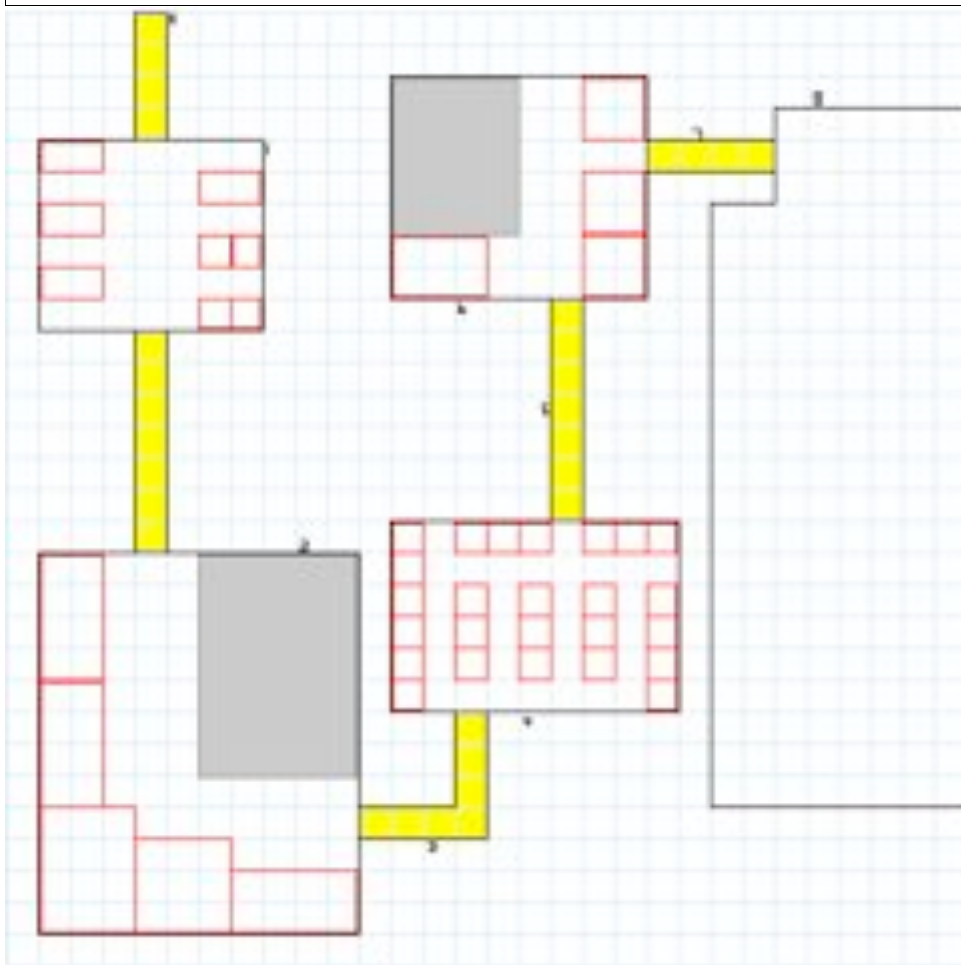


Zoo of Death



Wandering Monsters

Legend

- Black – Walls
- Blue – Door
- Red – Cage
- Grey – Pool
- Yellow – Stairs (down)

Room Key

Entry: A door on what looks like a small shed opens to a long downward staircase, the door is unlocked, and if examined it is found to have no lock. As soon as the door opens an unmistakable odor of animals emanates from the stairway.

- Room 1:** Cages full of "swift things", such as cheetahs and humming birds, fill the room. A door labeled "to floor two" shows the exit. A steep, long downward hallway.
- Room 2:** Cages of very large animal fills this room, including hippos and a twenty foot alligator in shallow water. A sign labeled "To floor three" Leads to another downward stairway.
- Stairway 3:** Not as steep as the previous stairway, curves halfway, with strange candles high on the walls out of reach. When the entire party enters, the door slams shut and locks loudly as the candles all go out. Once the party gets past the curve, a large snake falls from the ceiling and attempts to constrict one or two of the nearest people. The door at the end locks after being closed.
- Room 3:** Poisonous animals in cages fill this room, spitting cobras, gaboan vipers, and tropical stonefish in a small pond. A sign that reads "To level four" shows the exit, another downward staircase.
- Stairway 4:** Straight and dark, this stairway is infested with large king bats. The door locks, and the bats swoop around at the party, trying to bite them, which can cause rabies. The bats get stuck on piercing weapons when killed.
- Room 4:** Strange cages animals fill this room: a blood eagle looking to be eating what appears to be an arm, a large black pool with a creature with many arms. A door labels the exit "To level five", where (surprisingly) another stairway awaits.
- Stairway 5:** Entry door has no lock, the stairway is short and well illuminated, and appears to be quite empty. At the end of the stairway, under the handle on the door, is a small, extremely poisonous spider that blends in with the ornate green handle. The spider, a green speckled recluse, bites whoever turns the handle, however knocking the door down bypasses the door's handle.
- Room 5:** Put whatever you like here: boss battle, a captured comrade, a large life sucking machine, or a copy of *the princess bride* book. Up to you. Maybe an easier way in that seems obvious now that they are there?

This dungeon is based on the "Zoo of Death" from *The Princess Bride Book*, a great scene that was left out of the still awesome movie. A good deal of the events that can take place is up to you, have the players battle their way down, or describe the caged animals to build suspense. Also, I'd recommend reading the book and finding select passages to describe the rooms, stairs, and animals better.

Don't forget that you can also add monsters from your setting to spruce it up some more. Simple animals are not very scary in a world that has large monsters.