble tiled floors. A dead receptionist and constable lie in a heap on the floor, a dagger in the constable's neck and a sword through the receptionist's gut. The doors to 41 is locked and the keys reside in the receptionist's stomach.

41 – Corporate Meeting Room – A long conference table with eight beat-up metal folding chairs occupies the center of this room. The bodies of three beheaded aristocrats are slumped in chairs, and there are bloody bare footprints running the length of the table top.

42a – Cromdar's Office – This office has a heartwood desk facing the wall between both doors. On the desktop is a duck-shaped ash tray with a comically large cigar resting in it. Under the desk is attached a swiveling, loaded sawed-off shotgun (1d12 dmg, range 20'). A massage table and sex swing flank the desk to the northeast and the southwest. A Lumigoy sits at the desk, inviting visiting PCs to sit at the chairs in front of the desk. He'll smoke on the cigar for a moment, questioning the PCs about their purpose in the office, and then try to get the drop on them with the shotgun. Behind the desk is a floor-to-ceiling, wall-to-wall knitted tapestry (market value 315 gp) of a naked Cromdar lounging amongst sleeping lions. Behind this tapestry is a small bolt door, slightly ajar, leading to **42b**.

42b – Safe Room – This safe room can only be locked from the inside. Housed here are two more shotguns, 10 rounds of ammunition, a tank of water, a cot, pots of camouflage face paint, and a shelving unit filled with canned mac & cheese.

43 – Recreation Room – This room contains a pool table (150 gp), dart board (30 gp), pinball machine (700 gp), and a 'Meteoroids' arcade game (350 gp). The door has been barricaded by the zookeepers in this group of rooms. 50% chance of 2d3 zookeepers (HD: 1; HP: 8,7,6,5,5,4; AC: 5/+4; Attk: 1; dmg: 1d6 club; XP: 15) recreating here per visit.

44 – Kitchen – Two kerosene cooking stoves (worth 40 gp each), various utensils, and a heavily stocked pantry fill this room. 50% chance of 2d3 zookeepers (HD: 1; HP: 7,7,6,5,4,2; AC: 5/+4; Attk: 1; dmg: 1d4+1 meat cleaver; XP: 15) cooking here per visit.

45 – Weight Room – a weight bench, a rack of free weights, a punching bag, and a broken exercise bike fill this room. There will always be 1d4 beefy zookeepers (HD: 1+3; HP: 10,9, 7, 7; AC: 5/+4; Attk: 1; dmg: 1d8 axe; XP: 20) here, training up to defend their fortified area.

46 – Pump Room – Water is pumped into this ancient, creaking machine from the pool in **area 49**. The stairwell is blocked up with piles of furniture and broken debris.

47 – Employee Bunks – Bunks are stacked 3-high along the walls here, allowing for a total of 18 zookeepers to sleep here. A search of the room yields a total of 470 gp, 6 axes, 4 longbows, 50 arrows, a pistol (1d6 dmg, 50' range) with 16 rounds of ammunition, and 3 cases of creatine powder. As many as 3d6 zookeepers will be here at any given time.

48 – Monster Fighting Pit – Stained benches surround a 20' deep blood-splattered pit. A megaphone and a podium reside at the north end of the pit. Flashing, multicolored club lights continually illuminate the area. 50% chance per visit of zookeepers, Fishermen, Lumigoy, or others betting on a monster fight. The house typically wins.

49 – Sleemak Nest – The waterslide from **area 19** dumps out into an underground pool here. The pool is fed from the main lake by a small stream to the north. Driftwood and detritus have been carefully arranged by the Sleemaks in small alcoves lining the walls. A funnel in the center of the pool provides a steady supply of water the the waterfall pump in **area 46** – the funnel is just wide enough that a single human could be sucked through. At any point in time, 2d8 Sleemaks (HD: 1; HP: 6,5,4,4,4,4,3,3,3,2,2,2,2, 1,1,1; AC: 8/+1; Attk: 1; dmg: 1d3-1 or special; XP: 7) can be found here.

50 – Veterinary Hospital – Two stained operating tables, shoddy medical supplies, and overflowing bins of medical waste occupy this room. A grief-stricken tourist, half in a daze, cries and clutches a dead Sleemak on one of the tables.

51 – Septic Tank – Waste from the latrines in **areas 2a and 2b** falls into this soggy, fetid pit. Culvert-sized piping can be seen in the middle of the pit, providing transport of waste out of the dungeon. The piping is wide enough to fit a large man through, and PCs need only crawl through approximately a mile of waste to escape the dungeon. The key for the 'Panic' button in **area 6** can be found here.

52a – Mutant Holding Cell – This cell contains a Two-headed Slapdog (HD: 1+4; HP: 12; AC: 5/+4; Attk: 2; dmg: 1d6+special/1d6+special; XP: 60).

52b – Mutant Holding Cell – A man wearing fancy clothes and whose head and hands have been replaced with the corresponding parts from a giant lobster (HD: 2; HP: 11; AC: 5/+4; Attk: 2; dmg: 1d8/1d8; XP: 65) inhabits this cell. A broken lute leans against the wall.

52c – This cell contains a Lumigoy with Ultrahedge wings (HD: 4; HP: 17; AC: 3/+6; Attk: 1; dmg: 1d8 or special; XP: 265).

52d – Mutant Holding Cell – A pair of siamese sewn-together Muggerbeaks (HD: 1+3; HP: 9; AC: 7/+2; Attk: 2/2; dmg: 1d5/1d5 or 1d4+1/1d4+1; XP: 40) inhabit this cell.

52e – Mutant Holding Cell – Empty.

52f – Mutant Holding Cell – Three large Butler Shark hands, each topped with a single giant eyeball (HD: 1+1; HP: 7,5,4; AC: 4/+5; Attk: 1; dmg: 1d6 flying punch; XP: 35), inhabit this cell.

53 – Grand Fisherman's Union Hall – This hall combines living quarters with a proper union hall. Occupying the hall are a podium, a temple gong, mobile chalkboards, folding chairs, chaotically strung hammocks, an old hand-cranked Victrola, and a collection of 78's titled, "Songs of the Whales, Volumes I-IV." At any given time there will be 3d4 Gongwarped Fishermen (HD: 2+3; HP: 12,9,10,8,6,15, 16,19,11,13,17,5; AC: 5/+4; Attk: 1; dmg: 1d8 or 1d6+1; XP: 240) up to no good here, possibly with mutant freaks at their beck and call.

54 – Chemistry Lab – This room is a mess of beakers, boilers, syringes, toxic chemicals, poisons, half-eaten Sleemaks, bottled organs, water warped union contracts, veterinary tech night school study materials, and candy wrappers. A faint sewer stench pervades the room.

55 – Forge – A portable anvil and a natural gas forge (total value 750 gp) occupy this oddly-shaped room. Hammers, clamps, steel bars, and bronze discs hang from the wall. An unfinished bronze gong leans against the wall, featuring the tentacle-and-lamp symbol of Fisherman solidarity.

56 – Vivisection Room – A large operating table with restraints is bolted to the western wall with a sedated Kjellmena on it, organs exposed mid-surgery. A sliding panel on the east wall reveals a broken dumbwaiter with a dead tourist (carrying a fancy walking cane worth 120 gp) crumpled in the shaft. The shaft leads to **area 15** on Level 1.

57 – Palm Goblin Breeding Tanks – Multiple aquariums filled with Palm Goblins, sorted by age and weight, line the walls. Vacuum tube capsules and an ejection tube can be found in the northeast corner of the room.

58 – Guard Room – Two mutants (HD: 1+1; HP: 7,5; AC: 4/+5; Attk: 1; dmg: 1d6 claw; XP: 35) and a Fisherman (HD: 2+3; HP: 12; AC: 5/+4; Attk: 1; dmg: 1d8 or 1d6+1; XP: 240) play Blackjack at a folding card table here. They are just as likely to invite visitors to play a hand as they are to defend their assigned turf.

59 – Subsea Theater – Three 8'x10' reinforced glass panels provide front row viewing of the depths of the lake. Eight comfy, rump-worn chairs with drink holders are arrayed in two rows in front of the panels. The door to the north is locked.

60 – Arcane Coat Room – Tiny handholds activate the secret doors to the west. Strange symbols adorn the floor tiles. Coat racks holding long, black ceremonial robes line the walls. A small bookshelf dedicated to self-help, personal power, and financial success stands in the southeast corner.

61 – Arcane Sacrificial Chamber of Corporate Success – A stained stone altar sits in the center of this room. Four marble columns rise floor-to-ceiling in each corner, with the Whizbang Zoo's corporate charter and by-laws inscribed on their surfaces.

62a – Arcane Summoning Pool – An old, sleepy Hazbroca (HD: 9+3; HP: 58; AC: 3/+6; Attk: 1; dmg: 1d10+poison or 3d4+3; XP: 1,400) hibernates here, while a pack of Lil' Gulus (HD:1; HP: 7,7,6,5,4,4,3,1,1; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30) huddle to it for warmth and quietly play in the pool. A small horde of tourists' belongings (total value 600 gp) has been piled in the northwest corner.

62b – Consultation Office – Empty aside from painted chicken bones and dyed feathers cast on the floor.

62c – Consultation Office – An enameled steel table (value 150 gp) plays host to two rolling chairs with peeling upholstery. A half-empty water cooler (value 75 gp) sits in the southwest corner.

62d – Consultation Office – A long, narrow, shallow pit filled with cold coals fills the center of this room, clearly used for team building fire-walking exercises so popular on corporate retreats.

62e – Consultation Office – A shabby wooden desk and chair reside in the northeast corner of this room. On the desk is an abacus, and and a magic 8-ball. In the drawers are unfinished tax forms from previous years going back a decade or more.

63 – The Lagoon – Tourists have tossed hundreds of individual coins into the lagoon over the years, and should these catch the PCs' eyes they can slowly and painstakingly recover 112 gp, 470 sp, 1,196 cp, 20 press-a-penny tokens, and a broken heart locket worth 8gp.

64 – Deep Trench – This narrow trench plays host the a cloud of frantic Butler Sharks (HD: 1+1; HP: 9,8,7,7,6,4,2; AC: 6/+3; Attk: 2/1; dmg: 1d4/1d4 or special; XP: 20), who are just as likely to take out the PC trash as clean the barnacles and algae off of a submersible pod.

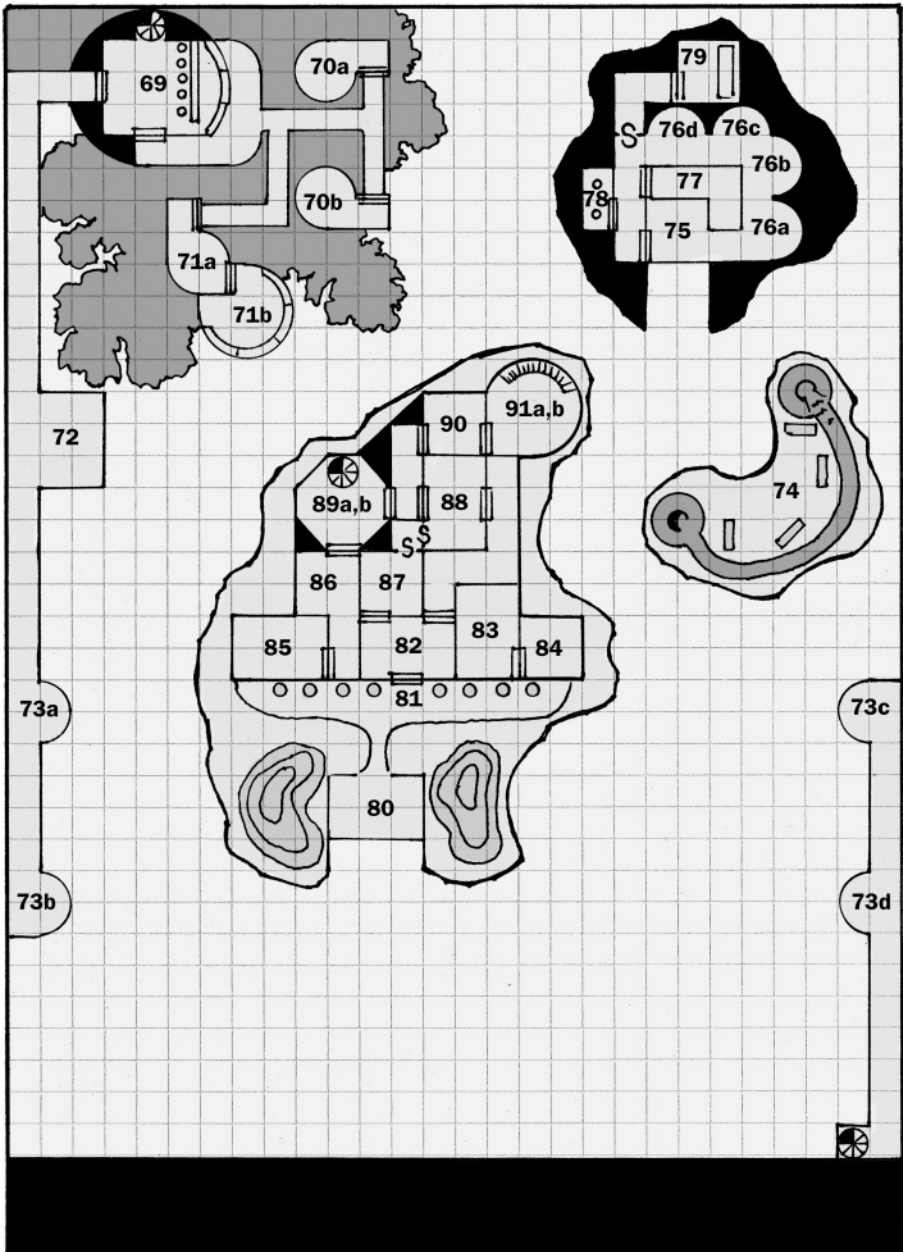
65 – Sunken Shipwreck – A fake sunken ship has been planted in this corner for tourists to gawk at and use their submersible pod arms to recover cheap baubles. A third submersible pod, the 'Liberty Pioneer,' has sunken on the deck of the fake ship with three adventurers inside. Industrious PCs could recover 3 skeletons, 350 gp, a suit of plate mail, a suit of chain mail, two long swords, a shortsword, and lockpicking tools from the wreckage.

66 – Petite Trench – This trench plays host to an inexplicable underwater hut. It is uncertain if this was an original feature of the lake or a recent addition, and shows signs of recent use despite being uninhabited.

67 – Subsea Theater – Sleemaks often swim by these windows to perform cute maneuvers and frolick.

68 – Swift Trench – Young Palm Goblins infest this trench, capable of jamming up the exhausts of a submersible.

LEVEL 3 MAP



Level 3

*This level is consistently 170' above the floor of Level 1. Moderate wind gusts and misty clouds often blow through the area.

69 – Sky Tavern – Room-high windows with bloody hand prints adorn the bark wall behind the bar. The bar has been raided of most liquor, although the soda tap is still working.

70a – Sky Cabin – Two dead tourists lie naked in the bed here, with hands, feet, and faces carefully removed. A Lumigoy baby rattle has been left on the bed. Two unopened miniature bottles of whiskey stand on the window sill.

70b – Sky Cabin – The bed in here is disheveled. There is a broken chair and the corporate art hangs crookedly on the wall. Otherwise empty.

71a – Deluxe Sky Cabin Common Room – The interior of this living room is covered in thick, moist silk webbing. There is a bathtub with a small, contained fire pit underneath.

71b – Deluxe Sky Cabin Bedroom – Two Winged Ultrahedges (HD: 6; HP: 34,41; AC: 1/+8; Attk: 1 or 2; dmg: 2d4+2 or 1d6+1/1d6+1+mesmerize; XP: 780) have sprayed silk all over this room, and are currently drunkenly copulating amidst a plethora of empty liquor bottles. They fly into a rage if interrupted, and their autotuned howling haunts the air.

72 – Sky Riding Bay – This platforms plays host to three Scrumlau saddles, a rail-mounted dinner bell, and an empty bait bag. A sign that says, “Do Not Tease the Scrumlau!” has been bolted to the south rail, with a hazard diagram of a human head being bitten off by a flying turtle-centipede-bird. Ringing the dinner bell will summon 1d3 Scrumlau (HD: 3+3; HP: 23,17,15; AC: 2/+7; Attk: 1; dmg: 2d4 or CON drain; XP: 135) from their tower perch at **89b**. The Scrumlau will demand live Sleemaks (1 each) for food and torture before allowing themselves to be saddled and mounted. Ringing the dinner bell without providing the appropriate offerings will result in angry attacks from the Scrumlau 50% of the time. A properly bribed Scrumlau will accompany PCs for 1 hour of flight to any of the Level 3 locations. A Scrumlau left to wait in between flights is 25% likely to wander away.

73a – Zip-Line Start Station 1 – A 15-foot tower featuring a sloping zip-line and harness occupies this deck. Dismounting the zip-line mid-ride over the floating island to the east requires a 3d6 DEX check, and falling requires an appropriate saving roll or the suffering of 2d6 falling damage onto the island. A failed check will result in falling 170' to the dungeon floor if a 4d6 DEX check cannot be made for the purposes of recovering. Woe be unto the PC who fails both DEX checks.

73b – Zip-Line Start Station 2 – Like **73a**, but DEX check dismounting difficulties are increased by 1 die.

73c – Zip-Line Dismount Station 1 – PCs can safely unbuckle from their thrill ride here and return to Level 1 via the staircase to the south.

73d – Zip-Line Dismount Station 2 – The same as **73c**.

74 – Picnic Island – Four Picnic tables adorn this well-manicured floating island. A water fountain to the north feeds a small stream running the length of the island. The stream bank is decorated with trimmed shrubs and short pine trees. A distraught family of stranded tourists has made a trash hut and have used a picnic table for firewood.

75 – Volcano Island Landing Pad – Two hitching posts and a wall-mounted dinner bell can be found here, as well as a bait-bag with two bound and gagged Sleemaks. They may or may not be alive.

76a – Animatronics – An animatronic Cromdar in fall hunting gear plods through a fake plastic jungle, stalking a coy and nimble Quincy Raptor.

76b – Animatronics – An animatronic Cromdar tames a Quincy Raptor with a stool and bull whip.

76c – Animatronics – An animatronic Cromdar reads a bedtime story to a bed full of baby Sleemaks, who coo, giggle, and snore.

76d – Animatronics – An animatronic Cromdar stands in a heroic pose, eyes lit up in LED red, raising his arms like a conqueror. Miniature sky islands raise and lower with the motion of his arms.

77 – Steam Machinery – A cauldron filled with boiling water and attached to pressurized piping resides in the southeast corner of this boiler room. Intense steam jets have formed in cracks on the piping. Two Lumigoy (HD: 4; HP: 15, 17; AC: 3/+6; Attk: 1; dmg: 1d8 or special; XP: 265) desperately attempt to repair the piping in here.

78 – Restroom – Lifting the latrine lids in this room exposes PCs to a violent gust of wind. Looking in the holes, PCs can see all the way to the surface of the lake below.

79 – Volcano Incinerator – This room smells of burnt hair and ozone. The incinerator on the east wall feeds the smoking volcano top with the bodies of dead zoo inhabitants. Bits of fin and fur are scattered on the ground. A thorough search reveals a taxidermied Lil' Gulu (market value 85 gp) in the corner beneath a pile of discarded shark fins.

80 – Grand Island Landing Pad – This landing pad rests between two rock spires and hosts four hitching posts. Multicolored flags have been strung between the two spires, each adorned with a silkscreened portrait of Grandpappy Cromdar.

81 – Courtyard – Eight silver statues (value 700 gp each) of Cromdar in various fashion runway poses line the exterior wall of 'Castle Magnifique.' Two Lumigoy (HD: 4; HP: 23, 27; AC: 3/+6; Attk: 1; dmg: 1d8 or special; XP: 265) stand guard, accompanied by two rabid Coy Boys (HD: 3+1; HP: 17,16; AC: 4/+5; Attk: 1; dmg: 1d6 or 2d4; XP: 65) on chain leashes.

82 – Magnifique Hall – This reception hall is lined with nine soda machines (market value 270 gp each) which dispense 'Grandpappy Cromdar's Nutritious Elixirs' in regular, diet, and zero-calorie varieties. Additionally, a claw-toy machine (market value 300 gp), filled with cheap stuffed animals from **32b**, is on display. 5 sp buys a soda or a shot at a stuffed animal.

83 – Castle Parlor – This smoking room features a ceiling-high bookshelf stuffed with used 'Choose Your Very Own Special Journey' books(collection market value 8 gp). There are plenty of uncomfortable divans and moth eaten reclining chairs. Taxidermied heads of every monster in the zoo are mounted on the walls.

84 – Private Study – This luxurious room features a natural gas fireplace, a deluxe chessboard table, and shelves with a meticulously arranged collection of lucky animal paws. A hand-cranked reel to reel projector points at the blank southern wall. Below the projector are a number of B-rated documentaries of monster hunting safaris. 30% chance per visit of Cromdar watching reels in his bathrobe with a snifter of brandy, a tear in his eye. The remaining 70% of the time, two Lumigoy (HD: 4; HP: 19, 24; AC: 3/+6; Attk: 1; dmg: 1d8 or special; XP: 265) will be playing chess.

85 – Cromdar's Private Bedroom – This room has long since been taken over by four depraved, lecherous Ultrahedges (HD: 6; HP: 46, 41, 39, 35; AC: 1/+8; Attk: 1 or 2; dmg: 2d4+2 or 1d6+1/1d6+1+mesmerize; XP: 780), whose legs have been oddly replaced with Anacondas. They spray hot, wet spindles of glittering silk about the room. The Ultrahedges have obliterated Cromdar's bed and furnishings.

86 – Hall of Shame – Funhouse mirrors line the walls of this room. Each has a unique addition to the surface, such as painted mustaches, pregnant bellies, pus pockets and open sores, and more.

87 – Stable – Four Abrustotz (HD: 2+2; HP: 12,12,10,8; AC: 4/+5; Attk: 1; dmg: 1d6+1; XP: 35) play kick-the-can in here and munch on discarded vegetables. They do not take kindly to intruders, and are ready with foul-mouthed insults and flying kicks unless suitably mollified.

88 – Grand Throne Room – A golden throne (market value 2,500 gp) embossed with images of Grandpappy Cromdar plays host to an exceptionally large and potent Lumigoy (HD: 5+4; HP: 39; AC: 3/+6; Attk: 1; dmg: 1d8 or shotgun or special; XP: 370) named Lord Champion First Place. He is attended by four Lil' Gulus (HD:1; HP: 4,3,3,2; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30), two Fishermen (HD: 2+3; HP: 13,17; AC: 5/+4; Attk: 1; dmg: 1d8 or 1d6+1; XP: 240), and two Slapdogs (HD: 1+4; HP: 9,8; AC: 5/+4; Attk: 1; dmg: 1d6+special; XP: 45). He will demand explanations from any intruders, and will accept bribes of 150 gp per head to pass. Those who do not bribe may well pass without heads.

89a – West Tower Stairs - A metal staircase leads to the Scrumlau nest in

89b. The discarded carcasses of Sleemaks have tumbled down the steps, making passage less than enjoyable.

89b – Scrumlau Nest – At any given time 2d4 Scrumlau (HD: 3+3; HP: 23, 21, 19, 17, 15, 13, 12, 10; AC: 2/+7; Attk: 1; dmg: 2d4 or CON drain; XP: 135) will be lounging, torturing, and feasting here.

90 – Storage – Empty.

91a – Base Jumping Prep Room – A metal staircase winds around the interior wall, leading to the platform at **91b**. Eight base jumping parachute packs are stashed in cubbies on the eastern side of the tower.

91b – Base Jumping Platform – Visitors have to opportunity to base jump from a gangplank atop the tower here, landing on Level 1 some 200' below. Base jumping requires a pack from **91a**, a 3d6 INT check to make sure the pack is properly secured to one's body, and then a 3d6 DEX check to pull the rip cord on time, followed by a 3d6 CON check to keep from passing out during freefall. The consequences for failure at any of these rolls are obvious and severe.



Random Encounter Tables

Zone 1 – Consists of areas **1** through **31**. A roll of 1-2 on a 1d6, checked every 2 turns, yields one of the following on a d12:

1-2 – 1d3 Lil' Gulu - (HD:1; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30)

3-4 – 1d4 Sleemaks - (HD: 1; Attk: 1; dmg: 1d3-1 or special; XP: 7)

5-6 – 1d6 Retch Flies - (HD:1/2; AC: 6/+3; Attk: 1; dmg: 1d3+acid; XP:15)

7 – A Quincy Raptor - (HD: 3; AC: 4/+5; Attk: 1; dmg: 1d3+trip or 1d4+2; XP: 60)

8 – 1d3 Sawhoppers - (HD:2+2; AC: 5/+4; Attk: 2; dmg: 1d8/1d8+special; XP: 85)

9 – 1d4 Muggerbeaks - (HD: 1+3; AC: 7/+2; Attk: 2/1; dmg: 1d5 or 1d4+1; XP: 35)

10 – A Kjellmena - (HD: 1+1; AC: 6/+3; Attk: 1; dmg:1d4 or weapon; XP: 25)

11 – 2d6 Jackass Parrots fly by, mercilessly taunting PCs.

12 – 1d4 Fleet Petals - (HD: 1; AC: 6/+3; Attk: 2; dmg: 1d4+1/1d4+1; XP: 25)

Zone 2 – Consists of areas **32a** through **62e**. A roll of 1 on a 1d6, checked every turn, yields one of the following on a d8:

- 1 – 1d6 Zookeepers** - (HD:1; AC: 5/+4; Attk:1; dmg: 1d6 club; XP: 25)
- 2 – 2d3 Lil' Gulu** - (HD:1; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30)
- 3 – 1d3 Fishermen** - (HD: 2+3; AC: 5/+4; Attk: 1; dmg: 1d8 or 1d6+1; XP: 240)
- 4 – 1d3 Floppelopes** - (HD: 4+2; AC: 5/+4; Attk: 1; dmg: 1d8 or 3d4; XP: 120)
- 5 – 2d4 Jackass Parrots** fly by, mercilessly taunting PCs.
- 6 – 1d3+1 Coy Boys** - (HD: 3+1; AC: 4/+5; Attk: 1; dmg: 1d6 or 2d4; XP: 65)
- 7 – 1d4 Abrustotz** - (HD: 2+2; AC: 4/+5; Attk: 1; dmg: 1d6+1; XP: 35)
- 8 – 2d3 Sleemaks** - (HD: 1; AC: 8/+1; Attk: 1; dmg: 1d3-1 or special; XP: 7)

Zone 3 – Consists of areas **63** through **68**. A roll of 1-2 on a 1d6, checked every turn, yields one of the following on a d6:

- 1 – 1d4 Butler Sharks** - (HD: 1+1; AC: 6/+3; Attk: 2/1; dmg: 1d4/1d4; XP: 20)
- 2 – 2d3 Palm Goblins** - (HD: 1-1; AC: 7/+2; Attk: 1 (surprise); dmg: 1d6; XP: 25)
- 3 – 1d6 Sleemaks** - (HD: 1; AC: 8/+1; Attk: 1; dmg: 1d3-1 or special; XP: 7)
- 4 – 1d4 Ticklettes** - (HD:1+2; AC: 5/+4; Attk: 3; dmg: 1d4+poison; XP: 120)
- 5 – 1d2 Floppelopes** - (HD: 4+2; AC: 5/+4; Attk: 1; dmg: 1d8 or 3d4; XP: 120)
- 6 – 1 Hazbroca** - (HD: 9+3; AC: 3/+6; Attk: 1; dmg: 1d10+poison or 3d4; XP: 1,400)

Zone 4 – Consists of areas **69** through **91b**. A roll of 1 on a 1d6, checked every 2 turns, yields one of the following on a d8:

- 1 – 1d4 Scrumlau** - (HD: 3+3; AC: 2/+7; Attk: 1; dmg: 2d4 or CON drain; XP: 135)
- 2 – 1 Ultrahedge** - (HD: 6; AC: 1/+8; Attk: 1/2; dmg: 2d4+2 or 1d6+1; XP: 780)
- 3 – 1d4 Lumigoy** - (HD: 4; AC: 3/+6; Attk: 1; dmg: 1d8 or special; XP: 265)
- 4 – 2d3 Lil' Gulus** - (HD:1; AC: 5/+4; Attk:2/1; dmg: 1d4+1/1d4+1 or stun; XP: 30)
- 5 – 2d10 Jackass Parrots** fly by, crapping all over everything.
- 6 – 1d6 Ticklettes** - (HD:1+2; AC: 5/+4; Attk: 3; dmg: 1d4+poison; XP: 120)
- 7 – 1d4 Gran Shulamingos** - (HD: 2; AC: 1/+8; Attk: 2; dmg: 1d6/1d6; XP: 45)
- 8 – Grandpappy Cromdar** shows up, getting' crazy in a fancy outfit.

-FIN-

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