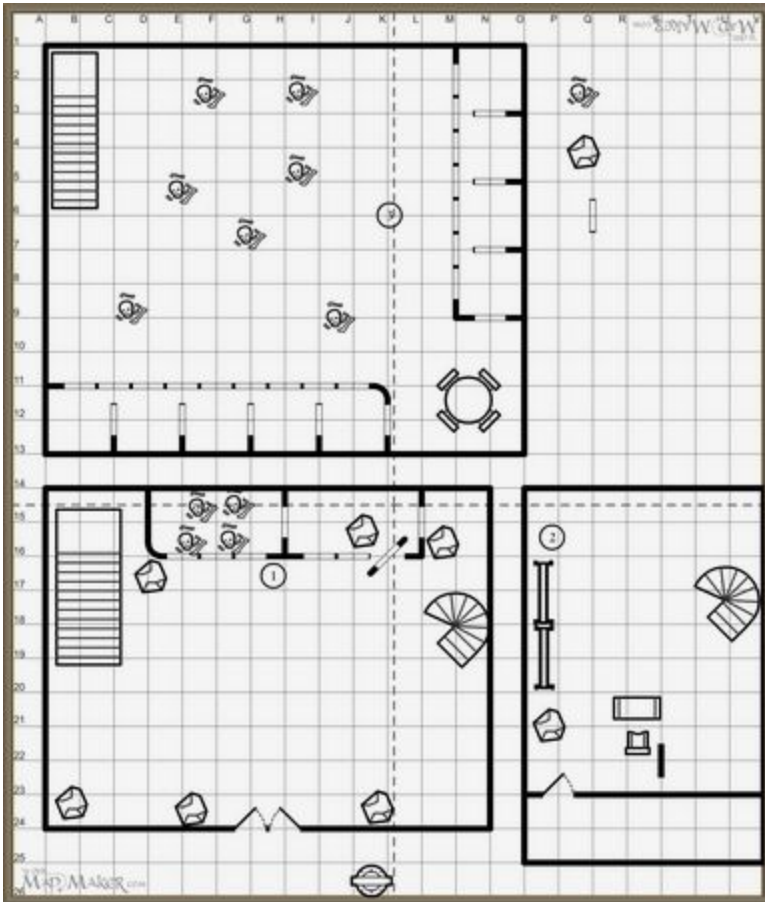


Karma Zootra by Kosher Kommando



DM Preface: Nigel Berrythorn has chosen to open a zoo, I find a good price for monsters is 100gp x Challenge Rating if you are not a d&d 5e person animals are 10gp max, skeletons and zombies are 25gp, cockatrice 50 gp. Owlbears 300gp. You are absolutely welcome to adjust these prices for your campaign. I would also recommend having him open up a museum so players have a place to donate or sell art, pottery and other junk they pick up adventuring.0

Remember this is likely a magical world, the cages may look down on pocket dimensions from above, or the creatures could be bound inside a stasis field when people aren't looking at their cages. Maybe they have been miniaturized and live on a series of islands co-existing kind of like that spy kids movie. Anything's possible! (you could also have a terrible zoo manager who keeps them in cages and give your players a chance to break into the zoo and get the manager fired. And remember that evil villain who needed a plan? (he's the one funding the zoo!)

Somebody has mysteriously purchased the abandoned jail just outside of town, there's been construction day and night for weeks, What could possibly be happening there! Entering the Jail they see golems repairing the building, what power controls them? The first cell that appears rebuilt is

full of skeletons. (4-8 of the depending on #of players). As the players approach they appear to go wild eventually breaking the cage and charging them! Roll For Combat!

After defeating the skeletons players find themselves surrounded by golems, if attacked they will attempt to grapple and restrain players. The implication is clear stand down or be overwhelmed by their might. This standoff continues until players put the manacles on attack the golems or a Humanoid creature runs out yelling in common, "halt, stop, what are you doing to my precious monsters!?" assuming the party stops and doesn't slaughter him or fight their way out of the Golems and flee, he explains that he has a dream. "I want to create the first place for people to experience the world of adventure right here at home! A place where the dangers of a dungeon are on display but don't ever really put your life at risk!" (DM: He wants to build a Zoo of dungeon life).

He invites the players to come and see his slowly growing collection. Only skeletons downstairs have forced him out. If the adventurers clear them out all is forgiven. Taking them upstairs, he tells the players a bit about each creature and gives them a creatures list or basic book of monsters. Reading almost right from it to them, they find out about each creature downstairs. Most in cages. I recommend Giant Crabs, scuttling within a shallow pool, a pair of Nothics babbling to one another as they stare knowingly outwards, and an imp, bound to a circle nearly the size of the cell, Laughing as he throws rotten food at a picture of a human. (roll a dex save against illusionary food?) While still sparse The building looks less and less like a jail the more they look around. The humanoid introduces himself as Nigel Berrythorn, His family may or may not be assisting him. Finally he turns and says he was about to open this week! But now players have set him back, who knows how long it will be before somebody can catch skeletons again! (players should try and catch the ones downstairs) If players help he offers them a deal helping him stock the zoo.