

A TABLETOP ADVENTURE GAME



RANGERS
OF
SHADOW DEEP

MENAGERIE

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY



RANGERS OF SHADOW DEEP



MENAGERIE

A MISSION FOR RANGERS
OF ANY LEVEL

JOSEPH A. MCCULLOUGH

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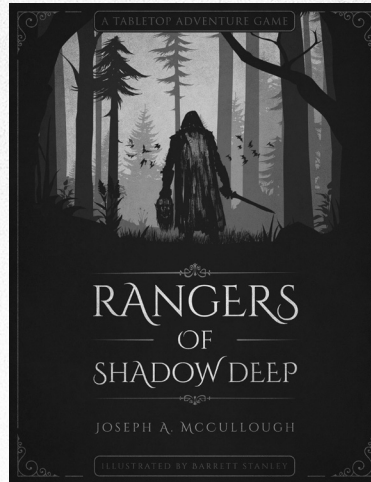
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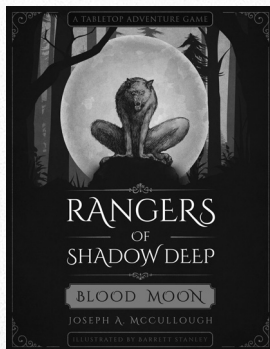
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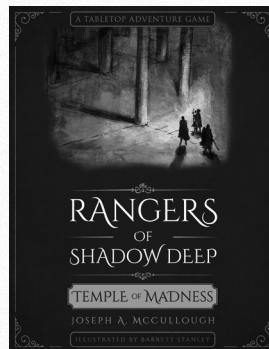
THE RANGERS OF SHADOW DEEP COLLECTION



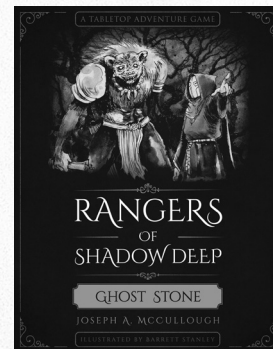
RANGERS OF SHADOW DEEP:
A Tabletop Adventure Game



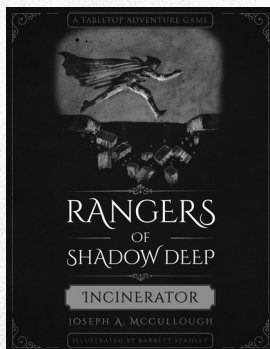
BLOOD MOON



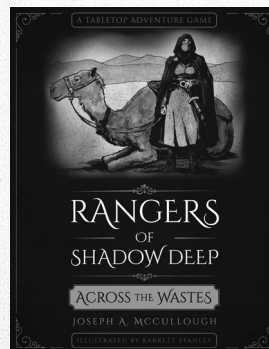
TEMPLE OF MADNESS



GHOST STONE



INCINERATOR



ACROSS THE WASTES
(The Rescue: Part 1)



MENAGERIE



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INTRODUCTION

When I first released *Rangers of Shadow Deep*, one of the most common requests I received was for more animal companions. This seemed like a reasonable request, but I didn't want to release something that was just a bunch of animal stats. I wanted to make it a more interesting product. And so, I began work on *Menagerie*. Truth be told, it didn't go well. For whatever reason, I just couldn't find the inspiration to make it work, or at least the inspiration to make myself work on it. In the end, I set it aside, and moved on to other things.

Well, times change. In fact, as I sit and write this, they have changed massively. Thanks to Covid-19, the world no longer seems quite the same place. Suddenly, there is a greater desire, almost a need, for solo games and more solo adventures. So, while I am in the middle of working on the three-part series 'The Rescue', I also wanted to see if I could produce a smaller supplement, that I could get out quicker, to give people more adventures they can play while stuck in isolation. Thus, I have returned to *Menagerie*.

Along with the new expanded list of animal companions, this book also includes a two-part mission set inside the Shadow Deep. The intent of the mission is not just to give a couple of fun games, trying out some slightly different set-ups, but also to provide some justification for how a ranger might have acquired a strange or exotic animal companion. I have also tried to make it so that rangers of any level will find this mission fun and challenging.

When thinking about the animal companions listed here, feel free to substitute! Maybe your raptor or songbird is actually a flying lizard, or your ferret is actually a meerkat. These differences don't matter to the game, so you might as well imagine your animal companion exactly as you want them.

I hope you enjoy these new scenarios and the new companion options. If you do give the mission a try, make sure to jump onto social media and share the experience. Thanks again for your support. I hope everyone is safe and making the most of this strange time.



ANIMAL COMPANIONS

In the main rulebook, rangers who want to have an animal companion are officially limited to either a bird or a dog and while you can actually get away with using a lot of different animal figures and just giving them the stats of a hound, I know a lot of players would like to have greater variety. So, contained here are nine new animals that can be recruited by the rangers to join their warbands.

It should be mentioned that most of the animals included in the Menagerie are not native to Alladore. A few might be recognized, or at least heard of, as coming from distant lands, but some are completely unknown to the rangers.



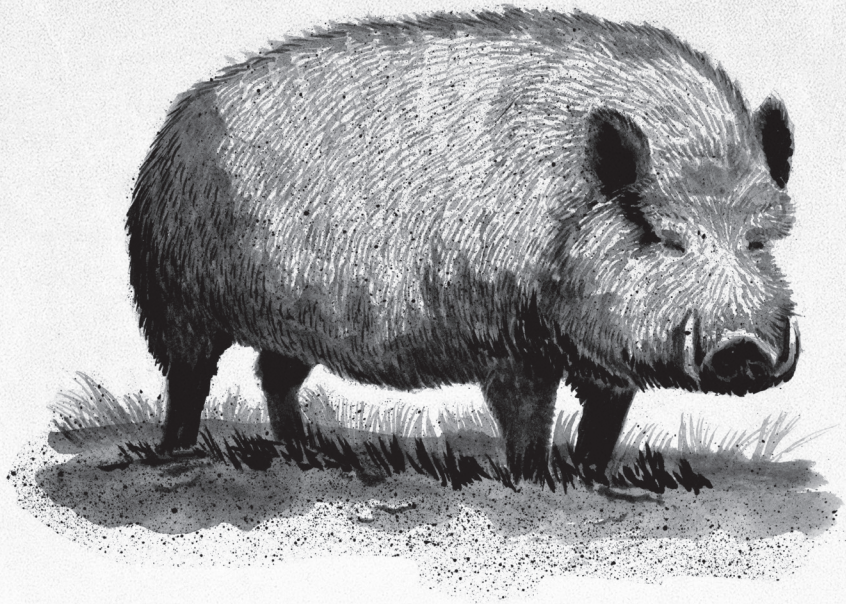
ANIMAL SKILLS & CLUE MARKERS

Unlike other companions, animals are limited in the skills that they can access. Animals may only possess the following skills:

- Acrobatics
- Climb
- Navigation
- Perception
- Stealth
- Strength
- Survival
- Swim
- Track

Anytime an animal investigates a clue marker, and that clue marker calls for a roll based on another skill, the animal is not allowed to roll. Instead, the action is lost, but the clue marker can be left for another hero to attempt to investigate later in the scenario.

Animals occasionally produce other slight issues with the rules, such as whether they should be allowed to climb a ladder or pick up an object. In truth, I leave these decisions up to you, the player. If you can justify the animal's action in your own mind and as part of the story you are telling, go for it. If not, then don't allow it. These are your tales to tell.



ANIMAL ARMOUR

Some animals, especially those with only 1 Health, have unusually high Armour Stats. In these cases, the Armour represents the difficulty in landing a telling blow on such a small or quick creature and not the actual protection of the creature's skin, etc.

ANIMAL ATTRIBUTES

Some of the animals contained in this book possess the following attributes.

Can Be Carried – These animals are small enough that they can be carried by a person without any great hardship. If an animal is being carried, place it in base contact with the figure carrying it. A figure may pick up or put down an animal as a free action. If an animal is being carried, it always activates with the figure that is carrying it. The animal does not count against the maximum figures activated in the phase. The animal moves with the figure carrying it; however, any move action being taken by the figure carrying



the animal counts as an action used by the animal that turn. So, if a figure carrying an animal takes a move action, the animal counts as taking one also, and will have only one normal action remaining that turn. An animal cannot lend support in a fight while it is being carried, but nor may it be attacked either.

Maximum Damage (X) – These animals are so small that their attacks can only cause so much damage. If they ever win a fight and inflict more than their maximum damage, reduce the amount to their maximum damage level.

Nimble – These creatures suffer no movement penalties for moving over rough ground.

Reduced Support – These animals are so small, that they can't really hurt a large creature very much, so their only use in a fight is as a distraction. These figures only give +1 Fight when lending support.





THE MENAGERIE

This list contains nine new animal companions. Rangers can recruit these animals at any time, but playing through the two scenarios in this book will give a good justification for doing so, if one is desired.

BEAR

The Forest of Nar contains a large population of small, black bears, but bears of any other type are virtually unknown in Alladore. There are a few trained bears in Alladore.

Bear						RP	25
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	12	+0	14	Animal, Strong (+2 Damage), Strength +5	

BOAR

These bad-tempered creatures can also be found in the Forest of Nar. They are often hunted, but never trained or domesticated. Boars are especially dangerous when they charge. If they move into combat with a figure and attack it as part of the same activation, they get +2 Fight for that attack only.

Boar						RP	15
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	12	+2	8	Animal, Tusks (+2F when charging), Strength +3	



FERRET (OR OTTER)

Alladore possess a huge number of small mammals such as ferrets, weasels, otters, beavers, etc. most of which can be trained. While these little creatures aren't that much help in a fight, they are sneaky and can often find other ways to be useful.

Ferret						RP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
4	-1	+0	14	+3	1	Animal, Can Be Carried, Reduced Support, Maximum Damage (3), Choice of Stealth +6 or Amphibious	





LION

Alladore has some mountain lions that live in the Northern and Eastern parts of the country. They are occasionally captured for zoos or circuses, but can never be truly 'trained'.

Lion						RP	20
Move	Fight	Shoot	Armour	Will	Health	Notes	
8	+3	+0	10	+2	10	Animal, Acrobatics +3, Climb +5, Stealth +3, Track +3	

MONKEY

There are no monkey species native to Alladore, but they are occasionally brought in by foreign traders and sold as pets or performers. Monkeys are expert climbers – they suffer no movement penalty when climbing.

Monkey						RP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+0	+0	8	+4	4	Animal, Expert Climber, Maximum Damage (5), Acrobatics +6, Climb +10	



SONGBIRD

These small, often colourful, birds are almost worthless as fighters, but their sweet songs can be a light in the darkness and bring hope where it is most needed. Any hero that is within 2" of a songbird receives +1 on all Will Rolls.

Songbird						RP	2
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	-2	+0	15	+4	1	Animal, Flying, Beautiful Song, Can Be Carried, Flying, Reduced Support, Maximum Damage (1)	

SNAKE

There are numerous varieties of snakes in Alladore, and while they can never be trained as such, skilled handlers know how to encourage them to get the results they want.

Snake						RP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
4	+0	+0	14	+2	1	Animal, Can Be Carried, Reduced Support, Maximum Damage (5), Choose 2: Amphibious, Nimble, Poison	



TIGER

These gigantic cats are unknown in Alladore, even in legend.

Tiger						RP	25
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	10	+1	14	Animal, Strong (+2 Damage), Acrobatics +2, Stealth +3, Swim +5	



MISSION I: THE DOUBLE AMBUSH

The mission was a complete failure. The other ranger company you hoped to meet in the dark wastes of the Shadow Deep never appeared. You waited for three days, one day longer than you probably should have, and by then your supplies were running low. So you began the long, wearying march back to Alladore.

With little difference between day and night in this shadowy realm, you hiked on until your legs were too weary to continue and then found a small cluster of rocks that provided a bit of cover. Bone-tired, you collapsed to the ground, eating a few nuts and dried fruits from your remaining rations. Then, posting the guard, the rest of the party quickly fell into a deep sleep.

CHALLENGE LEVELS

Each of the scenarios includes two challenge levels. Challenge Level 1 is intended for groups that either have three or more rangers in them or only have one or two rangers but these are level 8 or above. Challenge Level 2 is intended for groups that have three or more rangers and they are above level 8. These are just guidelines, however, and players should use the challenge levels or not at their discretion.

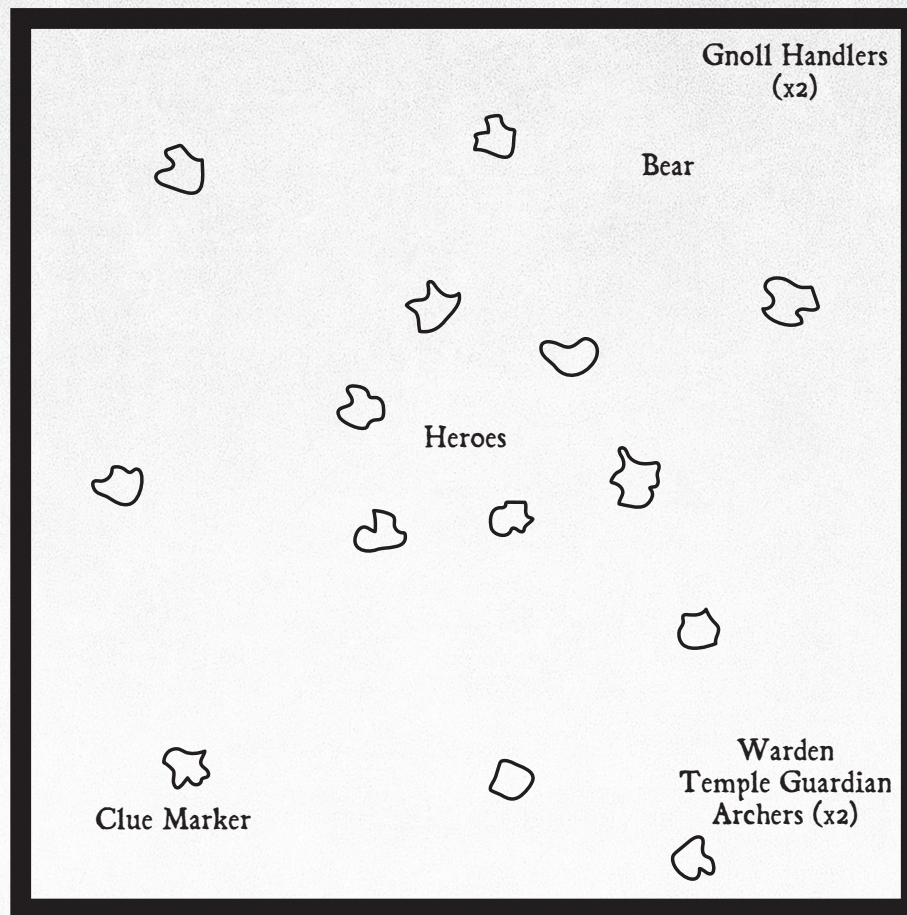


MINIATURES NEEDED

- Bears 2
- Blood Bats 2+
- Boar
- Civilians 2
- Giant Flies 3+
- Giant Rat
- Giant Snake
- Gnoll Archers 2+
- Gnoll Beast-handlers 4+
- Gnoll Sergeant 2
- Gnoll Warrior 1+
- Monkey
- Temple Guardian Archers 3+
- Temple Guardians 2+
- Tiger
- Warden

SCENARIO I: THE UNINTENDED AMBUSH

A horrific roar fills the air as a gigantic creature comes hurtling out of the darkness towards your camp. It is pursued by a group of men and gnolls carrying strange weapons.



SET-UP

This scenario is played on a 2' x 2' table. The middle of the table features a very rough circle of broken stones. The rest of the table should be filled with scattered stones. Place one clue marker 4" in from a random corner on a line towards the centre of the table.

Place all of the heroes anywhere you wish within 6" of the centre of the table. All of these figures should be lying down. Choose one hero figure at random and stand it up.

After everything else has been set up, roll for a random corner. Place one bear 4" in from the corner on a line running to the centre of the table. Place two gnoll beast-handlers in the same corner, but 3" behind the bear. In different random corner, place two temple guardian archers and one warden.



SPECIAL RULES

Before the scenario starts, each hero must make a Will Roll (TN10). He may add his Survival Skill to this roll. Any hero that fails is suffering from Hunger and Thirst.

Whenever a figure that is lying down activates, it should make a Will Roll (TN12). If it succeeds, it may stand up and take one action. Otherwise, it takes no actions in that activation. After the first turn, a figure may add the number of the turn to this roll (so on the second roll it gets an additional +2 to the roll). If a creature moves into combat with a hero that is lying down, immediately stand the figure up, but it suffers -2 Fight for the rest of the turn.

At the end of turn 5, remove the clue marker from the table. Due to darkness, the maximum line of sight for this scenario is 10". No heroes are allowed to exit the table during this scenario.

Draw one card from the event deck during each event phase. Do not draw any Event Cards after turn 8. The scenario ends if there are no creatures on the table at any point after the end of turn 8.

The target point of this scenario is the centre of the table.





The Unintended Ambush Clue Marker Table	
Die Roll	Clue
1–5	Replace the clue marker with a treasure token.
6–10	You find a bag of food. After the scenario, no heroic figure will be suffering from Hunger and Thirst.
11–20	You find the robes and masks of two temple guardians. These may be useful in the next scenario.

The Unintended Ambush Event Table	
Card	Event
Red Ace	Place a bear in a random table corner.
Red King	Place a tiger in a random table corner.
Red Queen	Place a boar in a random table corner.
Red Jack	Place a gnoll beast-handler in a random table corner. / CL1 & CL2: Place two gnoll beast-handlers in a random corner.
Red 10	Place a gnoll sergeant in a random corner. / CL1: Place a gnoll sergeant and a gnoll archer in a random corner. / CL2: Place a gnoll sergeant and two gnoll archers in a random corner.
Red 9	Place a gnoll sergeant in a random corner. / CL1: Place a gnoll sergeant and a gnoll archer in a random corner. / CL2: Place a gnoll sergeant and two gnoll archers in a random corner.
Red 8	Choking ash cloud. Every hero must make a Will Roll (TN12) when activated or be reduced to a maximum of one action for this turn. / CL2: Increase Will Roll to (TN15).
Red 7	Place a temple guardian archer in a random corner. / CL2: Place two temple guardian archers in a random corner.
Red 6	No Event. / CL1 & CL 2 Place one gnoll warrior in a random corner.
Red 5	No Event. / CL1 & CL 2 Place one gnoll warrior in a random corner.



OUTCOME AND EXPERIENCE

Assuming at least one hero figure survives the scenario, the players should move onto Scenario 2. Players receive the following Experience Points of this scenario:

- +3XP for each temple guardian archer, gnoll beast-handler, gnoll fighter, or gnoll sergeant killed by the heroes.
- +4XP for each bear or tiger killed by the heroes.
- +5XP for each warden killed by the heroes.
- +5XP for each hero still on the table at the end of the scenario.
- +10XP if the clue marker is investigated.

CHALLENGE LEVEL 1

Increase the initial Will Roll to (TN14). During the Initial Set-up, add a tiger in a random corner. This can be a corner occupied by other evil creatures. Also, use the CL1 listing in each of the events.

CHALLENGE LEVEL 2

Increase the initial Will Roll to (TN18). During the Initial Set-up, add a tiger and another gnoll beast-handler in a random corner. This can be a corner occupied by other evil creatures. Also, use the CL2 listing in each of the events.

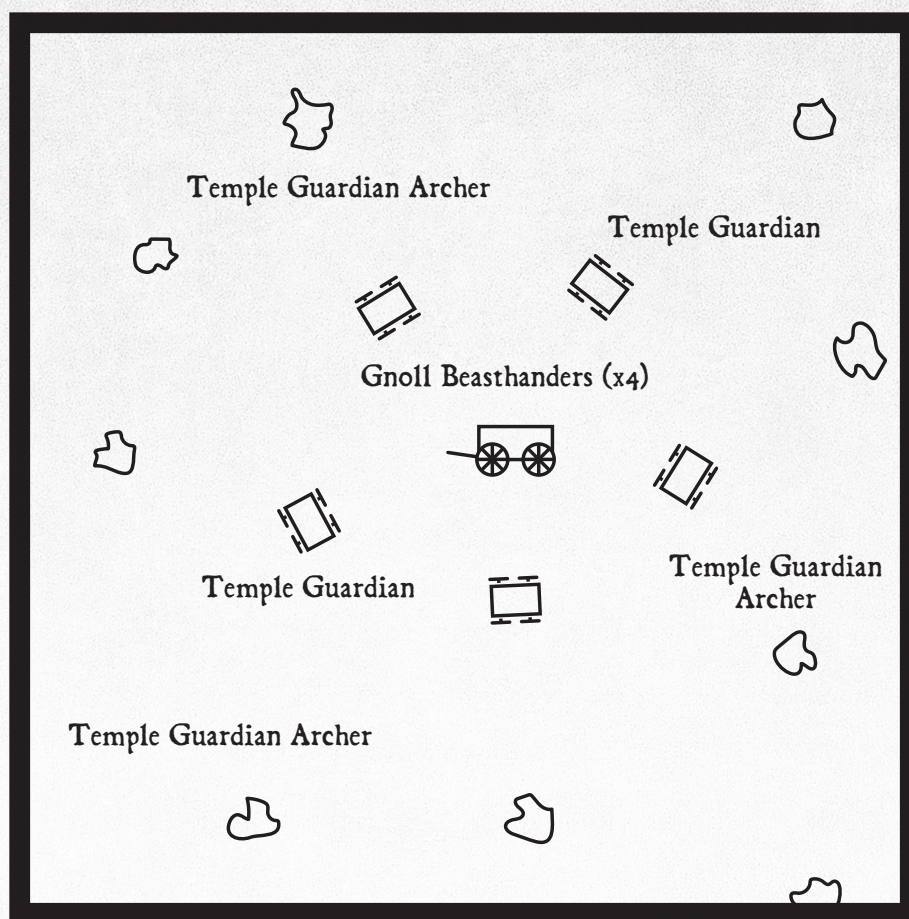


SCENARIO 2: COUNTER AMBUSH

After the dust had settled, it became clear that the ambush was no coordinated attack. In fact, it seemed more like the forces of the Shadow Deep were chasing after the various animals than they were herding them towards you. Gathering your companions, you follow the tracks of your attackers back and discover a scene of chaos. A group of six fully-enclosed wagons are parked in a rough circle, each pulled by a pair of oxen. One wagon has tipped on its side and smashed to pieces, exposing nothing more than a bit of hay inside.

Cultists and gnolls rush about the wagons in a haphazard manner. No one seems to be in charge. You don't know for certain what is in those wagons, but you recognize an opportunity to strike a blow...



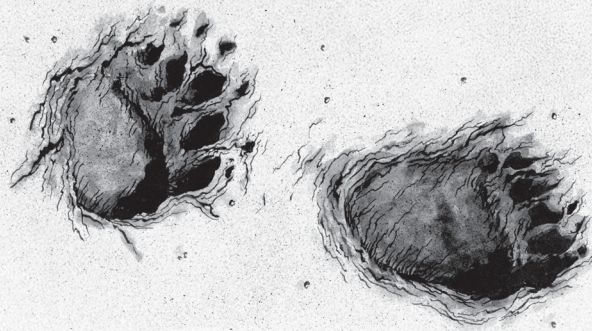


SET-UP

This scenario is played on a 2.5' x 2.5' table. In the centre of the table place a broken wagon on its side. In a rough circle around this, place five more wagons, each about 6" from the broken one. Two of the wagons should have temple guardians in the driver's seats, the other three do not have anyone in them. Place four gnoll beast-handlers randomly scattered about inside of the circle of wagons. Place three temple guardian archers in a rough triangle around the outside of the circle of wagons.

The rest of the table should be covered in scattered rocks.

The heroes may be placed anywhere so long as they are adjacent to a table edge; they do not have to be together.



SPECIAL RULES

Players will need to assemble an event deck as usual for this scenario using the red cards. However, they will also need to assemble a 'wagon deck', using ten black cards (Black Ace down to Black Five).

Before the game starts, choose one figure to make a Track Roll (TN18). If successful, you may remove one gnoll beast-handler from the table. Then, the players may select one figure and make a Stealth Roll (TN8). If successful, this figure may make one free move action. Players may continue to select figures to make this roll until a Stealth roll is failed. No figure may make a second roll until all other figures have gone, or passed on their first attempt. No figure may make more than two attempts. If a figure is wearing the robes of a temple guardian found in the last adventure, it gets +5 to these rolls. Once all of these rolls are made, the scenario begins.

At the end of each turn, any wagon that has a temple guardian in it, moves 4" towards the closest table edge. If a wagon makes it to an edge, remove it from the table. Temple guardians in a wagon get +1 Fight in combat and +3 Fight when rolling against shooting attacks.

Whenever a hero is in contact with a wagon and not in combat, he may spend an action to try and open it. This requires the hero to use an action and succeed at either a Pick Lock (TN8) or Strength (TN14) Roll. If successful, immediately draw a card from the wagon deck and compare it to the Wagon Contents Table to see what has been discovered.

Draw one Event Card during each event phase.

This scenario automatically ends at the end of turn 10.

There is no target point for this scenario.



The Counter Ambush Event Table	
Card	Event
Red Ace	Place a bear adjacent to a random point of a random wagon.
Red King	Place a tiger adjacent to a random point of a random wagon.
Red Queen	Place a boar adjacent to a random point of a random wagon.
Red Jack	Place a giant snake adjacent to a random point of random wagon. CL2: Increase to two giant snakes.
Red 10	Place three giant flies in a random table corner. CL1: Increase to four giant flies. CL 2: Increase to five giant flies.
Red 9	Place two blood bats in a random table corner. CL1: Increase to three blood bats. CL 2: Increase to four blood bats.
Red 8	Place a gnoll beast-handler adjacent to a random point of the smashed wagon. CL 2: Increase to two gnoll beast-handlers.
Red 7	Place a gnoll beast-handler adjacent to a random point of the smashed wagon. CL 2: Increase to two gnoll beast-handlers.
Red 6	Place a warden in a random table corner. CL1 & 2: Add one temple guardian archer with the warden.
Red 5	One random wagon bursts into flames. Every figure within 2" suffers a +2 attack. This wagon may no longer be opened and searched.
Red 4	Choose one gnoll or temple guardian. A tiger suddenly leaps out of the shadows and attacks it. Place a tiger in combat with the chosen figure. This tiger counts as a companion for the rest of the scenario. If there are no gnolls or temple guardians on the table, place it adjacent to any wagon.
Red 3	If there is a wagon with a temple guardian in it, a wheel suddenly comes off this wagon and it tips on its side. Every figure within 1" of the wagon (including the driver) suffers a +4 attack. This wagon can no longer move.



The Wagon Deck	
Card	Wagon Contents
Black Ace	Dozens of songbirds suddenly burst out of the wagon. Gain +10XP. All heroes receive +1 Fight for the rest of the turn.
Black King	The wagon contains a pair of emaciated captives. Treat them as companions for the rest of the scenario. They have the stats of a civilian but only 2 Health each. Receive +10XP. Gain an addition +10XP for each civilian that manages to move off the table.
Black Queen	This wagon is filled with strange and deadly looking devices. Make an Armoury Roll (TN12). If successful, make one roll on the Weapons and Armour Table. The investigating figure may carry this weapon for the rest of the scenario, even if it has no item slots and would not normally be allowed to use such a weapon. After the scenario it must be given to a figure that could normally carry it, and takes up an item slot as normal.
Black Jack	This wagon is filled with books and papers. Make a Read Runes Roll (TN10). If successful the figure finds a spellbook. The investigating figure may carry this spellbook for the rest of the scenario, even if it has no item slots and would not normally be allowed to use such a item. After the scenario it must be given to a figure that could normally carry it, and takes up an item slot as normal.
Black 10	This wagon is filled with grain... and one giant rat. Place a giant rat in combat with the investigating figure.
Black 9	This wagon is filled with dozens and dozens of snakes. The figure must make a Will Roll (TN10). If it fails, and it had actions remaining, its activation ends immediately. If it did not have actions remaining it gains a maximum of one action in its next activation.
Black 8	This wagon contains half a dozen small lion and tiger cubs. A figure may take one of these cubs and carry it for the rest of the scenario, even if it has no item slots available. If it does so, it may keep the cub. If it wishes to use it as a companion, treat it as having the stats (and RP cost) of a hound for the next two missions. Afterwards it grows into a lion or tiger which can be recruited as normal but has a permanent +1 Will.
Black 7	This wagon is filled with bits and pieces of various animals in various states of preservation. If the figure is a spellcaster, it may take some of these things to use as 'components' in its spells. This counts as an item that allows the figure to use the Eldritch Recall Heroic Ability even if it doesn't have it. Using this ability consumes the components.
Black 6	This wagon contains the corpse of a large creature. Make an Ancient Lore Roll (TN10). If successful, the figure recognizes the body as that of a mantichore, thought to be mythological. If the body is recognized, gain +10XP.
Black 5	The wagon is filled with chattering monkeys. Place one monkey anywhere adjacent to the wagon. This monkey counts a companion for the rest of the scenario.



OUTCOME AND EXPERIENCE

This scenario ends the mission. Assuming any heroes survived, they return to Alladore and report their success to their captain. Players receive the following Experience Points for this scenario:

- +1XP for each blood bat, giant fly, or giant rat killed by the heroes.
- +3XP for each boar, giant snake, temple guardian, temple guardian archer, gnoll beast-handler, gnoll fighter, or gnoll sergeant killed by the heroes.
- +4XP for each bear or tiger killed by the heroes.
- +5XP for each warden killed by the heroes.
- +8XP for each wagon investigated by the heroes.
- +15XP if no wagons exit the table during the scenario.

CHALLENGE LEVEL 1

Increase the TN for the initial Track Roll to (TN12). Increase the TN of all initial Stealth Rolls to (TN10). Place an additional temple guardian in the driver seat of a wagon, and a lion in one random corner. Also, use the CL1 listing in each of the events.

CHALLENGE LEVEL 2

Increase the TN for the initial Track Roll to (TN16). Increase the TN of all initial Stealth Rolls to (TN10). Place an additional temple guardian in the driver seat of a wagon, and a lion in one random corner. Also, use the CL2 listing in each of the events.

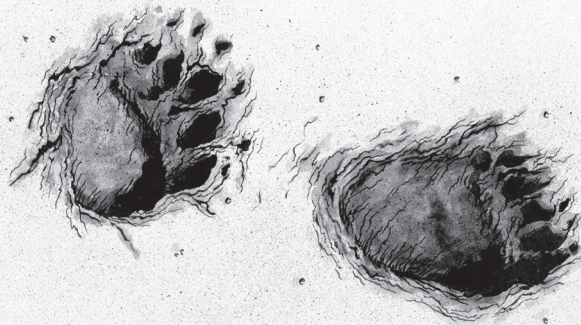


BESTIARY

GNOLL BEAST-HANDLERS

In theory these gnolls are specially trained and equipped to deal with large, wild creatures. In truth, their assignment probably says more about how expendable they are rated by their superiors. Regardless, they are armed with vicious two-handed weapons.

Gnoll Beast-handler						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+0	10	Two-Handed Weapon, Light Armour	





TEMPLE GUARDIANS & TEMPLE GUARDIAN ARCHERS

These hooded and masked minions of the Shadow Deep are men whose souls have been completely corrupted and fight with an insane fury and complete disregard for personal safety or preservation. It is unclear if these men are born and raised in the dark realm or if they are captured warriors from fallen kingdoms that have been turned. Either way, they are fanatically dangerous and beyond reason.

Temple Guardian						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+2	+0	11	+2	10	Two-Handed Weapon, Light Armour	

Temple Guardian Archers						XP	3
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+1	+1	11	+2	10	Bow, Quiver, Hand Weapon, Light Armour	

WARDEN

Within the Shadow Deep, achievement is measured in blood and advancement given to those who prove their worth through cruelty. Especially vile warriors can often earn a posting as the keeper of a small garrison or the warden of a prison.

Warden						XP	5
Move	Fight	Shoot	Armour	Will	Health	Notes	
6	+4	+0	11	+4	12	Hand Weapon, Hand Weapon, Light Armour	