

PENGUINS OF MADAGASCAR

OPERATION: SMILE AND WAVE



The One-Shot Adventure "Operation: Smile and Wave"

SETTING

- normal morning
- zoo is open
- NO guests though (weird)
- animals don't think further of it
- small problem:
 - no guests = no zoo keepers therefore no FOOD

OPERATION: SEARCH FOR FOOD

- Start: Penguin or Lemur Habitat
- Goal: Find Food in storage behind souvenir shop
- Random Encounters:
 - Different animals asking where their food is
 - Possibility to search in other habitats for food
 - Investigating Entrance Gate Area
 - if searched one can find a sandwich and some gold at ticket counter (DC 10 Investigation Check)
 - if searched further one can find a "Shot against Brown Spots" (DC 15 Investigation Check)
 - Investigating Elephant habitat
 - DC 15 Intimidation or Persuasion Check gets enough peanuts for 6 characters (advantage if Mort is in "Buffed-Up" State at that moment)
 - Elephant can be attacked leading to peanut rations for 8 characters (normal elephant stat block - CR 4)
 - if investigating the rhinoceros habitat either the characters have to be stealthy or the rhinoceros will attack on sight (very hard - CR 5-6)
 - when stealthy the characters can find an item for a later point on time
 - When defeating the rhinoceros the characters get the key to the storage room
 - investigating arsenal-area
 - if the characters get inside there are some nice weapons for each of them (tbd)
 - door is closed by portcullis
 - there is a hidden entrance in the ostrich habitat
 - is only accessible after the ostrich rammed her head into the ground opening an entrance to the hidden corridor to the arsenal
 - ostrich will only put her head into the ground if a performance check of the group is failed
 - camel habitat nothing but camel says "no food here"
 - investigating monkey habitat
 - possibility to decipher written stuff (like newspaper) (DC 12 Persuasion Check or hot coffee)
 - only possible after the monkeys were given food
 - investigating flamingoes habitat
 - nothing
 - investigating reptile house + crocodile (reptile house only accessible via crocodile habitat)
 - crocodile only lets the characters into the reptile house if it gets something to eat
 - poison dart frog will give characters poison vials in

- exchange for food
- investigating north-west part
 - Melman sells healing potions
 - will give the characters an amount of healing potions and 3 bottlea of Lesser Restoration in exchange for a "Shot against Brown Spots"
 - Alex thinks everything is Steak and only calm down after he gets one -> Will attack anyone on sight (can be reasoned with if you have a steak)
 - with Marty, after both Marty and the characters had food, one can train to run faster increasing their speed by 5ft (10 ft critical success) on a successful DC 10 Constitution Check
 - Gloria - nothing
- investigating polar bear habitat
 - it is very cold -> Lemurs have to succeed DC 10 Constitution Check every minute or take 1d4 cold damage
 - tbd
- souvenir shop & cafe and storage
 - successful DC 5 Investigation Check in seating area in front of Cafe & souvenir shop will lead to finding a newspaper (content tbd) and a hot coffee (DC 10 Investigation Check) (food for one character)
 - DC 10 Investigation Check leads to finding money
 - DC 15 Investigation Check leads to finding an item (tbd)
 - Item lollipop can be found, if eaten by any character DC 15 Constitution Check or the character is poisoned for 1 hour (not possible to give other animals for ration)
 - Storage is locked and can be either opened with key or one try critical success Sleight of Hand lock picking
 - storage is plentiful of food rations

AFTER 20-30 MINUTES RL-TIME

CHARACTERS