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Adventure

For 3 to 6 mid-level characters

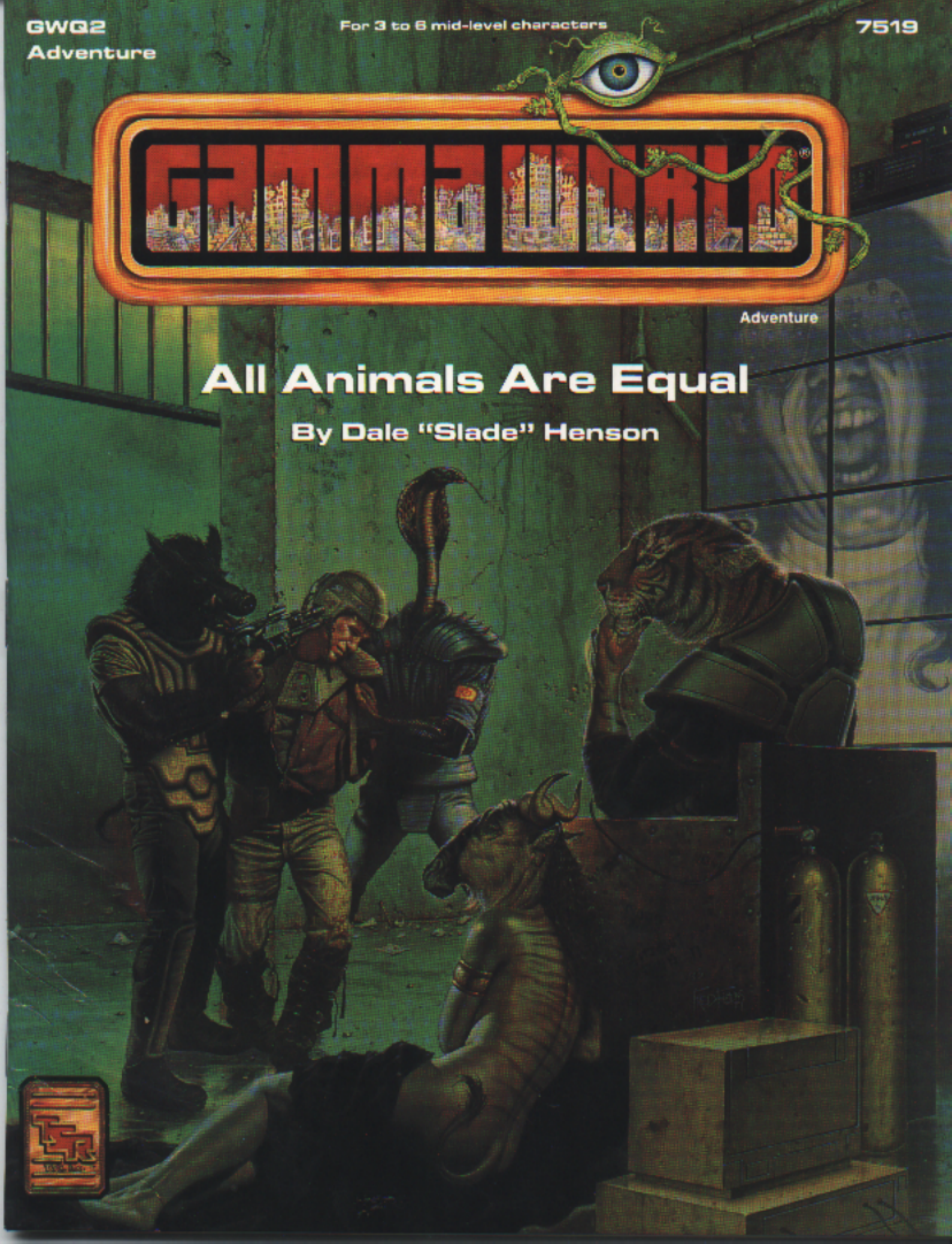
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GAMMA WORLD®

Adventure

All Animals Are Equal

By Dale "Slade" Henson



GAMMA WORLD®

GAME ADVENTURE

All Animals Are Equal

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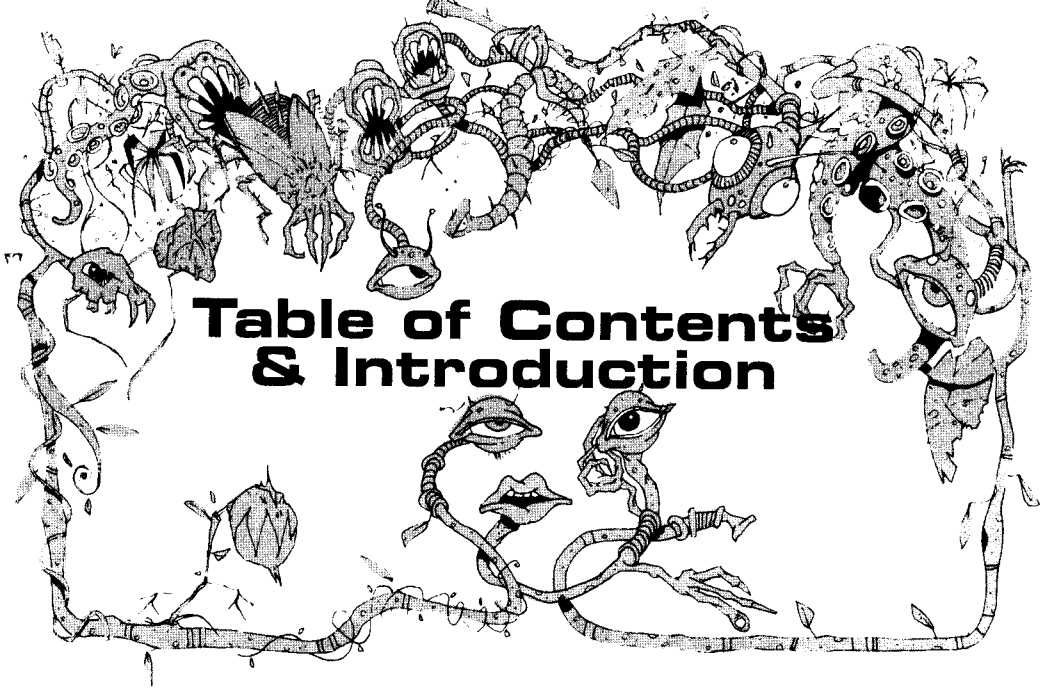


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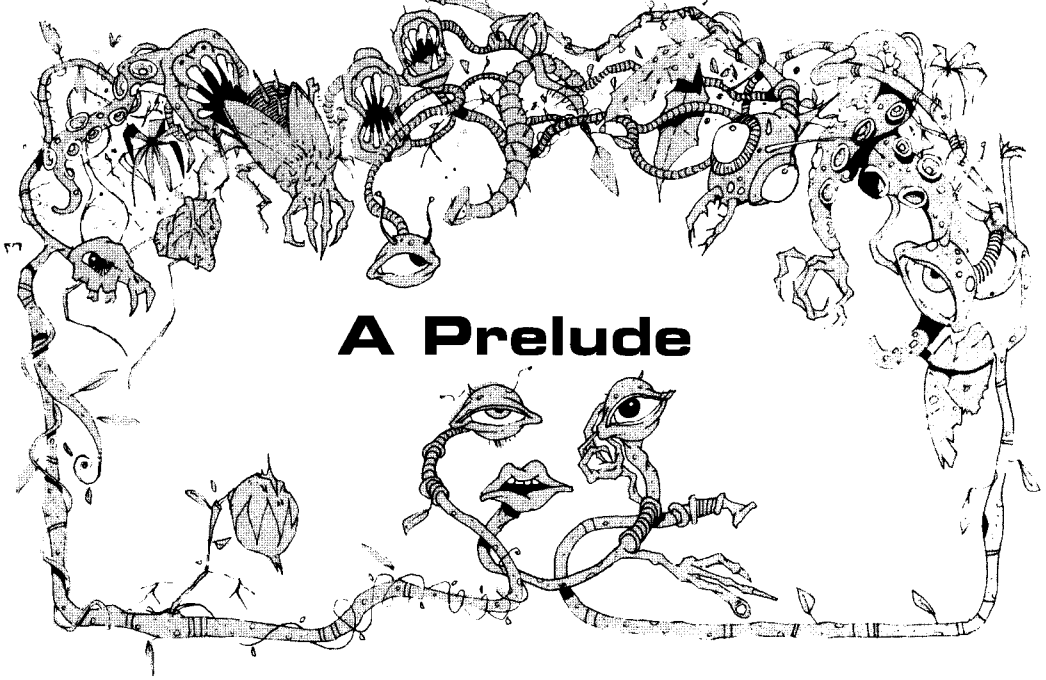
Introduction

All Animals Are Equal is designed for four to seven characters at the 4th to 7th level of experience. Ideally, at least one character representing each of the four basic classes will take part, including the Enforcer, the Esper, the Examiner, and the Scout. Fewer than four player characters (PCs) will find survival difficult. To use this adventure, the Game Master (GM) and players must have the GAMMA WORLD® game rules. It is helpful to play the *Mutant Master* module (7516) as an introduction to the 4th edition game rules, but this is not necessary.

Synopsis

Three hundred years after the fall of civilization, animals run the remains of a Zoo near Jospeen. Now home to a bewildering array of talking intelligent creatures, the Zoo is a melting pot of political intrigue, assassination, and homicide. The creature factions bicker over territory, food, water, and power.

Here in the Zoo, humans are outsiders, perceived as yet another competitive faction. This time, however, when the PCs enter the scene, they are greeted as pawns with which to overthrow the competition. Each animal group tries to sway the party to their position. Whether the *Pride*, the *Troop*, or whomever, each group has motivations justified by past wounds and old humiliations. See what Zoo politics can really be when all animals are equal. . . .



A Prelude

All Animals Are Equal takes place within the confines of a futuristic Zoo. The inside cover displays the layout of the Zoo, showing the placement of most exhibits and habitats.

Before the Holocaust, many creatures in the exhibits were confined not by walls, ceilings, or tall fences, but by repulsory force fields. The sounds and smells of the panoplies could be sensed, but the danger of claws and fangs was safely enclosed behind invisible walls and ceilings. (Repulsory force fields are used to separate two areas with an elastic and impenetrable field. A creature can touch the field, but the force of a touch causes the field to repel it with an equal and opposite force.)

When the apocalypse occurred, the energy that powered the fields was lost and the Zoo's mainframe automatically resorted to backup power for as long as it could—roughly three days. After that time, the creatures were set loose onto the desolate landscape.

Mutated, changed, and partially domesticated from centuries of confinement, some creatures decided to leave the boundaries of their former home. Some of these rogue animals (mostly larger predators) endured in the GAMMA WORLD® campaign environs, but most did not. Conversely, most of the animals that decided to stay within the safety of the Zoo's tall walls survived. Learning an unsophisticated version of speech, the animals were able to communicate with each other and those creatures that came to visit the Zoo.

Of all the predators and deranged lunatics that visited this small Zoo oasis, the bipedal variety (humanoids and animals that choose to walk on two legs) were the variety to be watched most carefully. After many raids, the Zoo animals soon grew weary of humanoid encroachment and began to kill on sight. Besides, competition for food within the Zoo was rough enough; allowing another creature within the fences could only lengthen the interval between meals.

The animals soon grouped themselves into *multitudes* for additional protection. Much like humanoid cryptic alliances, the multitudes consist of animals with similar strengths, weaknesses, and fears.

Now, rumors coming from the *Host* (the sparrow spy network) foretell the coming of the end. These tiny birds report that the replicators have failed to work, and all the animals are now living exclusively on an emergency food store. Currently, the food replicators are controlled by the *Troop* (a large portion of the primate population). With its allies, the multitude attempts to maintain a firm grip on Zoo politics. It feels that having one multitude (or group) in control of the replicators will assure their intelligent use. The Troop fears that if every multitude owned one, then there would be an incredible waste of resources as each multitude attempted to export their wares to every group that didn't have one. In the hands of one multitude, there is no waste. With the breakdown of the replicators, however, their sphere of control appears to be waning.

The *Pride* (the large cats), a powerful multitude of competitors to the Troop, prowls the Zoo, trying to gain allies to its cause. This multitude wants the replicators to be split evenly among the multitudes, in line with appetite size. This group has slowly been gaining power in recent years, but with the news of the replicators' condition, the multitude has experienced a quick swelling of potency.

The *Rout* (a mixed bag of predators) is a political wildcard. On its own, the multitude is the third largest group in the Zoo. When it sides with either the Troop or the Pride, its numbers are enough to unbalance the scales of power. Generally neutral toward the two larger groups, the Rout ignores the matters of politics until its interests or territories are infringed upon.

There are many other multitudes in the Zoo, and most of them are described in detail in this booklet, but this is the political base upon which *All Animals are Equal* takes shape.

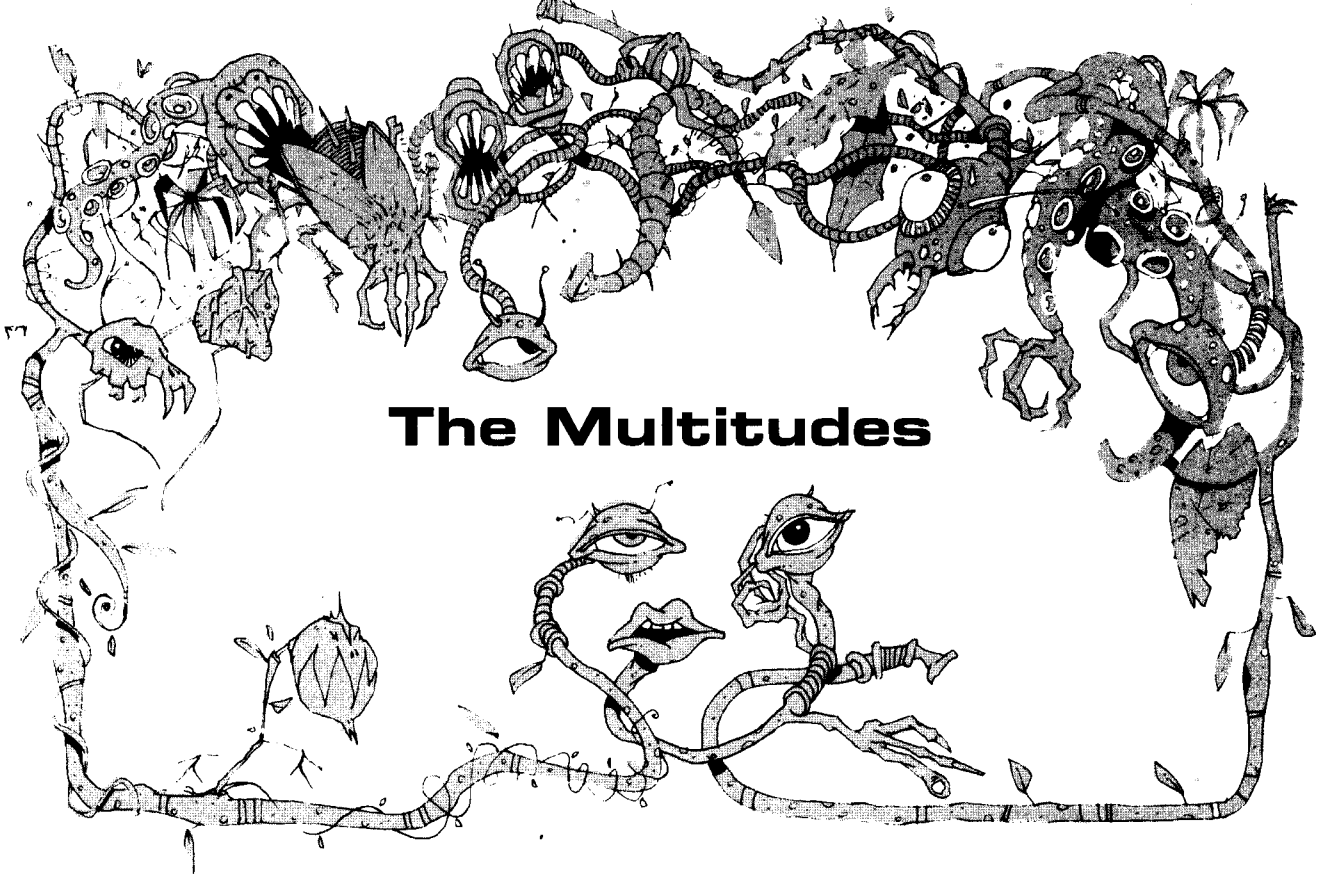
Recognizing Individuals of Other Species

With all the species of creatures running around the Zoo, it's easy to confuse one with another. For example, it's difficult for a human to distinguish between two raccoons, and equally so for the raccoons to tell two humans apart; members of others species tend to simply "all look alike." Mammals and reptiles especially have trouble differentiating between the sexes of each other's races. Conversely, it may be easy to identify the sex of avian creatures (since males carry the plumage), yet telling two males apart remains problematic, and recognizing bird A each time you meet him is still another challenge.

When PCs encounter other creatures for the second time, the GM can roll 1d20 and compare it to the highest Intelligence score in the party (called simply and Intelligence check). If the creature in question is *not* of any PC's genotype, apply a -6 penalty to the roll. If any PC shares the creature's genotype, apply a +2 bonus to the Intelligence check. If the result of the roll is higher than the best Intelligence score, the PCs fail to recognize the individual creature as someone they have met. All PCs whose Intelligence scores exceed the result of the die roll successfully and personally identify the creature Note that a roll of 20 is always an automatic failure (after all, who can remember *everyone's* name, every time they meet?).

Many species of animals will be insulted if the PCs do not remember their names, call them by a different name, or repeatedly reintroduce themselves. Others may quietly accept the name the characters incorrectly call them (especially if the name is one of importance). The following text explains the general attitude of the animals, and it may even note their reaction upon such an occasion.





The Multitudes

The Multitudes are groups of animals that share political power. There are four major multitudes, six secondary groups, and dozens of minor organizations. Note that not all minor multitudes are described in this text, although many may be briefly mentioned throughout the adventure. The four major multitudes are described in greater detail than the significant minor groups. Each multitude is portrayed in a set fashion to make data easier to find:

Number of Members reports the total number of animals in the group.

Animal Types in Membership specifies the various genotypes, and their populations, within the multitude.

Animal Type Statistics lists the combat statistics for all types of creatures in the multitude (see "Creature Statistics"). If the PCs encounter young or adolescent creatures of the specified type, the GM should reduce the Armor Class, Mental Defense, hit points, THAC, MHAC, Damage Health, Speed, Morale, Use Artifact, and experience point statistics by half.

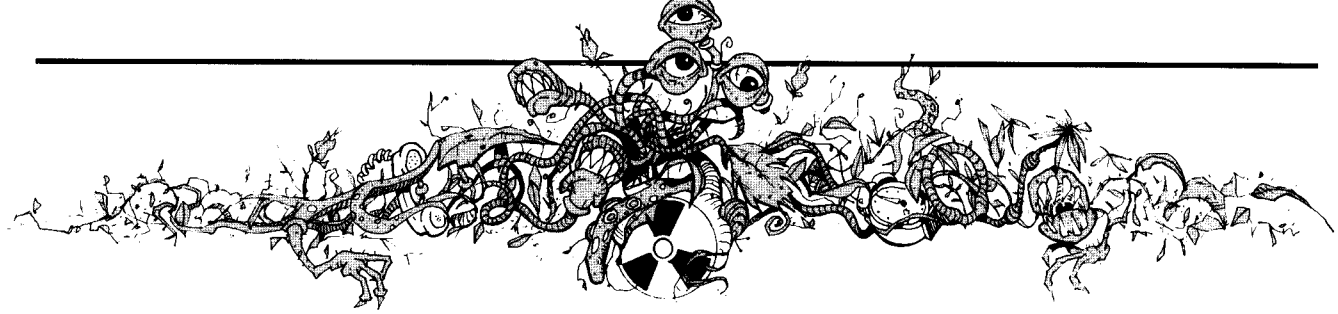
Location of Headquarters lists where in the Zoo the multitude set up its main quarters. Here, all operations and meetings are held. This is often the target of military operations. Generally, living quarters are here as well. On occasion, a multitude keeps their base of operation hidden away from their headquarters. This is covered here as well.

Description describes the multitude and its relationships with other groups. The multitude's motivations and overall goals (which may be different than what the multitude allows the general Zoo populous to know) are described here, as well as the important leaders and members of the multitude. The gear the multitude is known to use is an important item that is explained here as well.

Creature Statistics

When any creature living in the Zoo is encountered, its game statistics are presented in the following format:

Creature Name (quantity encountered): Armor Class (AC); mental defense (MD); hit points (hp); physical attack die roll modifier (THAC); mental attack die roll modifier (MHAC); number of attacks per round (#AT); damage inflicted per successful attack (Dmg); health (Hth); speed (Spd); perception (Per); stealth (St); remain unseen ability (RU); morale (ML); use artifact bonus (UA); physical strength (PS); dexterity (DX); constitution (CN); mental strength (MS); intelligence (IN); charisma (CH); senses (SN); experience points earned for killing or defeating the creature (XP); Mutations); Equipment (any valuables carried by the creature); Armament.



The Troop

Number of Members: 549 (243 adults, 306 young).
Current Sphere of Control: Food replicators.
Animal Types in Membership:

Type	# Adults	# Young
Monkey	40	16
Orangutan	10	0
Ape	18	6
Gorilla	15	7
Squirrel, Flying	60	133
Alligator	10	20
Crocodile	20	30

Animal Type Statistics:

Alligator: AC 15; MD 11; HP 24; THAC +3; #AT 2; Dmg 1d8 (tail), 2d6 (bite); Spd 15; Per 10; St 5; RU +7; XP 65.

Ape: AC 14; MD 17; HP 40; THAC +5; #AT 3; Dmg 1d4/1d4 (hands), 1d8 (bite); Spd 12 (walk), 9 (swing); Per 10; St +0; RU +0; XP 175; Mutations/Abilities: climbing attempts are made one difficulty level easier.

Crocodile: AC 16; MD 11; HP 56; THAC +7; #AT 2; Dmg 3d6 (tail), 2d10 (bite); Spd 6 (walk), 12 (swim); Per 10; St +10; RU +8; XP 975.

Gorilla: AC 14; MD 16; HP 56; THAC +7; #AT 1; Dmg 1d6 (bite); Spd 13 (walk), 6 (swing); Per 10; St +4; RU +6; XP 420; Mutations/Abilities: climbing attempts are made one difficulty level easier.

Monkey: AC 12; MD 11; HP 9; THAC +1; #AT 1; Dmg 1d3 (bite); Spd 12 (walk), 3 (swing); Per 10; St +6; RU +5; XP 15; Mutations/Abilities: climbing attempts are two difficulty levels easier.

Orangutan: AC 13; MD 15; HP 17; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 12 (walk), 12 (swing); Per 10; St +2; RU +1; XP 35.

Squirrel, Flying: AC 12; MD 10; HP 4; THAC +1; #AT 1; Dmg 1d3 (bite); Spd 12 (glide), 9 (walk); Per 10; St +6; RU +10; XP 15; Mutations/Abilities: air sail, +3 bonus for climbing.

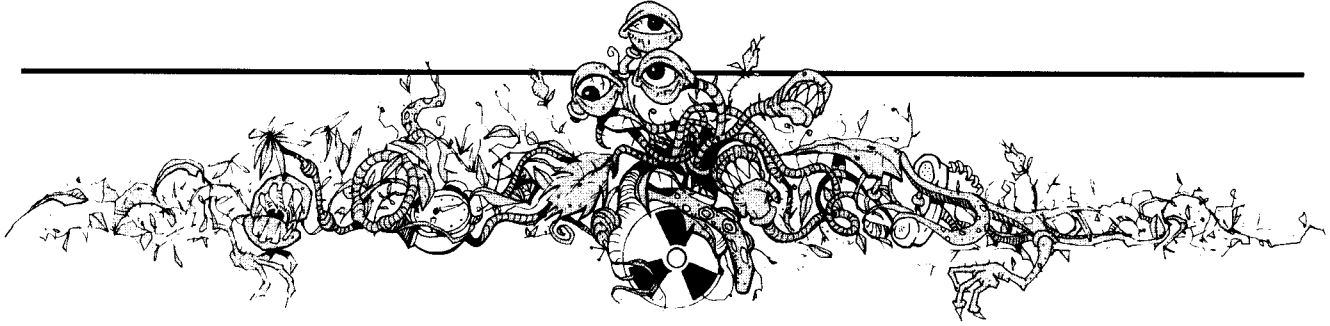
Location of Headquarters: Monkey Island, Zoo Business Offices. (The Troop is split evenly among the two locations.)

Description: The Troop is the most powerful multitude. They have a monopoly on the food replicators in the Zoo. With these replicators, the Troop produces and sells just enough food for all the multitudes (who need food produced for them) to eat. In this way, nothing is wasted. It also helps keep the predators at bay. (See the Ticket entry in the "New Items" section on page 56 for information on the Zoo's currency.) A year ago, one of the replicators broke down. The apes and the orangutans tried to make repairs, but to no avail. Instead of repairing the device, they completely wrecked it. When a second replicator began making a strange noise every time it was turned on, the Troop decided to stockpile food. By renting a large cafeteria and its freezers, the Troop stored as much food as it could hold. (The Host has reported this horrifying occurrence to the multitudes who employ them.)

The multitudes pay the Troop a lot of money for the food they purchase, but the Troop still is not rich. They foolishly squander their money on all sorts of entertainment, and commodities produced by the other multitudes.

One group of creatures in particular, the crocodiles and the alligators (who called themselves the *Spat*) joined the Troop when offered a significant wage—nearly 10% of total profits gained from food sales. The Spat has free reign over the mote that surrounds Monkey Island, while the alligators can move about Monkey Island as they see fit. All primates on the ground or fallen from trees are fair game for the crocs and alligators. Deaths in this manner are never mentioned (since the primates need the Spat for protection). In fact, they are actually expected, according to three statutes in the contract drawn up by the *Court.*

Together with their allies, the Troop attempts to maintain a firm grip on all Zoo politics. Payola (in both tickets and food) is a common practice with the Troop, and the Court often fines and jails their bribing constituents.



The Troop strongly feels that having one group in control of the replicators will assure their intelligent use. The Troop fears that if the multitudes owned a replicator, there would be an incredible waste of resources as each group attempted to export their wares to every other multitude. In the hands of one group, there would be no waste. With the destruction of some of the replicators, however, their sphere of control is waning, including their presence in the Administration (see pages 28–34).

The Troop believes it is extremely rich. The money it has amassed lies within the vault of the Zoo Business Offices. Whenever they feel the need to hire adventurers from the outside (or from within the Zoo), the members always promise great riches and treasure. To them, they do have massive riches—thousands of black and gray tickets, and even a few white ones remain! (Within the boundaries of the Zoo, these tickets are worth a million times their weight in food, but outside the Zoo they are worthless.)

Members

• **The Monkey:** The monkey is a long-tailed primate known for its mischievous and playful ways. It is always fiddling with something, even if it's just its fingernails or body hair. The monkey often screams for no apparent reason. Anything it finds exciting, boring, frightening, or amorous causes it to scream and yell.

The monkey is insatiably curious. Anything sparking its inquisitiveness causes it to scream in delight and jump to take an enthusiastic glance at the object, even to the point of jumping and holding onto another creature. Monkeys do not concern themselves with etiquette whatsoever.

Callimico is the leader of the monkeys. Older and a bit wiser than the rest of the *cache*, Callimico does not jump in excitement as does the rest of the clan. He serves the cache in diplomatic functions whenever conferences are held with rival or allied multitudes.

Goeldi is the smartest monkey in the cache. When the first replicator broke down, Goeldi was brought in to see if the device could be fixed. When the device could not be fixed, Goeldi was blamed, even though the Troop leaders realized that the problem lay with the apes who screwed many of the bolts on too tight, and who stripped many supporting bolts.

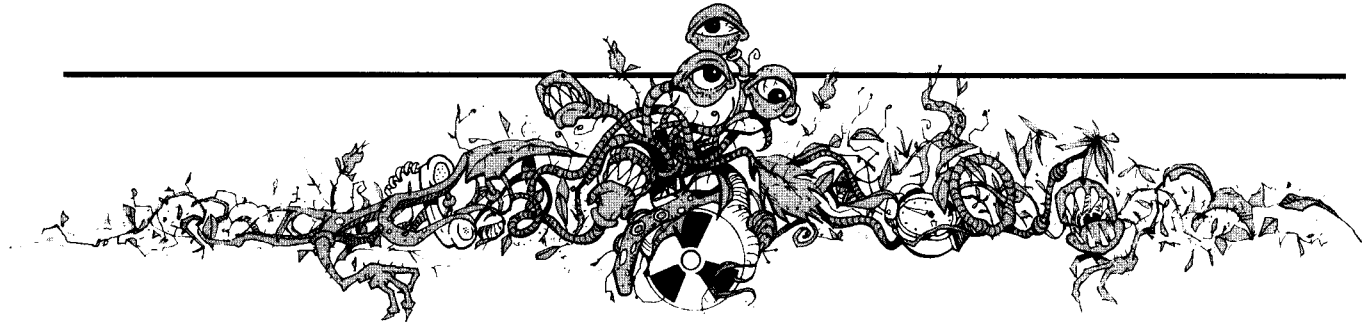
• **The Orangutan:** The orangutan is a long-armed primate with a reddish-brown coat and no tail. It is slow and meticulous, in a hurry only when chased by a predator or Court officials. Orangutans are a very clean race, spending hours at a time grooming one another.

The Troop uses the *chaste* of orangutans as deliverers. Their long arms allow them to flutter about the trees, power lines, and fence tops with ease, keeping clear of all who would stop them. Their intelligence also helps them find shelter and hide from predators and assassins. Because the orangutans are used for deliveries, they often serve jail terms (often consisting of bribes). It's not uncommon for as many as seven orangutans to be incarcerated at one time.

Hutan Orang spends more time in jail than out. For a time, he was the chaste's best deliverer, but when the Court discovered him, they kept a keen eye on him. Almost every time he was sent to deliver a package, the Court stopped him. If he ran away, the bighorn sheep were sent to butt him into submission. Not only would he be arrested for the bribe he carried, but he would also be penalized for trying to escape the law.

Pongo is the new leader of the chaste. She is a bright, quick individual with an encouraging future. She has found several underground tunnels and access tubes that she uses to make her deliveries—tubes that no one else knows about, and she keeps them secret.

Pygmaeus has delivered legitimate foodstuffs for seven years, picking up tickets at the drop-off point. He is always accompanied by several snakes to assure safe delivery.



• **The Ape:** The ape is quiet, yet large and foreboding. Slow to anger, it is generally the emotional anchor of the Troop. When these creatures become enraged, nothing short of a tranquilizer gun or freight train can stop them.

The ape is also used by the Troop when strength, endurance, or size is required. For instance, the monkeys used apes to tighten screws, bolts, and start bits while they worked on the broken replicators. The monkeys who were working on the project under Goeldi's supervision told the apes they should fasten the bolts as tightly as they could, (not realizing that *tightest* for the apes consisted of a great deal more torque than the bolts tolerated), thus completely ruining the first broken replicator.

Gibbon is the leader of the *shrewdness* of apes. He is a strange fellow who listens to obscene music at obnoxious volumes, bobbing his enormous head to the beat with his eyes closed. The only time this giant has ever shown his temper is when the *Crash* stopped the use of power by deactivating their broadcast power station when negotiations between themselves and the Pride broke down. After Gibbon leveled a large section of the Crash's headquarters, the embargo was immediately lifted and another method of negotiation was found.

Bruno suffers with a severe weight problem. He once worked for the Court, breaking in the doors of illegal-doers and arresting with brute and often disastrous force. After he gained nearly 100 kilograms, he had to retire from the police force—his extra weight winded him dangerously whenever he rough-housed the populace. Bruno now hangs out in the Business Offices, sleeping, eating, and generally making a mess. His job is protecting the food replicators from sabotage and theft.

• **The Gorilla:** The gorillas are stocky, coarse-haired primates with arms as long as their legs. Preferring to walk on all fours (using their knuckles as toes), they can stand on their hind legs whenever they choose. When upright, the gorilla's Speed equals its swinging speed.

The gorillas and the monkeys are the Troop's main source of engineering and mechanical know-how. The gorillas are even better at military strategy, but the monkey's pride and insatiable jealousy prevents the recognition of this fact, and their orders are quite often countermanded.

Brunhilda is a brilliant military strategist. She has laid three military plans to take overrun the Pride's positions in Spider Hall (an important connection in the underground access tunnels), but her orders were always rescinded by the monkeys and their orders were followed instead, resulting in defeat. (The monkeys, of course, blame the failure on Brunhilda, forgetting that their plans were the ones that failed.) If they had enacted her plans, they would have been in control of Spider Hall the first time. Instead, they suffered a loss of nine members.

• **The Squirrel, Flying:** Big-eyed and covered in soft fur, flying squirrels are strictly nocturnal. They are never spotted during the day, spending those hours in rotted trees with plenty of cavities and snags, or within the walls of the wooden buildings. These sly creatures cannot fly as their name implies. Instead, they actually can glide as far as 50 meters, landing on nearly any object or creature within range, as long as the height of the landing target is less than the starting point.

The flying squirrels are used primarily as short-range deliverers as well as spies by the Troop. Unlike the sparrows of the Host, however, the flying squirrels are often caught in the act of espionage, and they are almost as often killed. Several innocent squirrels have lost their lives when they blundered innocently into an area that one of the multitudes considered to be a high-security area.

Petro, the *rafter* of flying squirrels' leader and a nondescript member, is the main contact when a delivery or spy mission is needed.

Glauc is Petro's second-in-command.

• **The Alligator:** On land, the alligator is a bit awkward and slow, but in water it is a voracious and dangerous predator. It will kill and devour any creature that comes within the range of its insatiable jaws, regardless of size.

The Troop has a struck a deal with the Spat (consisting of both alligators and crocodiles). The alligators are given free reign of Monkey Island, eating whomever falls from the trees or dies while the crocodiles patrol the waters around the island. In return, the Troop transfers 10% of its profits from food production into the Spat's account with the *Cast,* a multitude of large predatory birds that controls banking. (Members of the Cast report to the Spat, summarizing account transactions since many members of the Spat cannot or choose not to leave their environment. These birds are extremely honest with the Spat since the reptiles could move in on their territory and severely dampen the monetary operations of the Zoo.)

Lacertus leads of the alligators. She and the Pebble Worm (see below) make monetary and political decisions that all other Spat members must adhere to.

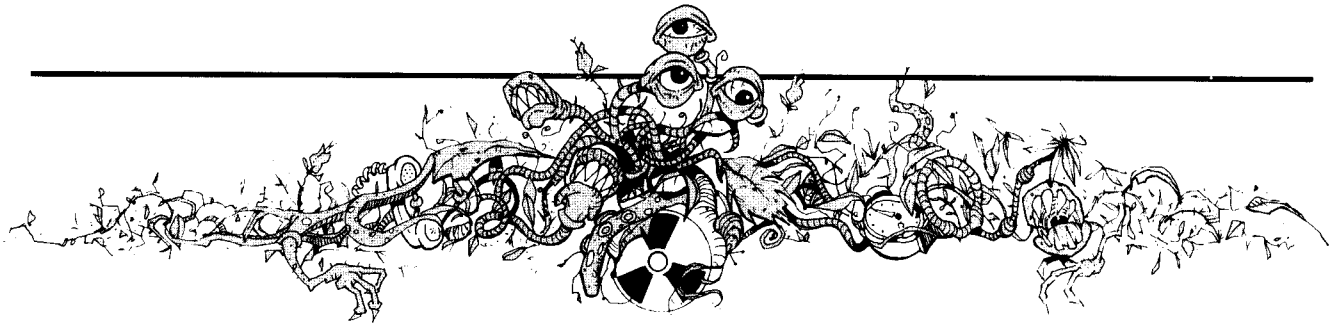
• **The Crocodile:** Crocodiles are more aquatic than alligators, which are more amphibious creatures. One of the easiest ways to tell the two apart is to look at the snout and teeth. The crocodile has a narrower, more pointed nose with larger teeth that show prominently, even when the creature's mouth is closed.

The Troop currently has a struck a deal with the Spat: The crocodiles patrol the waters around the island, feeding upon all who attempt to trespass, while the alligators patrol on Monkey island.

The Pebble Worm is the crocodile leader.

Caiman is the Pebble Worm's enemy. She has been trying to overthrow his authority for years.





The Pride

Number of Members: 84 (53 adults, 31 young).
Current Sphere of Control: The water supply.
Animal Types in Membership:

Type	# Adults	# Young
Lion	8	4
Tiger	10	6
Cheetah	7	4
Leopard	12	7
Cougar	16	10

Animal Type Statistics:

Cheetah: AC 15; MD 11; HP 24; THAC +3; #AT 3; Dmg 1d4/1d4 (claws), 1d6 (bite); Spd 36 (for 2 rounds) thereafter 24; Per 10; St +6; RU +5; XP 175; Mutations/Abilities: heightened vision.

Cougar: AC 16; MD 14; HP 40; THAC +5; #AT 3; Dmg 1d6/1d6 (claws), 1d6 (bite); Spd 18; Per 10; St +4; RU +3; XP 270; Mutations/Abilities: leap 3 meters, heightened hearing, heightened smell, night vision.

Leopard: AC 14; MD 12; HP 26; THAC +3; #AT 3; Dmg 1d3/1d3 (claws), 1d6 (bite); Spd 12; Per 10; St +3; RU +2; XP 175.

Lion: AC 15; MD 19; HP 50; THAC +6; #AT 3; Dmg 1d4/1d4 (claws), 1d12 (bite); Spd 12; Per 10; St +1; RU +1; XP 420.

Tiger: AC 16; MD 13; HP 40; THAC +5; #AT 3; Dmg 1d8/1d8 (claws), 1d10 (bite); Spd 16 (walk), 4 (swim); Per 10; St +4; RU +4; XP 175; Mutations/Abilities: heightened smell, night vision.

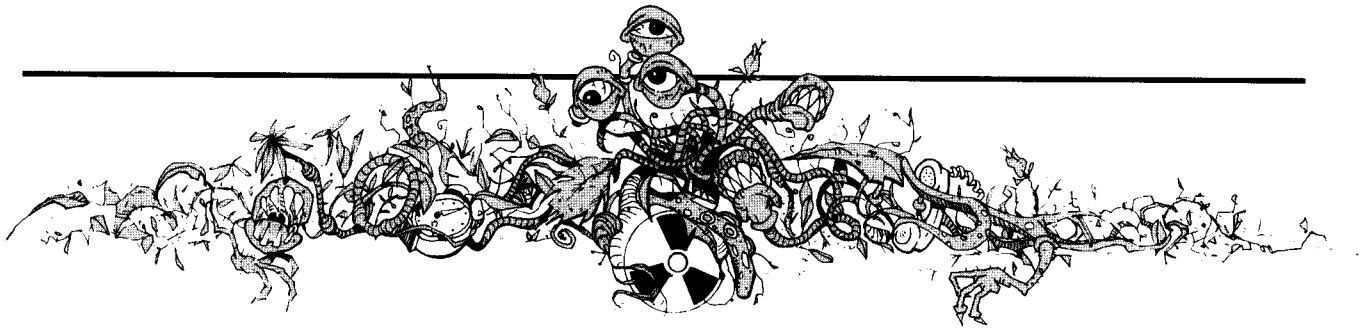
Location of Headquarters: Great Cat Exhibit. Spider Hall is a secondary location.

Description: The Pride is possibly the most powerful multitude. When they think they're right (which is most of the time), they wholeheartedly pursue their end. They often prowl about the Zoo during evening hours, trying to gain allies. The Pride does not want any one group to control all the replicators, preferring instead that they be split among the multitudes. They propose to apportion the replicators in accordance with each multitude's food needs. Unfortunately, there are not enough replicators for every multitude, so small groups would still have to purchase food from larger multitudes. The Pride believes that competition between exporting multitudes would lower the price of food for these smaller, unfortunate groups.

In recent weeks, the horrible rumor has surfaced that the Troop's replicators have broken down and they have been selling food from their emergency reserves as they try to make repairs. The rumor has caused a great deal of concern among all the multitudes, as well as an increase in support for the Pride.

Even through the Pride has seen a sharp increase in support from the small multitudes, there is little gained by it. The lions, in their constant aspiration for power, cannot even leave their secured domains for fear of being dethroned by another lion. If the Prince of the Central Mound were to leave his post to wage a small campaign against the Troop at Monkey Island, he might return to find the Duke of the First Cavern solidly entrenched in his place, forcing the former Prince to take the lesser position as the Duke of the First Cavern. This explains the reluctance of the Pride to do anything outside its borders.

Dignity above all else is the Pride's motto. When a promise is made, the Pride abides by it even to the point of death. This explains why anything it officially agrees upon is written down and endorsed by all members. Time limits and contingencies are set for everything, in order to keep the Pride from making a promise that could eventually become malignant. (With their spies in the Host, the Pride maintains a close eye on any group they have any tie with.) Some say the Pride is paranoid, but this is not the case; allies must prove they can be trusted.



Members

• **The Lions:** The Pride is ruled by a poly-monarchy of eight lions. These great creatures pass laws and govern the remaining 76 members. Slow compared to the rest of the Pride, the lions use other members as soldiers. (Their bulk and the size of their feet render spying and surprise attacks nearly impossible.)

The lions' size and bulk are matched only by their military sense. When one leads a force, every animal gains a +1 THAC bonus. The bonus is eliminated when the lion is either killed, incapacitated, or driven off. If the lion is joined by another lion, their orders countermand each other and the force receives a -1 THAC penalty. The penalty arises from the bickering, the orders and counter-orders, and the flagrant miscommunication between the two lions.

Although they're intelligent and powerful, the lions do have one serious fault—they are lazy. They like to spend the afternoon sleeping. Nothing but the threat of damage will stir their drowsy physiques during this time.

Whenever two lions disagree, one lion often claims that the other has "ruffled his mane." This is a fighting occurrence, but since both lions are monarchs, they are above such petty squabbles. Instead, they call forth their tiger generals to fight. The generals generally battle until first blood, but for serious offenses the tigers may fight until one cowers. Never do they fight to the death; no such quantity of blood should ever be spilled in the sight of a monarch! If a general violates this rule and continues to attack after first blood (or whatever the condition), all other generals and Pride members join the fray against the offending character until submission is given.

Early in the history of the Zoo, the lions had the most civilized society and the other great cats came to dwell with them. Theirs was the habitat to emulate and many did, or at least tried. Their housing was clean and tidy, and their children bathed in the security of their parents' shadows. Rich beyond compare, they had all they needed. Unfortunately, what they "needed" soon included what they wanted, too. They spent their money on frivolous things, like posters to line their walls, skins of herbivores to cover their beds, and servants to grant their every whim. Now, the lions have been reduced to a group that doesn't do anything on its own. They hire others to perform menial tasks while they seek to accumulate more material items.

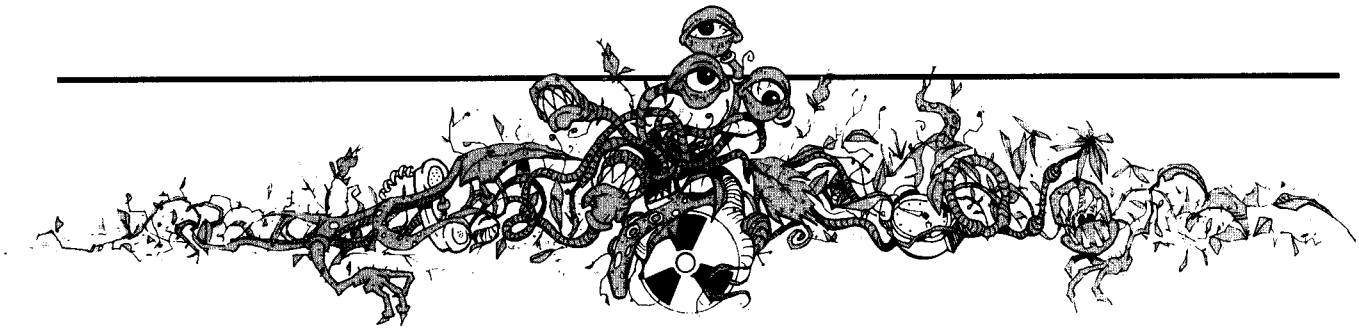
Theo is the undisputed king of the poly-monarchy. His title is "King of the Great Cat Exhibit Information Booth"; his crown (made from a melted purple wax dinosaur model) confirms his great title. He is the most intelligent and fiercest competitor in the ranks. Theo has AC 17, MD 17, HP 58, THAC +7, and XP 650. All other statistics are as a normal lion. Theo also has two mutations. He has the *telekinetic claw* (22) and the *displacement* (14) mutations.

Theo killed the last leader when he heard the lion had broken his word with a member of the Troop who sought political asylum. The former leader promised security for an orangutan and his family, but after the primate gave vital information in return for this safety, he was killed and eaten. This information led to the collapse of the Troop's strangle hold on the Zoo's political power and increased the Pride's influence. With Theo's inauguration came the re-establishment of honor and dignity. The word of a Pride member could again be trusted.

Thea is Theo's wife. She is called "Queen of the Whelping Pen" and wears a metallic crown (an economy-size can of chicken soup). Thea has all statistics of a lion except for her MD, which is 18. She possesses *force field generation* (13), *poison* (claws, destructive poison) (15), *radiating eyes* (16), and *vocal imitation* (12).

To this day Thea cares for her wise, decrepit father, Papain, who has lived far longer than the average lion. He is not included in the membership roster since he is unable to fight, but he is still revered by the poly-monarchy for his wise insight and keen intelligence, and he is considered by many to be the true leader. He carries the title "Grand Duke of the Water Fall."

Thea never participates in the carnage that the other Pride members do, but stays home to care for the young (and her father). She only enters combat when it confronts her.



• **Tiger:** Easily insulted and quick to fury, the tiger is the most dangerous member of the Pride. Because of this tendency, the 10 adult tigers (along with the 16 adult cougars) comprise the Pride's generals. Each lion has one tiger general while Theo, the King of the Great Cat Exhibit Information Booth, has the three that remain.

Bengal is an agile climber who prefers to spend her time in the trees that dot the Zoo landscape, watching everything. Often considered a freelancer, Bengal is not truly part of the Pride, though she is one of Theo's three generals. Bengal will work with Theo if the benefits are right. He has hired himself out to outside multitudes like the Crash, who wanted help in a takeover of the Seal enclosure.

Pantera tried to gain power over the poly-monarchy a few years back by hiring a group of humanoid adventurers from outside the Zoo to kill all the lions except Papain. The plan failed and the humanoids paid with their lives. To this day, the lions are very cautious, blaming the Troop for the assassination attempt, though they have no proof. Pantera is the general of the lion Elsa, "Princess of the Eastern Water Spigot and First Lady of the Front Grounds."

• **Cheetah:** The Cheetahs and leopards are not as deadly as their fellow Pride members, but their smaller size and speed allow them to be a great flank strike force. The cheetahs are the fastest naturally-occurring felines in the world, and they are an important part of the Pride's defensive forces. Using their ease at stealth and speed, cheetahs are often sent far ahead of any fighting force. (Frequently, these front guards are painted in dark colors to improve their stealth abilities by +1.) The cheetahs can climb trees, walls, and buildings, waiting for the most opportune time to strike. When the Pride is engaged with an enemy, the cheetahs attack from the back, gaining an incredible +4 THAC bonus! The leader of the pursuit of cheetahs is determined by the speed of the animal. The faster a creature runs, the more prominently placed they are in the pursuit hierarchy.

Darien is the oldest cheetah in the Zoo, and their former leader. At 14 years, many see him as only an old man. About three months ago, a young cheetah named Citrakaya dethroned him, but instead of killing him, Citrakaya decided to use him as an advisor. His intelligence and wisdom are now the new leader's greatest asset. Darien has all the statistics of the average cheetah, but also has the *heightened mental attribute* (IN 16), *life leech* (15), and the *heightened precision* mutations.

Citrakaya is the aggressive leader of the cheetahs. She is the fastest animal in the Zoo, able to run at Spd 42 for two rounds and Spd 30 thereafter. This incredible speed makes her the most dominating leader the cheetahs have seen in their history. When Citrakaya deposed Darien, she normally should have killed him, but she viewed his wisdom and intelligence as too important to destroy, In the three months since her conquest, there have been a number of attempts on her life as well as internal efforts to overthrow her position. She feels that some of the multitudes are worried about her ability to lead and see her as a threat.

• **Leopard:** The leopards are not as deadly as many of the larger Pride members, but their smaller size and speed allows them to be a great flank strike force. When not fighting (which is most of the time), they spend their time serving the needs of the lion monarchs.

Pard is a beautiful snow leopard with an almost totally white coat, which he likes to keep well groomed. He is a meticulous eater, careful not to stain his coat. He and his mate, Tawny, rule the *leap* of leopards with kindness and benevolence—a distinctive technique indeed, compared to many potentates in the Zoo.

Tawny, Pard's mate, is indeed tawny-colored leopard with dark rosette markings. She has littered five handsome cubs, who will be on their own by spring (she hopes).

• **Cougar:** The 16 adult cougars and the 10 adult tigers are the main combative force of the Pride whenever they are engaged in war. The cougar tends to be considerably more shy than the tiger, preferring to fight during the night in the more secluded locales in the Zoo (whereas the tiger is a more daring animal, making most of its kills public record).

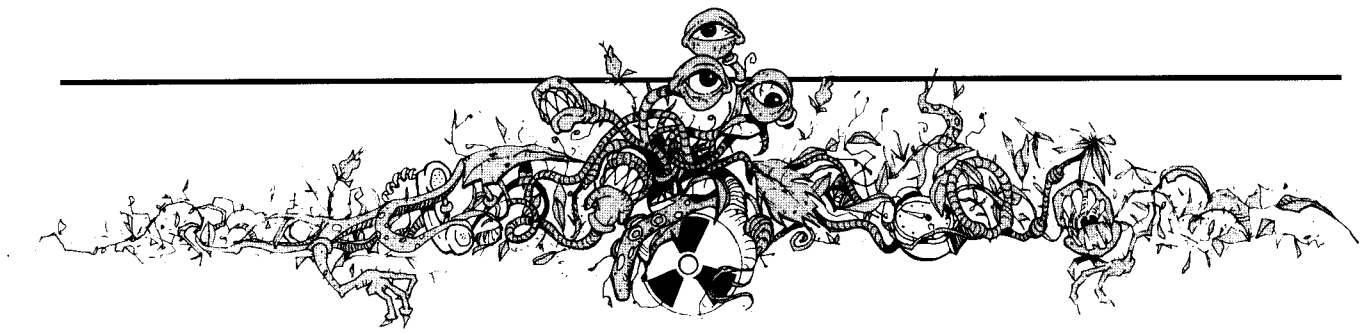
The stealthy cougar prefers to stalk its prey before rushing into make the kill. This allows the cougar to know for certain if the prey is being followed by allies or is truly alone.

On a personal note, the cougar is very shy, creeping away from public displays of emotion. When confronted, it usually turns away, refusing to acknowledge even direct communication. This makes many of the animals mistake the cougar as a prudish beast.

Suasuarana is the leader of the cougars. Suasuarana is the victim of an unfortunate accident from a human owner. The human, (a Knight of Genetic Purity) felt that having a cougar for a pet would be very attractive, but he did not trust the animal wholly. Therefore, Suasuarana's reproductive organs were removed, as well as the animal's front claws. (Suasuarana left the human shortly thereafter.) This gives Suasuarana a distinct disadvantage in battle, giving the creature the following damage attributes: 1d4/1d4 (front paws), 1d6 (bite).

Petra is Suasuarana's lieutenant (a term learned from the human). Next in line for superiority, she follows Suasuarana's orders to the letter.





The Rout

Number of Members: 216 (129 adults, 87 young).
Current Sphere of Control: No real political power unless aligned with the Troop or the Pride.
Animal Types in Membership:

Type	# Adults	# Young
Wolf	25	6
Bear, Polar	8	4
Wolverine	20	13
Fox	30	19
Badger	10	14
Coyote	8	3
Weasel	28	28

Animal Type Statistics:

Badger: AC 16; MD 10; HP 10; THAC +1; #AT 2; Dmg 1d6/1d6 (claws); Spd 8; Per 10; St +5; RU +4; XP 35; Mutations/Abilities: night vision.

Bear, Polar: AC 14; MD 14; HP 72; THAC +8; #AT 3; Dmg 1d10/1d10 (claws), 2d6 (bite); Spd 12 (walk), 9 (swim); Per 10; St +1; RU +1 (+12 in normal habitat); XP 2,000; Mutations/Abilities: immune to the effects of all forms of cold.

Fox: AC 13; MD 10; HP 8; THAC +1; #AT 1; Dmg 1d6 (bite); Spd 19; Per 10; St +5; RU +7; XP 15; Mutations/Abilities: heightened smell, heightened hearing, night vision.

Coyote: AC 13; MD 14; HP 4; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 15; Per 17; St +3; RU +5 (-7 if excited); XP 15.

Weasel: AC 14; MD 11; HP 2; THAC +1; #AT 1; Dmg 1d6 (bite); Spd 14; Per 10; St +10; RU +8; XP 15; Mutations/Abilities: night vision.

Wolf: AC 13; MD 17; HP 24; THAC +3; #AT 1; Dmg 1d6 (bite); Spd 17; Per 15; St +10; RU +10; XP 120; Mutations/Abilities: heightened smell, heightened hearing.

Wolverine: AC 16; MD 12; HP 24; THAC +4; #AT 4; Dmg 1d4/1d4/1d4+1; Spd 12; Per 16; St +3; RU +4; XP 120; Mutations/Abilities: immune to the effects of cold and frost.

Location of Headquarters: Canine Hollow, Arctic Exhibit, and the Tundra Panoply.
Description: The Rout is the Zoo's political wildcard. On its own, it's the third largest group in the Zoo, but it's not a strong force (unless dealing with smaller multitudes). If the Rout tries to make a political maneuver, it fails miserably.

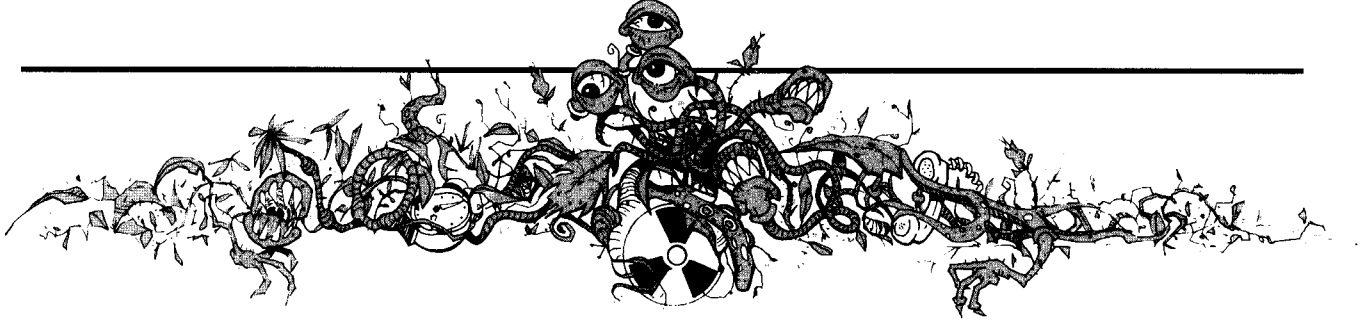
When the Rout sides with either the Troop or the Pride, its numbers are enough to tip the scales. This makes the Rout a powerful tool to both major multitudes. Each group promises the Rout this or that (usually hunting and territorial protection rights) to gain their trust and support. In the end, dire straits generally befall the Rout.

Generally neutral toward the two larger groups, the Rout ignores matters of politics until its interests are infringed, including the rights to replicated food and their portion of land within the Zoo. Instead, the Rout concerns themselves with internal matters, making sure all members are given a fair share according to their needs.

The Rout does not look kindly upon larger multitudes attacking smaller groups, and it will fight on the side of the disadvantaged. Hence, the large multitudes hate the Rout (unless they need political support, in which case they love the Rout). Due to this adherence to the balance of nature, the Rout often hunts and fishes outside the Zoo. This removes them from the basic economy of the Zoo, reducing their need for money and the benefits other groups can promise. The Rout has yet to comprehend this.

For a long time, all the other creatures in the Zoo considered the Rout a family of barbaric savages that should be eliminated. Over time, the other multitudes have found that the Rout is actually a group of closely knit friends and family. They survive because they stick together.

There is no back stabbing or other political intrigue within the Rout. (The only exception to this is the occasional fight for the Alpha position, which, in the Rout, is a normal yearly occurrence.) Many creatures, as well as the occasional visitor, view the Rout as being the most civilized multitude in the Zoo.



Members

• **Badger:** The badger is a small burrowing animal with long front claws. Active mostly by night, the badger is a horrifying predator that is extremely turbulent if cornered. The coyote and the badger have a unique partnership (in the Zoo as well as the wild). The coyote uses its keen sense of smell to locate underground rodent nests while the badger digs the animals out with its claws; the two share the meal.

With a badger there are two temperaments: calm and spitting mad. If the badger is the least bit bothered, it becomes enraged and attacks. If there is a coyote or another badger nearby, there's a 50% chance that they will join the fray to take down the opponent. If the Rout members are victorious and kill the adversary, they all stay for the meal, eating in social order (as listed in the *Animal Types in Membership* Table, above). If the adversary breaks and runs, the Rout chases it until it leaves the territory.

Taxus is an extremely large and violent badger. He is known for an excessively short attention span and a lack of patience. To call him by the wrong name or to incorrectly acknowledge his race (by mistaking him for a wolverine) is enough to propel him into a rage.

Meles is another violent character. Raised outside the Zoo, she learned to survive under any circumstance. She claims to be able to live solely on tin cans and old plastic wrappings found in ancient landfills (and she can, due to her *Universal Digestion* mutation). When she happened across the Zoo, she found the politics intriguing enough to warrant her staying. She has quickly moved up in rank—usually over the bodies of her dead opponents.

• **Coyote:** The coyote was originally a scavenging animal that hunted only when there were no carcasses to eat. The coyote only brings down animals that are smaller and less vicious than itself. The coyotes in the Zoo have a natural poison resistance that gives them a +4 bonus to any poison hazard attack rolls.

Shy and very alert, it is nearly impossible to surprise a coyote, who enjoys a Perception of 17. They are usually found throughout the Zoo in groups no larger than three, but found within their territory in much larger groups.

The coyotes generally do not associate with members of their own multitude (except other coyotes in small numbers), let alone members of other multitudes or those from outside the Zoo. They can never bring themselves to trust strangers (especially humans and humanoids) unless trained from birth to do so. The intelligence of these creatures and humans and their frequent desire to destroy what they cannot control, frightens the fainthearted coyote.

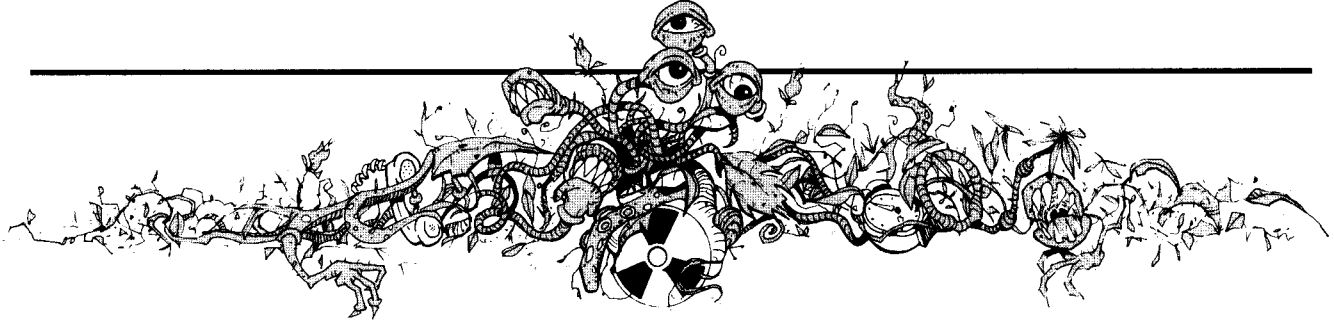
Coyotl is not the leader of the *range* of coyotes, but she likes to think so. (Once others are out of her sight, they do as they please.) Coyotl is a nine-year–old who recently gave birth to seven pups. Unfortunately, a recent plague of parvovirus killed them, as well as 30 other range members. The epidemic weakened the range, so they are now under the protection of the Rout and the *Sagacity.*

Canis is the last living coyote male in the Zoo. He was formerly the mate of Latrans, but with the parvovirus epidemic Latrans has agreed to share Canis with the rest of the range, in order to rebuild the population. Canis is never allowed to leave the confines of Canine Hollow, in fear that he would be killed or damaged.

Once shy and full of self-doubt, Canis is now a very proud creature. Now that he is a prized and valuable asset to the range, his personality has changed. He has become arrogant and conceited. Due to this radical change in demeanor, the female coyotes cannot wait until there are more males to choose from. (Canis, on the other hand, hopes no males are born.)

Latrans was Canis's husband for one year before the parvovirus epidemic. Once all the males but Canis were killed, she released her husband from his pact, allowing Canis to be used by all coyote females in order to rapidly increase their devastated population.

There were only three cubs that survived the epidemic, and they were Latrans' pups. Two of them are female and one is male. Latrans is afraid Canis will try to kill the male pup, so she has told him that only two pups survived the disease. The male pup is safely hidden from view whenever Canis visits Latrans.



• **Bear, Polar:** The polar bear is a huge, white, beautiful creature. At over 500 kilograms, it is one of the largest carnivores in the Zoo. Mellow and slow to anger, the polar bear is the greatest asset of the Rout. Just having this creature in their midst gains a great deal of respect. No creature attempts to annex the Arctic Exhibit because these creatures call that area home.

Polar bears are most active during the winter, spring, and autumn months. During the summer, they spend most of their time in the caves, hiding from the hot sun. Many multitudes, especially the *parade* of seals, spend much of their money buying the polar bears replicated food in hopes of keeping the bears from entering their tanks to ease their hunger pains.

Ursula is a female who nurses two twins—one of each sex—whom she savagely protects from danger, real or imagined. She is the oldest member of the Rout, nearly 27 years old.

Ursula still remembers when humans and humanoids from outside the Zoo used to come in and kill her friends and their children, removing their skins right there on the ice, leaving their naked bodies to rot. Now, the only way any human or humanoid character can negotiate with Ursula or her seven polar bear companions is when the rest of the Rout trusts the character. If there is even one Rout member who does not trust the character or characters, neither will Ursula.

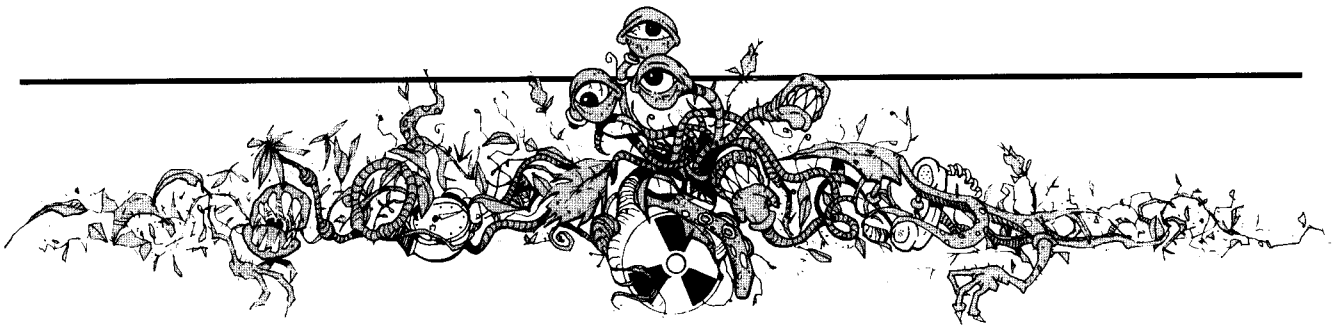
Thust is the youngest breeding polar bear in the Zoo. He is also one of the wildest hooligans in the Rout. Called a ruffian by members of multitudes that share a common border, Thust is extremely bored with everyday life in the Zoo. He longs to explore the vast world beyond the tall, vine-covered walls. Adventurers who explore the zoo and promise to allow this youngster to join them will gain a vibrant and bright companion. Thust has the *intuition* (12), *life leech* (18), and *devolution* (16) mutations.

• **Fox:** The fox is a small canine that normally feeds on rabbits, berries, insects, and rodents. Many foxes living in the Arctic Exhibit scavenge in the wake of the powerful polar bears.

Known for its wisdom and agility, the fox is a valued member of the Rout. It is often used to secretly scan the perimeter, looking for spies and trespassers. In this capacity, the fox is able to maintain a distance from any encroaching enemies while keeping out of sight. In the last ten years, the perimeter foxes have found only seven such trespassers, and six of them have been humans and humanoids from outside the Zoo. (The distrustful polar bears, however, believe many of the humanoids are actually members of the Host.)

Vulpe is a gray fox who can climb trees. This may appear to be a unique ability to the canine family, but all gray foxes are able to climb trees easily. Vulpe uses this technique to see farther and more clearly. Vulpe is the most talkative of the foxes, able to speak to anyone about almost anything. Other members of the Rout believe that many secrets have been exposed through Vulpe's overanxious lips. Vulpe, in fact, is not guilty of relaying any secrets.

Niger is a beautiful red fox who likes to flirt with disaster and danger. Whenever another creature calls this fox by someone else's name, Niger pretends to be that individual—unless it means trouble. If a visiting character should ask Niger for permission (or bribes the fox for permission), he will grant the character's authorization, and escape with the money. Note that Niger is in no position to grant anything, but he will take any free money, including bribes and incentives. Niger will say anything and do anything to get money, but once the fox has the money, he suddenly forgets what the money is supposed to finance. This has created many enemies for the young fox, but since "they all look alike," Niger has never been caught.



• **Weasel:** The weasel is a small, high-strung creature known for its agility. Primarily nocturnal, the weasel hides in tunnels under the ground or in the walls of wooden or hollow concrete buildings during the day. Of all the members of the Rout, the weasels are hardest to control. Since they refuse to eat replicated foods, they must leave the domain of Canine Hollow and Tundra Panoply to hunt. Their main prey consists of the members from the Host, the *School,* the *Musk,* the *Nest,* the *Covey,* the *Knot,* and the *Bale.* Since no one has been able to control the weasels thus far, they are actively pursued by the larger members of other multitudes. The weasel used to number near 100, but their incessant behavior has caused them to be hunted severely. The Sagacity is attempting to place these small creatures under their protection, but most of the multitudes refuse to recognize their rarity until they stop devouring the smaller animals in the Zoo.

Mustela is the weasel who asked the Sagacity for endangered protection, and the Sagacity was more than happy to oblige her, but when the orca whale brought the request up for vote in the Administration, it was almost unanimously vetoed. Since then, Mustela has bid for a chair on the Administration, and it would appear that the weasel may win. In this important position, Mustela hopes to establish the weasel species as an endangered member of the Zoo.

Wentletrap is a vicious character with an unceasing appetite. He is often caught in the Nest, eating not only the young and newborn mice, but also their parents. Wentletrap justifies his actions by claiming the Nest numbers well over a million members, and someone has to control those hungry mouths. Wentletrap believes that without population control, the Nest could very well eat every other multitude out of house and home.

• **Wolf:** The wolf is the largest canine predator in the zoo. Standing less than a meter at the shoulders, it presents itself as a threat to everyone who looks upon it. The wolf's amber eyes send chills down the bravest of spines.

Resembling a large shepherd dog, the wolf can vary in color from pure white to gray, or even jet-black. Wolves live and wander in packs, though when they are on the move, they are referred to as a *rout* (the wolf prefers to think of their grouping as a *family,* however).

Though many other multitudes are frightened by the wolf, they are naturally shy and recluse. They are kind to their young and only hunt in need. Since they are able to purchase replicated food, they are happy—and that is the key. Whenever the Rout is boycotted and cannot purchase the replicated food they require to stay alive, the wolves do what they do best: they hunt down a large prey and gorge themselves. (The coyote, fox, and the *Venture* often follow in their wake, cleaning the bones of the dead creature.) This unfortunate event is always heavily publicized by whomever hates the Rout at the time (either the Pride or the Troop).

Canid is the Alpha leader of the rout. Whatever he says goes, and no one in the rout will disagree with him (as long as he's in sight, that is). Only Canid and his mate produce young every year, and as long as the two are Alpha, only they will produce young.

Sheeba is the Alpha female. She is the only breeding female, a privilege held by only one female at a time. She is a fierce competitor, vying successfully with even the other males. She will fight anyone she can beat who calls her by a name other than hers.

Beta is the Beta male. His real name is Na_uq, but no one calls him that any longer. He is used by Canid as a police officer, making sure that everyone maintains the rules. He is next in line to be the Alpha with a female named Sheila.

• **Wolverine:** The wolverine is often mistaken for a small bear or a member of the *Sloth.* Rather, they are vital members of the Rout, and they take offense at being called bears. They react better when mistaken for badgers, although they are really part of the weasel family (but don't remind them of this fact).

The wolverine is a solitary creature who does not like to be disturbed except over matters of great importance, including matters of state affecting the Rout. Wolverines are strong competitors and they do most of the Rout's fighting, since almost everyone else is either too shy or too foreboding.

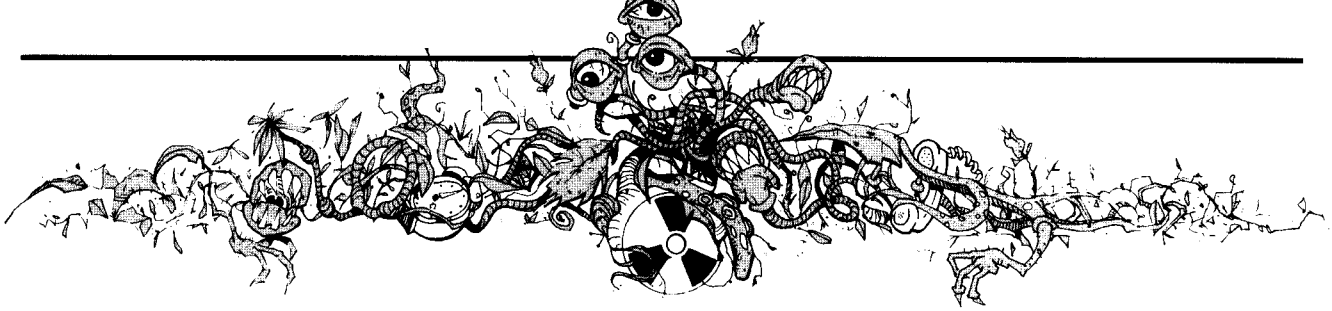
Weighing around 30 kilograms, these vicious predators have been known to take down a prey as large as a deer.

Cadence is a member of the Administration, and has been for over three years. Known for his ability to smooth the ruffled feathers of the less-predacious multitudes, he is a great asset to the Rout. Ever since the *trudge* of wolverines joined with the Rout, Cadence has been on the Administration. Every year when the members of Administration are voted into office, Cadence and the trudge are invited to join other multitudes. Most recently, the Troop and the *Unkindness* have offered the trudge prestigious positions, but luckily the wolverines have been happy since they departed the Sloth to join the Rout, where they and the land are left alone.

Cascade is Cadence's best friend. Cadence and Cascade are usually found together, discussing matters of state. It is believed that Cascade is learning Cadence's techniques and hopes to take over the administrative position when Cadence retires, but neither is talking.

Cascade is best known for the strange music he enjoys. Other animals have initiated many complaints, claiming that the music he enjoys is nothing more than loud scratches and squeals. The wolves, though, howl along.





The Host

Number of Members: 5,897 (4,995 adult, 902 young).
Current Sphere of Control: Political information.
Animal Types in Membership:

Type	# Adults	# Young
Sparrow	3160	200(?)
Humanoid	20	10
Small Bird	1350	440
Bat	150	180
Skunk	40	35
Baboon	10	4
Horse	125	10
Buffalo	150	27

Animal Type Statistics:

Bat: AC 12; MD 11; HP 8; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 18; Per 20; St -3; RU +6; XP 35; Mutations/Abilities: sonar, heightened hearing, diminished sight (D).

Baboon: AC 13; MD 15; HP 17; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 12 (walk), 12 (swing); Per 14; St +3; RU +2; XP 35.

Buffalo: AC 13; MD 14; HP 40; THAC +5; #AT 2; Dmg 1d8/1d8 (horns); Spd 15; Per 12; St -4; RU -5; XP 175; Mutations/Abilities: can survive twice as long as normal in severe cold.

Horse: AC 13; MD 11; HP 18; THAC +2; #AT 2; Dmg 1d6/1d6 (kicks); Spd 24; Per 14; St +1; RU -1; XP 65.

Humanoid: AC 10; MD 17; HP 16; THAC +2; #AT 1; Dmg by weapon type; Spd 12; Per 14; St +1; RU +1; XP 65.

Miscellaneous small birds: AC 14; MD 11; HP 2; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 3 (walk), 25 (fly); Per 13; St +15; RU +14; XP 15.

Skunk: AC 12; MD 10; HP 2; THAC +0; #AT 1; Dmg 1d3 (bite); Spd 10; Per 15; St +1; RU +4; XP 35; Mutations/Abilities: gas generation (bad-smelling musk), night vision.

Sparrow: AC 16; MD 12; HP 2; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 3 (walk), 25 (fly); Per 13; St +20; RU +22; XP 15.

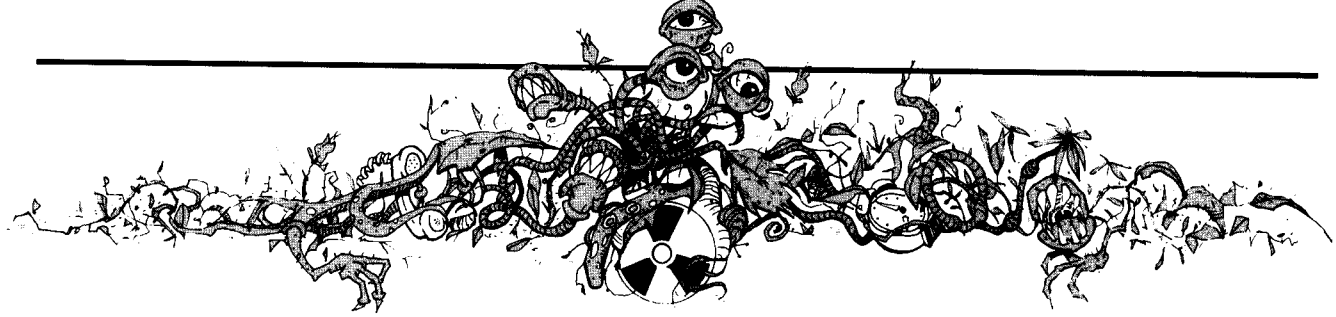
Location of Headquarters: The Information Booth, The Forest Treetops, The Plains Exhibit.

Description: The Host, as the sparrow multitude is called, is the largest major group. Other multitudes may be larger, like the Nest (with nearly one million members), but the mice have no political power. The Host takes pride in not being affiliated with other multitudes. They're able to conduct business with every other group without becoming involved in their petty affairs.

Their main source of income is surveillance and political information brokerage. They will spy on anyone for anyone and can do so safely. Having so many spies, the Host is able to serve the needs of every group equally according to the amount of money they're willing to spend. For three black tickets, any creature can afford the services of one small bird for one full week. Payment must be received before surveillance begins. With over 4,000 small adult birds working throughout the Zoo, the Host can bring more than 12,000 black tickets in a week's time. As many as three-quarters of the Host's adult working force may be unemployed during times of harmony, but there tends to be a shortage of spies during uneasy times, raising the price of a spy to as high as one gray ticket. The Host employs adolescent birds in times of great need. Visiting creatures can hire one or more sparrow spies to survey the landscape and receive accurate information, much to the anger of the other members of the Zoo.

The Host never worries much about losing members in the line of duty. There are so many small birds throughout the Zoo that it is impossible for the other animals to tell if the bird they see is a spy in their or the enemy's employ. The Host members use their stealth (ST) abilities to hide when they're spying.

The Host has a policy that it has had to invoke only twice in recorded history. If a bird is killed by a member of another multitude (while in the line of duty), the Host immediately ends all surveillance operations for that multitude, refusing to refund any balance due. The Host has a base 75% chance to know when a member of their multitude has been killed in this fashion. The host will not perform any espionage activities for the offend-



ing multitude for a 30-day period. They'll continue to spy on that group for other multitudes, however, primarily using agents with the highest Stealth (ST) and Remain Unseen (RU) abilities.

Members

• **Baboon:** The baboon is a valuable member of the Host. The *troupe* is used to send messages, deliver and steal sacks of money (tickets) for and from the Cast, and to distribute memorandums to allied multitudes. The baboons are easily distracted, however, making them much less effective than they'd like to admit.

The slightest affront can trigger a violent reaction from the strong and emotional baboon, but instead of attacking the offender, the baboon tears at its own clothing, fur, or belongings.

Papio is an old male who is revered as a fount of wisdom. Unfortunately, his wisdom is baboon in origin—often riddled with loop holes and defects. He can be easily manipulated if confused with spherical speech.

Babewyne is a young female who wants Papio's position of importance. She can't be confused or controlled by circular conversations, but she is easily bribed with shiny necklaces, golden earrings, or white tickets.

Babuin is a middle aged baboon with a great deal of fur missing. In a recent bout of stress, Babuin pulled out several large sections of fur. Babuin is the baboons' main delivery agent.

• **Bat:** Normally a nocturnal hunter, the bat flies about in a chaotic manner, searching for flying insects. If the Sagacity determines that insects are intelligent and want to create their own political multitude, the *belfry* would no longer be able to devour them without suffering bureaucratic repercussions.

These creatures may have diminished sight, but their refined form of sonar easily makes up for their lack of sight. By bouncing high-pitched sounds off nearby objects and listening to the echoes, the bats can determine their size and distance. Bats are also able to determine the actions and reactions of the objects, giving them a +2 AC bonus to dodge any physical attacks. This bonus does not work against energy, mental, or rear attacks.

Bakke is an extremely unstable character who blinks repeatedly, staring in the wrong direction whenever he talks to someone. He changes his mood and mind repeatedly, sometimes in mid-sentence. Recently he has been trying to get elected to the Administration, but even his fellow bats will not vote for him. Bakke is easily controlled or bribed if positions of power and importance are offered. He controls the Belfry's money and is willing to skim from the tickets if the cause can fulfil his self-centered needs.

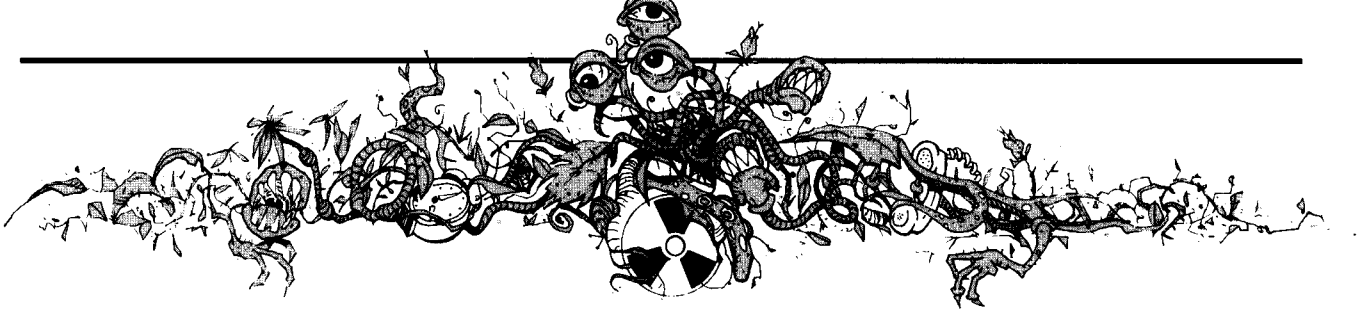
Chiro is a large brown bat with an evil temperament. She spends her time fabricating elaborate schemes to steal money from those who have more than she does. These plans involve dozens (and sometimes hundreds) of individuals who must be paid, leaving her with only a bit more money than she started with, forcing her to create yet another plot.

She's been known to bite those who deceive or betray her. Several of her bite victims have died from rabies or other diseases. Treat Chiro's bite as a destructive poison with a +2 modifier.

• **Buffalo:** The buffalo, also known as the bison, is a large lumbering beast that weighs as much as a ton. Buffalo are slow to panic, but when scared they stampede in a huge mass that doesn't stop for hours.

The buffalo live in the grasslands around the Information Booth, as well as in areas near the Plains Exhibit. The Host uses buffalo near the Information Booth for protection. The buffalo is such a huge incredibly mean-looking beast that its presence keeps most creatures from entering the area—the only creatures that enter the Information Booth are those that can take flight.

Caffer is the largest bull in the Information Booth herd, standing 3.2 meters tall, a full meter taller than most bison. He's very friendly once he's been introduced to someone, but he's too shy to introduce himself. Caffer longs to take his 12 cows and leave the Zoo, but he's never been given the offer to leave. Caffer has the *size change* (60% growth, ST 28, DX 2) and the *stunning force* (14) mutations.



Argent is a huge bull with extra-strong horns, which he has used against buildings, punching holes in the cement without damaging them. Argent lives in the Plains Exhibit, where the major bison population lives. There, he competes with other bulls for harems with more than ten cows. Argent has the *kinetic absorption* (18), *heightened physical attribute*, (CN=24) and the *skeletal enhancement* mutations.

Wisent is an old bull with vicious battle scars across his face, chest, and shoulders. His right eye was reduced to an inflamed cavity several years back, when he fought against Caffer for a cow. Now that his depth perception is gone, Wisent has relinquished his harem to the younger and more agile bulls. Over 30 years of age, Wisent is a great source of information.

• **Horse:** The horse is a swift, feisty beast that roams the Plains Exhibit in *harrases* of as many as 50 animals. It's nearly impossible to convince a horse to do anything without first breaking the animal. The horse views freedom as the most important thing in life. Once lost, freedom is never regained and the animal is broken.

Breaking a horse includes but is not limited to wrestling the animal to the ground and holding it there, riding on its back until it is too weak to buck, keeping the creature from water or food until it begs for nourishment, or feeding it sugar cubes or sugar beets until it's addicted (a process that does not take long). Once a horse is broken, its spirit is damaged, and it is never considered a free animal again. It becomes the property of whomever broke it or whomever its breaker sells or gives it to. A harras of horses lives with few goal—only the continuation of freedom and the proliferation of their species. Since neither of these precepts are endangered, the horse is content.

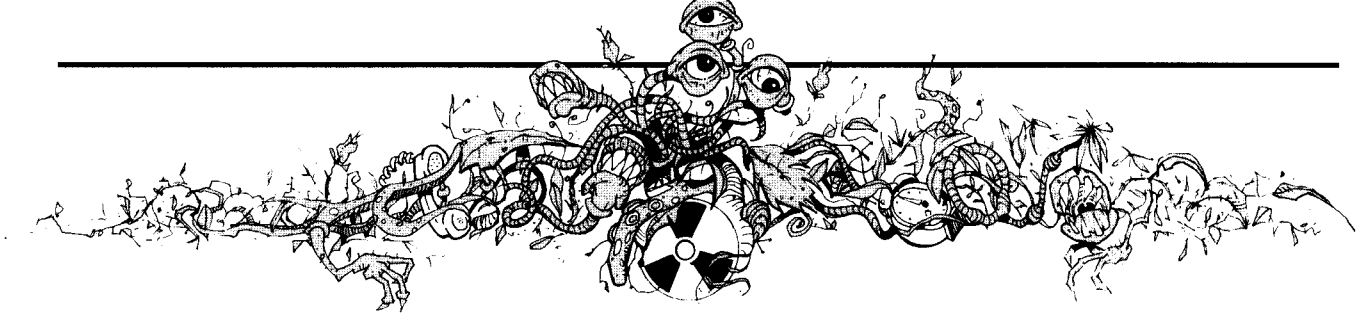
Caballus is a high spirited filly with beautiful, evenly mirrored markings. A belligerent two-year old, Caballus is concerned with nothing more than the "now." She wants to have fun now, she wants food or water immediately, and she wants the openness of the Plains Exhibit. Whenever another attempts to get close to her, she immediately sprints from the scene, leaving courtiers or would-be friends behind. This is a spirit that's nearly impossible to master.

Equus is a middle aged stud approximately eight years of age. He jealously guards his harem of five mares from young males who hope to steal them. He's been trying to catch Caballus for several months, but she will have nothing to do with him or any other male. Equus will assist anyone, in any legal endeavor, who promises to deliver Caballus to him.

• **Humanoids:** The humanoids are descendants of the original zookeepers, veterinarians, directors, janitors, and food service employees. As a rule, the humans are only able to marry within their employment registry (a food service employee can only marry another food service employee). However, this rule is ignored when there aren't enough spouses to go around, in which case the couple chooses which registry it will join. Other than in the noted exception, humanoids must perform the duties their ancestors executed. Another strange oddity of these humans is that the first born daughter is always named after the mother and the first born son is always named after the father. Additional children are randomly named.

Zookeepers: The zookeepers originally fed the animals, cleaned the exhibits, and made sure conditions were analogous to the animals' native habitat. Today's zookeepers still perform most of these tasks. Every day, the zookeepers enter each habitat and clean up the everyday messes. These humans are respected and liked by the animals. Whenever they enter the panoply, all creatures come to greet them, make idle talk, and generally give opinions of their dwellings. All complaints are handled immediately. The zookeepers no longer feed the animals. In a dispute between the Food Service Employees and the Zookeepers, the Court ruled in favor of the Food Service Employees, insisting that the distribution of food belongs to them.

Veterinarians: The veterinarians died approximately a century ago, from contact with radiation-infested or diseased animals. Now, whenever an animal becomes ill, their immune systems must handle the cure or they die. A few animals have aggressive immune systems, able to remove the bacterial or viral disorders



from a companion, but these extremely rare creatures are kept under lock and key—they are sought by every multitude that does not have one (or that has only one). See the New Mutations chapter, regarding the *aggressive immune system* mutation. Occasionally, a rumor of live metal veterinarians surfaces, but nothing conclusive has been found.

Directors: The directors were the bureaucrats. They handled all paper work, hiring, firing, layoffs, accounts receivable, accounts payable, and so on. Today they maintain the computers they own as well as the ever-increasing database of information they unearth. Every piece of information that the sparrow spies discover is entered and carefully catalogued for easy access. The directors are a protected branch of the Host. No one in this group is allowed to leave the Information Booth without an escort of at least five skunks and ten buffalo. Visitors are never allowed in the Information Booth, but most animals want nothing to do with this area because of the buffalo herd that surrounds it.

Janitors: The janitors clean the trash bins, mop the floors, and maintain light fixtures. They are suing the Zookeepers for control of habitat cleaning, but it's doubtful they'll win since this duty historically belongs to the Zookeepers.

Food Service Employees: The food service employees recently sued for food distribution rights and won. They now deliver food to the entire Zoo. These humans are hated because they collect tickets for food and adored because they bring the food. They are the largest employee group in the clan of humanoids.

Dave is a zookeeper who primarily works the Pride and the Cast.

John is a food service employee who works the western part of the Zoo.

Bill is a director who likes to sneak out on occasion and see the sights.

• **Skunk:** The skunk is a short-legged mammal with a bushy tail. Its fur is jet black, except for a white streak that runs from forehead to tail. The skunk is easily scared or angered, making the *chine* unpopular in the Administration, although the Host appreciates its presence. Its tenacious nature brings the skunk great success, since everyone else is fearful of its wrath.

Whenever angered or cornered, the skunk stamps its feet in fury and raises its tail. If it's not appeased or not left alone, the skunk fires a jet of acrimonious fluid from its anal gland, which can cause temporary blindness. The foul stench lasts for several days, refusing to be removed even by the most aggressive methods. Generally, most creatures are wary of the skunk, and its coloring is enough to cause most creatures to retreat to a respectable distance. The skunk makes a great bodyguard. Whenever director humanoids step outside the Business Offices, they are accompanied by skunks.

Mephit is a volatile character who spends a great deal of his time in the halls of the Administration. He is a valued member of the Host and has driven several beneficial bills through, simply on the force his personality. Mephit is a suspicious character who refuses to have anyone except other Host members (especially skunks) with him when he's in a legislative session. This paranoia stems from an assassination attempt by a rabid rat.

Lizzi is a psychotic skunk with the *life leech* mutation. Lizzi is a freelance killer who likes to murder enemies of the Host using her mutation. She is quite successful with this skill and has yet to get caught, even by Host members.

• **Sparrow:** The sparrow is the major force in this multitude, the intellectual fortress, setting up the surveillance ring that feeds the Host. The sparrows also make sure that the Administration never disallows spying. Through the spy network, the sparrows make more money than any other multitude, but they also have the largest energy bill. The Crash demands a fee for every "energy unit" used, and the Host has the largest bill. The Host must also grease the paws of the politicians in the Administration to maintain the legality of spying.

The Host can extract information from any multitude for any other multitude. All data found that is pertinent to the buyer's need is given, while all other validated information is stored in computers for later use and sale. This automation of back-logged data is reducing the amount of time required to produce information.

One thing a multitude cannot find out is what the Host knows about *it*. The only way to obtain this information is through double agents.

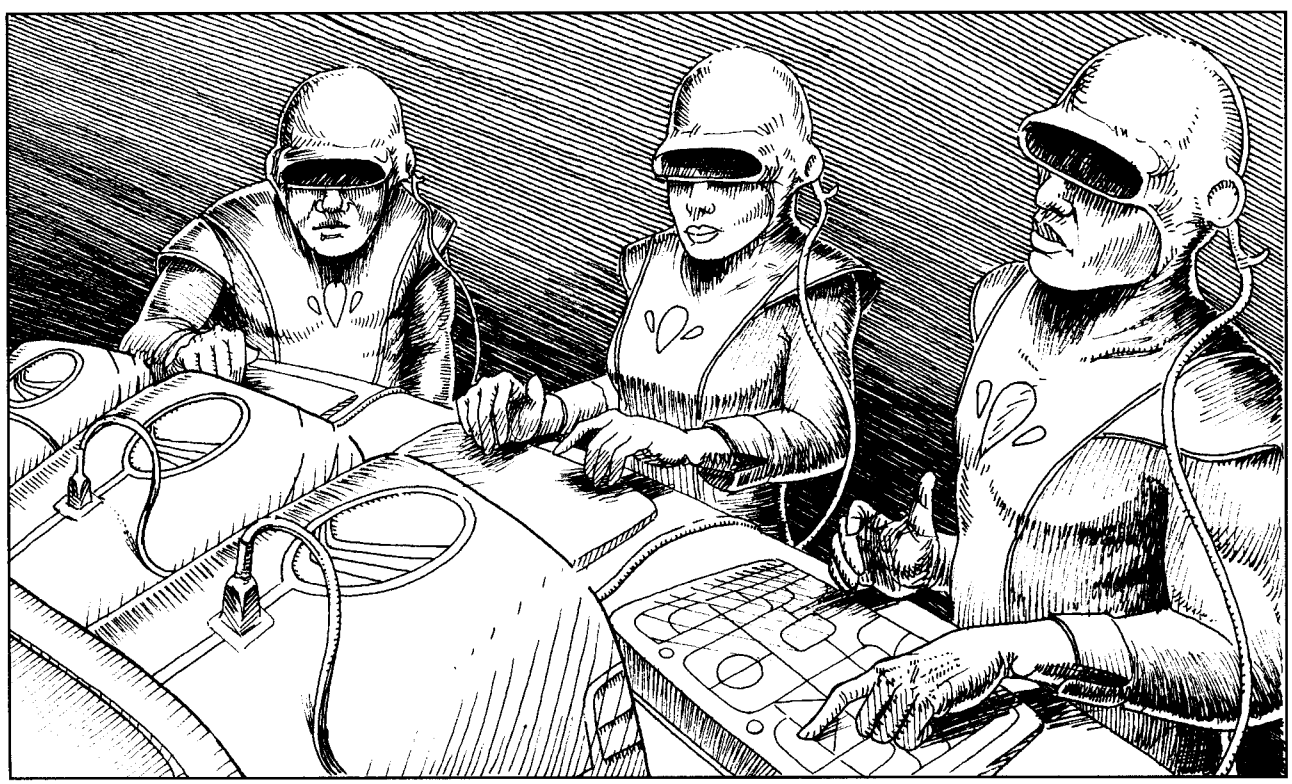
The number of sparrows in the Host is impossible to determine. Their young leave the nest in ten days and are so small that they can hide anywhere. The numbers given in the **Animal Types in Membership** are only estimations.

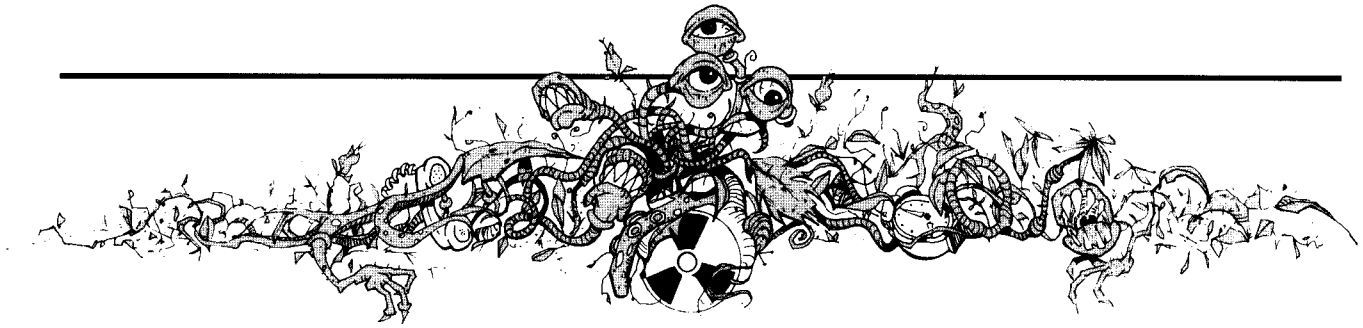
Spizella is the *Foremost Sparrow of the Administration,* a position he's served for three years, and his age is beginning to show. His eyes are dimming and his flight is slower.

Melo is the favorite for the Foremost Sparrow of the Administration when Spizella dies.

Zonotri is the second contender. Anyone who can help this bird win will be greatly rewarded.

Spearwe is a Lead Spy. Spearwe is best known for spying within the Pride's domain.





The Sloth

Number of Members: 298 (130 adults, 168 young).
Current Sphere of Control: Cafeterias, freezers, and refrigerators.
Animal Types in Membership:

Type	# Adults	# Young
Bear, Brown	20	18
Boar	45	60
Raccoon	65	90

Animal Type Statistics:

Bear, Brown: AC 14; MD 14; HP 54; THAC +6; #AT 3; Dmg 1d8/1d8 (claws), 1d6 (bite); Spd 15; Per 13; St -1; RU -2; XP 650; Mutations/Abilities: heightened smell.

Boar: AC 13; MD 13; HP 27; THAC +3; #AT 1; Dmg 1d6 (tusk), charge with +2 THAC for 1d6+2 (tusk); Spd 17; Per 15; St -1; RU +4; XP 175.

Raccoon: AC 13; MD 10; HP 8; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 10; Per 17; St +3; RU +4; XP 15; Mutations/Abilities: night vision, manipulative hands and fingers.

Location of Headquarters: Cafeteria, Storage Buildings.
Description: The Sloth is a relatively poor multitude with a small membership. They control the small buildings throughout the lower Zoo that are used to store items of value. Often, these storage facilities are used by renters (other multitudes) to keep their money, since some groups and individuals don't trust the Cast with their funds.

Recently, the Sloth forged an arrangement with the Crash to purchase energy from their solar generators at a cost lower than the standard rate. In return, the Sloth guarantees the Crash storage rates for a minimal fee. This energy is used to power the refrigerators and the freezers in the cafeterias. These items have seen sudden popularity since the Troop broke several of their food replicators.

The Court

Number of Members: 281 (195 adults, 86 young).
Current Sphere of Control: Policing the Zoo.
Animal Types in Membership:

Type	# Adults	# Young
Kangaroo	40	20
Camel	20	10
Sheep, Bighorn	50	20
Deer	60	30
Snake	60	90

Animal Type Statistics:

Camel: AC 13; MD 14; HP 24; THAC +3; #AT 1; Dmg 1d4 (bite); Spd 16; Per 15; St -2; RU -2; XP 65; Mutations/Abilities: can survive twice as long as normal on half as much water.

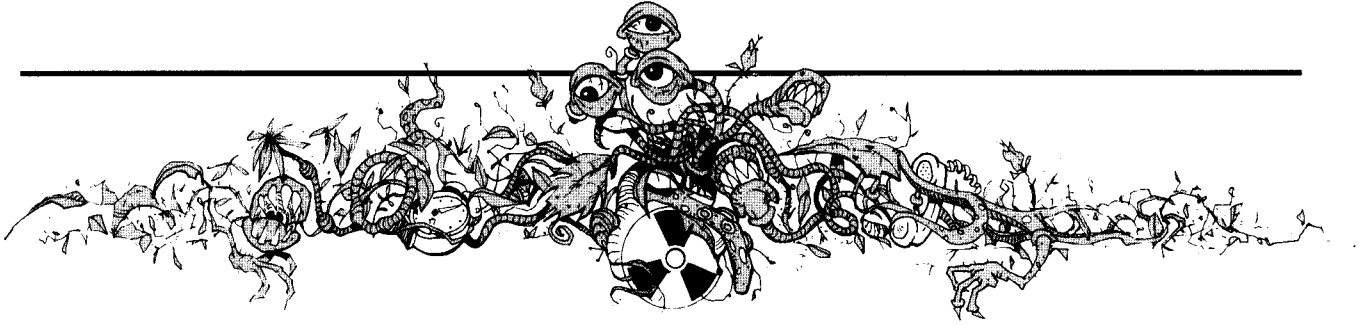
Deer: AC 13; MD 11; HP 16; THAC +2; #AT 1; Dmg 1d4 (antlers), charge for THAC +2 and 1d6+1; Spd 20; Per 19; St +5; RU +7; XP 35; Mutations/Abilities: heightened hearing.

Kangaroo: AC 14; MD 11; HP 40; THAC +5; #AT 4; Dmg 1d4/1d4 (punch), 1d8/1d8 (front kick); Spd 15; Per 14; St +1; RU +0; XP 270; Mutations/Abilities: can jump 13 meters forward and three meters up, *shapechange* (18).

Sheep, Bighorn: AC 13; MD 11; HP 16; THAC +2; #AT 1; Dmg 1d6+1 (head butt), charge with THAC +2 and 1d6+3; Spd 14; Per 16; St +9; RU +4; XP 35; Mutations/Abilities: can survive in cold, dry conditions twice as long as normal, *shapechange* (18).

Snake: AC 15; MD 11; HP 34; THAC +4; #AT 1; Dmg 1d6+1 (bite); Spd 12; Per 8; St +6; RU +5; XP 420; Mutations/Abilities: poison generation intensity 1d6, infravision, *shapechange* (18).

Location of Headquarters: Marsupial Utopia.
Description: The Court is a powerful multitude that makes sure everyone obeys the *Codes of Ethical Convention* (se page 30). Those who perform illegal acts are brought forth before the Sagacity for a hearing, overseen by Kangaroo lawyers and public defenders.



The Crash

Number of Members: 615 (220 adults, 395 young).
Current Sphere of Control: The solar generators and the broadcast power station.
Animal Types in Membership:

Type	# Adults	# Young
Elephant	10	5
Rhinoceros	20	10
Armadillo	30	30
Porcupine	40	50
Turtle	120	300

Animal Type Statistics:

Armadillo: AC 25; MD 10; HP 16; THAC +2; #AT 3; Dmg 1d3/1d3 (claw), 1d2 (bite); Spd 12; Per 8; St +2; RU +5; XP 35; Mutations/Abilities: carapace, night vision.

Elephant: AC 15; MD 12; HP 88; THAC +1; #AT 5; Dmg 2d8x2 (tusks), 2d6 (constriction), 2d6x2 (trample); Spd 18; Per 10; St 0; RU 0; XP 4,000; Mutations/Abilities: hearing, prehensile trunk with _PS strength, charge for 3d6 damage.

Porcupine: AC 14; MD 10; HP 4; THAC +1; #AT 1; Dmg 1d3 (bite); Spd 9; Per 10; St 0; RU 0; XP 15; Mutations/Abilities: quills 1d6 (cannot be thrown).

Rhinoceros: AC 26; MD 12; HP 64; THAC +8; #AT 1; Dmg 1d6+1 (horn), charge with THAC +2 and 2d6+2; Spd ; Per 10; St -2; RU -3; XP 650; Mutations/Abilities: smell (diminished sight).

Turtle: AC 20; MD 13; HP 40; THAC +5; #AT 1; Dmg 3d4 (snap); Spd 6 (swim), 6 (walk); Per 10; St +4; RU +0; XP 1,400; Mutations/Abilities: total carapace, can hold breath for five minutes.

Location of Headquarters: Sahara Habitat, Seal Enclosure.
Description: The Crash controls the flow of electricity. When someone does not pay their monthly electrical bill, the Crash immediately turns it off. Their market is very limited, selling to the Pride, the Troop, the Cast, and the Sloth.

The Cast

Number of Members: 145 (100 adults, 45 young).
Current Sphere of Control: Banking, credit, the stock emporium.
Animal Types in Membership:

Type	# Adults	# Young
Eagle	50	25
Hawk	50	20

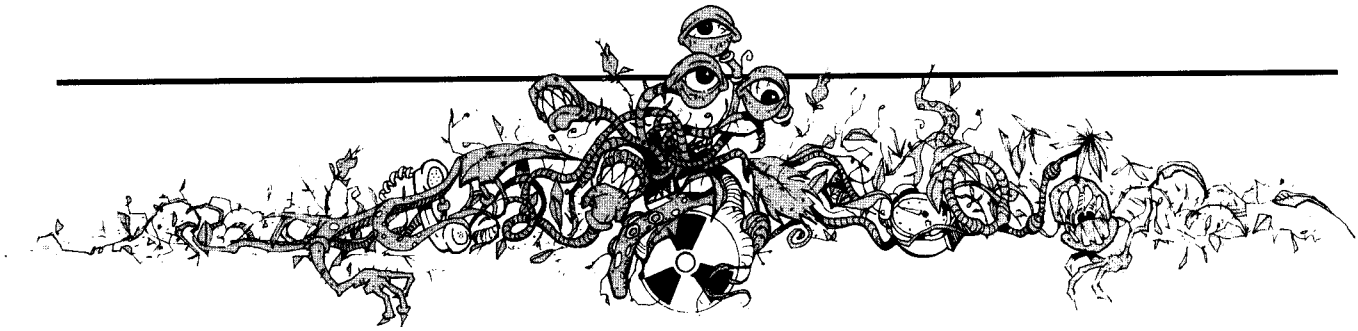
Animal Type Statistics:

Eagle: AC 14; MD 11; HP 11; THAC +1; #AT 3; Dmg 1d2/1d2 (Claws), 1d3 (bite); Spd 1 (walk), 30 (flight); Per 19; St +6; RU +4; XP 175; Mutations/Abilities: heightened sight, heightened smell.

Hawk: AC 16; MD 11; HP 7; THAC +1; #AT 3; Dmg 1d6/1d6 (claws), 1d4 (bite); Spd 30 (flight), 4 (walk); Per 22; St +4; RU +6; XP 120; Mutations/Abilities: heightened sight.

Location of Headquarters: The Aviatorium.
Description: The Cast is the richest multitude, if you include the amount of money in their possession. The money they carry, however, is not their own. They are the Zoo's equivalent of Switzerland. Before the Cast of Hawks joined the eagles, this multitude was called the Exodus and it served the same function. The hawks, however, were very adept at thieving from the eagles and this caused a great deal of distrust among the Zoo. Since the hawks joined ranks with the eagles and changed their name, the multitude has once against won the respect and trust of most of the Zoo.

Hudson is a huge, beautiful hawk. He was a brilliant safe cracker with an impeccable sense of timing. Before the cast of hawks joined with the Exodus of eagles, the hawks robbed from the eagles, who then managed the monetary functions of the Zoo. Now, Hudson is used to test the safety of the security systems set up by the ingenious eagles.



The Congregation

Number of Members: 510 (230 adults, 280 young).
Current Sphere of Control: Entertainment.
Animal Types in Membership:

Type	# Adults	# Young
Otter	50	50
Ostrich	45	20
Chameleon	60	90
Duck	75	120

Animal Type Statistics:

Chameleon: AC 10; MD 10; HP 5; THAC +0; #AT 0; Dmg Nil; Spd 3; Per 6; St +4; RU +4; XP 15; Mutations/Abilities: chameleon power, regeneration.

Duck: AC 12; MD 10; HP 5; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 3 (paddle), 5 (walk), 18 (fly); Per 10; St +2; RU +0; XP 15; Mutations/Abilities: immune to chilling effect of cold water.

Ostrich: AC 16; MD 10; HP 24; THAC +3; #AT 1; Dmg 1d6 (kick); Spd 16; Per 14; St +5; RU -2; XP 65.

Otter: AC 15; MD 10; HP 9; THAC +1; #AT 1; Dmg 1d6 (bite); Spd 9 (walk), 6 (swim); Per 17; St +6; RU +5; XP 15; Mutations/Abilities: immune to the chilling effects of cold water.

Location of Headquarters: Otter House, Children's Zoo.
Description: The Congregation is the only source of entertainment in the Zoo. It has members from other multitudes within its ranks. Several dozen monkeys looking for a "big break" are members, hoping for wealth, fame, and anything their hearts desire. Also within their ranks is a leopard with a sense of humor and a trio of hyenas who perform slapstick plays (they are famous with the Rout and the Troop). The Congregation makes a great deal of money even from outside the zoo, but these customers generally barter instead of paying in tickets.

The Venture

Number of Members: 4,169 (1,114 adults, 3,055 young).
Current Sphere of Control: Carcass gleaning.
Animal Types in Membership:

Type	# Adults	# Young
Black Bear	20	5
Feral Dog	24	16
Hyena	30	4
Rat	1,000	5,000
Vulture	40	30

Animal Type Statistics:

Black Bear: AC 14; MD 14; HP 54; THAC +6; #AT 3; Dmg 1d6/1d6 (claws), 1d6 (bite); Spd 15; Per 13; St -1; RU -2; XP 650; Mutations/Abilities: heightened smell.

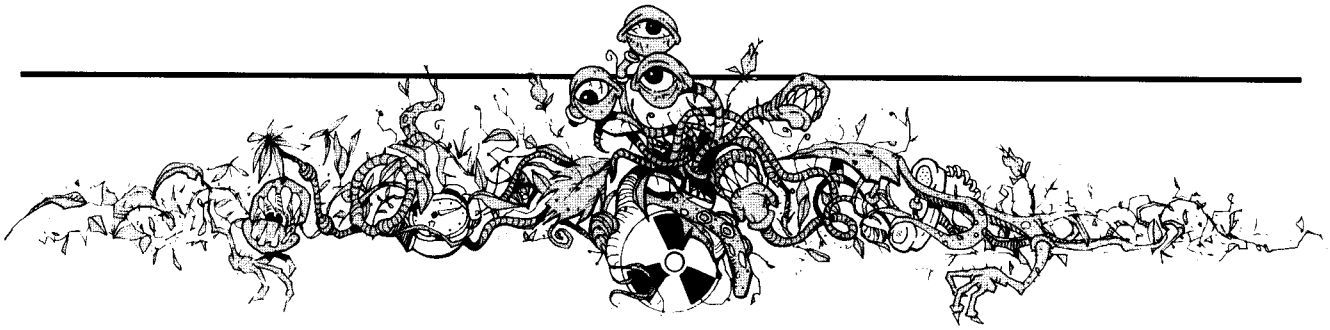
Feral Dog: AC 13; MD 14; HP 4; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 15; Per 17; St +3; RU +5 (-5 if excited); XP 15.

Hyena: AC 16; MD 12; HP 24; THAC +4; #AT 4; Dmg 1d4/1d4/1d4+1; Spd 12; Per 16; St +4; RU +2; XP 120; Mutations/Abilities: immune to the effects of cold and frost.

Rat: AC 12; MD 10; HP 4; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 6; Per 10; St +6; RU +10; XP 15; Mutations/Abilities: +3 bonus for climbing.

Vulture: AC 16; MD 11; HP 7; THAC +1; #AT 3; Dmg 1d4/1d4 (claws), 1d8 (bite); Spd 18 (flight), 3 (walk); Per 10; St 0; RU 0; XP 120; Mutations/Abilities: heightened sight.

Location of Headquarters: Southern Ruins.
Description: The Venture is a group of creatures that strikes fear into the average animal. Their presence means that something has died. Many believe these creatures carry diseases and spread the infliction of their meals to the healthy population. Everyone knows their importance, however, and still pays them to clean the carcasses off their territories, because leaving the dead putrefies the land and the water table.



The School

Number of Members: 510 (230 adults, 280 young).
Current Sphere of Control: All free water.
Animal Types in Membership: All fish.
Location of Headquarters: All free water.
Description: The School is a society that tries to benefit all fresh water fish. Generally, the only fish allowed in the School multitude are those that do not eat other adult fish, though on occasion this edict is broken (especially during times of famine). Predatory fish, like the barracuda and the piranha aren't members of the School since they prey upon them. These fish generally belong to their own multitude.

The School is attempting to control the use of water by all other animals, but at this time they have been unsuccessful. This has forced them to use other means. The fish have been performing selective breeding in hopes of making beneficial mental mutations stronger and more common. Thus far, 75% of all School members possess at least one mental mutation while 50% possess two or more! By selectively breeding themselves, the fish hope to force the other multitudes to pay for the privilege of drinking, washing, and bathing in their water.

Several species of fish have developed lungs. Most of these fish are able to speak, allowing the school to communicate with the outside world. When the Cast found that the fish could speak and were intelligent, they negotiated a banking system that fit their specific needs. The only drawback, is that most of the other multitudes do not recognize the School's right to exist, and they continue to plunder the School's resources (the pond, river, and lake water, also known as the free water) without paying for it. The Court has set up several posts to watch the water, but the Court is easily distracted with more petty offenses elsewhere in the Zoo, making their presence at the water a hindrance at most.

The Sagacity

Number of Members: 510 (230 adults, 280 young).
Current Sphere of Control: Wisdom, judging.
Animal Types in Membership:

Type	# Adults	# Young
Dolphin	20	10
Orca Whale	4	4

Animal Type Statistics:

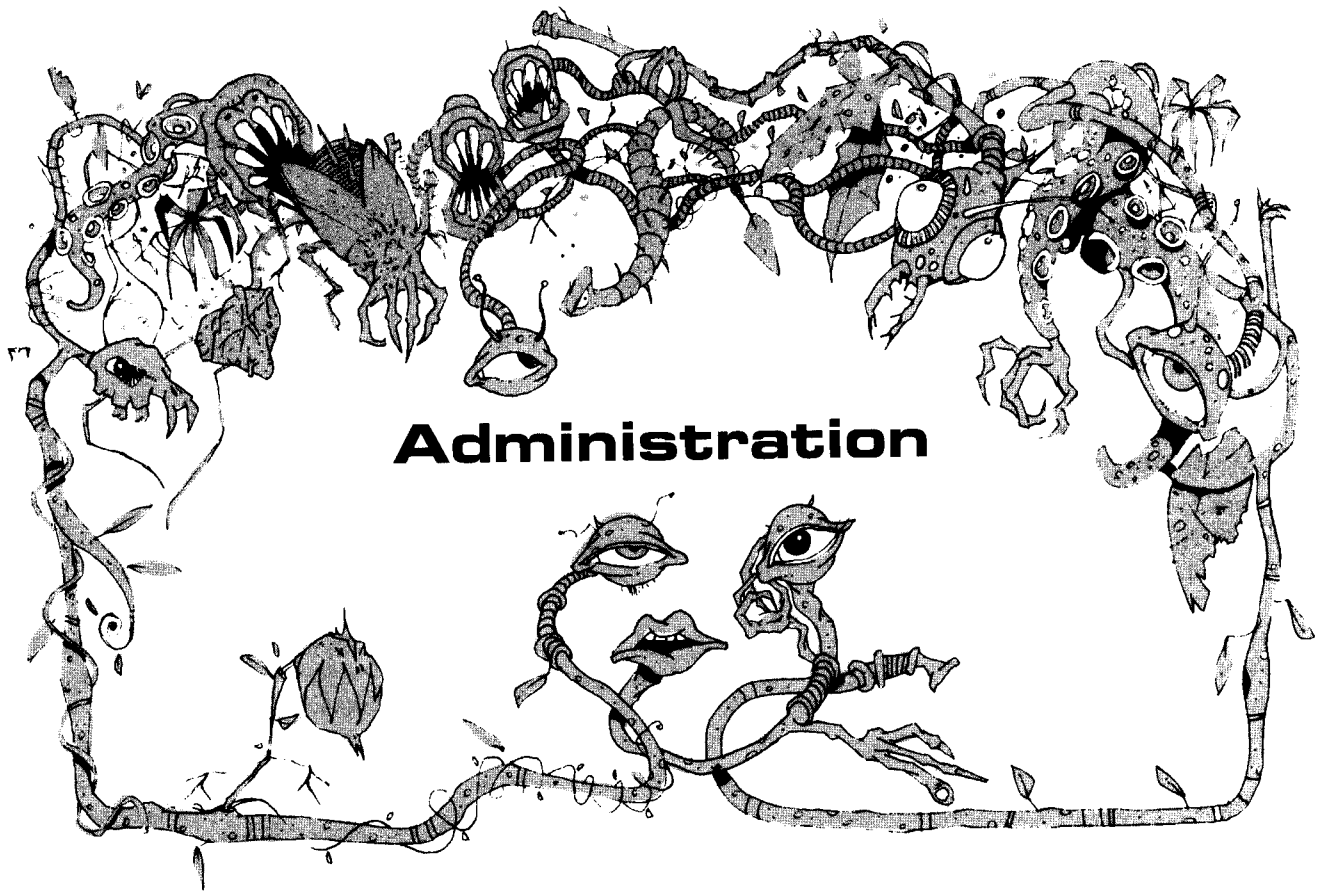
Dolphin: AC 16; MD 18; HP 36; THAC +6; #AT 1; Dmg 1d6 (bite); Spd 36; Per 16; St +20; RU +2; XP 270; Mutations/Abilities: immune to chilling effect of cold water.

Orca Whale: AC 22; MD 22; HP 160; THAC +20; #AT 2; Dmg 1d10 (bite), 2d10 (tail slap); Spd 21; Per 16; St +18; RU +0; XP 11,000; Mutations/Abilities: immune to chilling effect of cold water.

Location of Headquarters: The Water Mammal Exhibit.
Description: The Sagacity is best known for its incredible wisdom. The Host may be the leader in sheer intelligence, but the Sagacity is the leader in applied knowledge. The Sagacity, led by the huge black and white orca whales (also known as killer whales) is often approached for matters that need resolving. The rulings made are always followed since the Sagacity is known for the neutrality it shows for all multitudes.

The Court, another multitude, takes all allegations of illegal activities to the Sagacity. The orca whales then, like judges in a court, listen to both sides and makes a decision. The decision generally takes no time whatsoever, but occasionally the Sagacity takes its time to weigh every point, taking up to a week to decide.

The Sagacity is always trying to maintain a balance between the multitudes. They are trying to preserve the life all animals share. In doing this, the Sagacity protects most of the endangered species here from extinction.



Administration

The Administration is legislative branch of animal politics, a "House of Representatives." This group meets once a week. In times of great need, the Administration can meet every day for months at a time. During these gatherings the animals discuss, make, or disband laws. At the very least, they have lunch or watch a play perform by the Congregation.

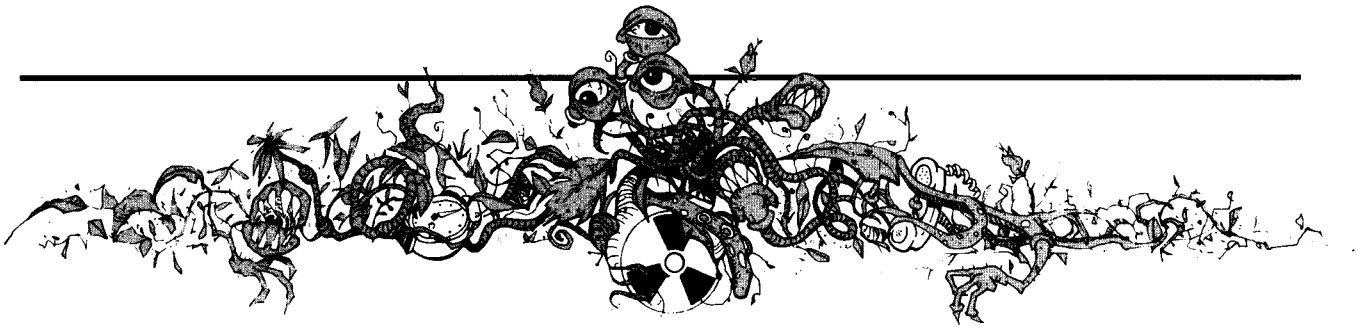
All members of the Administration are voted in by the members of their own multitude and serve a two-year term. The multitudes pay for each seat on the Administration, but each multitude is guaranteed at least one seat, regardless of financial status. Paying for seats causes some problems, but it is the best solution the Sagacity has come up with.

In the past, the number of seats a multitude could take was determined by annual diet, but this caused a sharp increase in population with multitudes like the Nest and the Host, who attempted to gain more Administration seats by sharply increasing their populations. The Crash suggested that total consumption should determine seat numbers, but this was feared to support gluttony and food hoarding. The only other option the Sagacity had was to have the multitudes purchase seats every year, allowing the multitudes to determine their own involvement. The money raised from Administration seats revenue decreased the amount of taxes the Court charged the multitudes, a benefit that all appreciate.

The members of the Administration pass laws that either benefit their multitude or themselves, and try to keep laws that would injure their multitude or themselves from being passed. Occasionally, every multitude has suffered under unfair laws, but a little patience and persistence has always seen these laws removed from the books. After all, the Administration doesn't want to alienate themselves from the general public. The number of Administration members is far smaller than the general public and a revolt would most certainly prove successful (even with the assistance of the Court).

The Administration is designed to keep the multitudes talking. This keeps little squabbles from turning into full-scale war. The last near-catastrophe occurred between the Pride and the Rout. The Pride wanted to permanently close the Zoo gates and not let anyone in or out. The Rout, on the other hand, conducts most of its hunting outside the gates. By closing the gates, the Rout would starve, since the Rout is very poor (which was the Pride's plan).

The Administration has only a finite number of seats available to it. This helps keep one multitude from completely overwhelming the rest of the Zoo with astronomical numbers, yet the number is large enough to accommodate population growth and multitude partitioning.



The tables on the following page depict the numbers of seats available and the number of representatives from each multitude.

Table 1: Administration Membership

Multitude	Membership Tally
The Cast	10
The Congregation	4
The Court	27
The Crash	6
The Host	28
The Pride	12
The Rout	11
The Sagacity	24
The School	2
The Sloth	4
The Troop	10
The Venture	8
Miscellaneous Groups	30

Table 2: Administration Ratio

Multitude	Occupancy
Cast	Ten eagles and ten hawks.
Congregation	One otter, one ostrich, chameleon, and one duck.
Court	Eight kangaroos, two camels, five bighorn sheep, six deer, and four snakes.
Crash	One elephant, one rhinoceros, one armadillo, two porcupines, and one turtle.
Host	Twenty sparrows, one humanoid, one bat, two skunks, one baboon, one horse, and two buffalo.
Pride	Eight lions, one tiger, one cheetah, one leopard, and one cougar.
Rout	One wolf, one polar bear, one wolverine, one fox, two badgers, four coyote, and one weasel.
Sagacity	Four orca whales and twenty dolphins.
School	Two fish with the *lungs* mutation.
Sloth	One brown bear, one boar, and two raccoons.
Troop	Six monkeys, one orangutan, one ape, one gorilla, a flying squirrel, one alligator, and one crocodile.
Venture	Two vultures, one hyena, two feral dogs, one black bear, and two rats.

Table 2 depicts the ratio of animals in the Administration for each multitude. These numbers alter from year to year as prosperity and general political interest of the multitudes change. The richer a multitude is, the more representatives it will have.

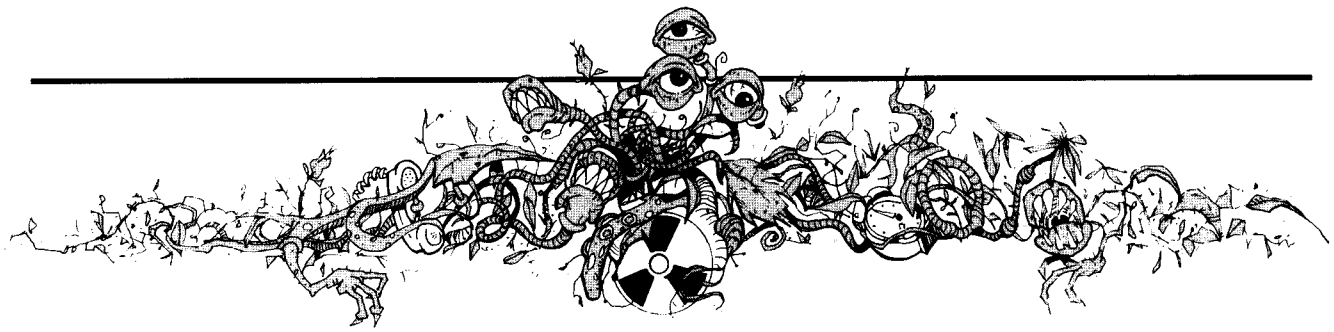
Table 3: Administration Seats Available
Total Available Seats: 225
Total Seats Utilized: 176
Total Remaining Seats: 49

When a creature chooses to run for a seat, it must pay a "running fee" of one gray ticket (or ten black tickets), proving sincerity in running for an Administration seat. The money collected pays for the induction of the poorer multitudes.

Campaigning consists of speeching, public lectures, and debates with other candidates. Rich creatures within the candidate's multitude often give the nominee great sums of money in return for promises when (and if) the animal is elected. The animal running for office then gives much of this money over to the poorer members of the multitude in order to buy their votes.

On New Year's Day, the animals cast their ballots at the Water Mammal Exhibit, starting at first light and ending at dusk. All animals are expected to vote, though none are forced. Those confined to their habitats are accommodated. The Sagacity, with help from the Cast (which has a keen eye for mathematics), counts the ballots and determines who won.

Once in office, the candidate's wage is paid through taxes collected from the Zoo animals. These taxes are collected by the Court through mandates set up by the Administration. Currently, the taxes paid are formulated using each creature's weight. The standard rate of taxation is one black ticket for every 100 pounds of weight



(or fraction thereof). This tax is paid four times a year, though the animals have the option of paying a full year's worth of taxes at one time (which is generally practiced by the richer multitudes).

Much like many other political systems, once in office, the candidate generally forgets all the promises he made to the public. However, on occasion, an authentic, caring individual gets voted into office and attempts to make a change. It is unfair to say that all caring creatures are assassinated whenever they get into office, but a large number of them are "stopped" before they can do any "damage" to the system. This feat is called *Administration Damage Control*. These turbulent characters are stopped by neglecting to tell them when meetings are being held, by the repeated cadence of a cudgel, or by the epitaph of their life.

The table below depicts the events that can occur whenever an animal tries to make some real change in the system. Each time an animal tries to perform some good for the general public and threatens the security (and the livelihood) of the long-time members of the Administration, the Game Master should roll percentile dice and consult the table below. Each time the Game Master must roll against this chart, add a progressive 10% to the die roll. (Game Masters can alter and ignore die rolls as they see fit.)

Table 4: Administration Damage Control

Die Roll	Result
01-22	Nothing
23-34	Threaten to harm creature
35-45	Threaten to harm family
46-55	Bludgeon the creature
56-64	Break a few bones
65-72	Harm a random family member
73-79	Harm the creature's spouse
80-85	Harm the creature's youngest child
86-90	Severely damage the creature
91-94	Kill a random family member
95-97	Kill at least half the family
98-99	Kill the family and a few friends
00	Kill the creature

Codes of Ethical Convention

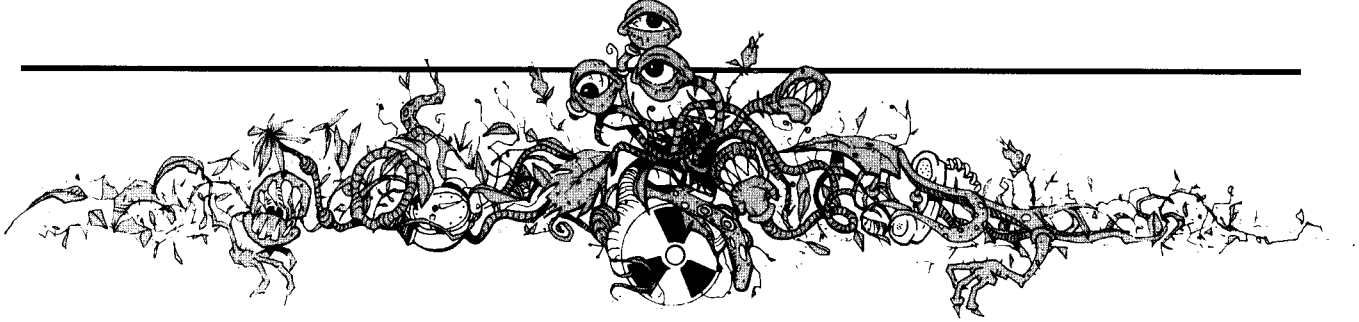
The *Codes of Ethical Convention* is a series of laws, rules, and guidelines used by all Zoo inhabitants to inspire congenial relations without resorting to the ingestion of valuable individuals. In the early years of the Zoo, the *Codes* were known as the *Decalogue*, but this term is now lost. The Codes are simply known as The C.E.C., the Statutes, or as the Code.

Animals (humans and humanoids included), being what they are, have a tendency to misunderstand each other's motivations and can take offense to them. The guidelines in the *Codes* are used when two or more groups are negotiating.

One thing the animals have forgotten in the great expanse of time since the creation of the *Codes* is that they were intended as nothing more than simple guidelines. What was once mere structure is now taken as an absolute credo, and no one is allowed to break the regulations without serious repercussions.

To break the *Codes* is to break the greatest laws of the land. Refer to the *Precepts of Punishment* (page 32) for information on the penalty for disregarding the statutes whenever the PCs break the codes, whether by accident or deliberately. Punishments and penances for a breach of law are not ignored, even for visitors and newcomers who may not be aware of it. The Codes assume that the Laws are universal and are known by all who show intelligence.

Below, the *Codes of Ethical Convention* are detailed for the Game Master's approval. The Decalogue is printed on the wall of the Information Booth for all to see, with another copy at the Water Mammal Exhibit. In recent years, however, the wording of several statutes has been altered. These changes are noted in braces { } whenever possible. Where the wording has drastically changed, the statute is rewritten after the original injunction in braces.



The Codes of Ethical Convention

(As dictated from the lips of his Highness, Lord Quaff of the Order.)

I All animals are noted as equal in stature and importance. None shall subjugate another [without the due process of law].

II All animals are allowed their normal, nature-given instincts and rights. Neither Law nor Injunction shall infringe upon this right.

III No animal shall consume the flesh of another animal [in anger].

IV All animals [able to speak and/or read the Zoo Tongue] are guaranteed the right of speech and correspondence.

V All animals have the right to bear arms, claws, fangs, and talons.

VI All animals have the right to equal representation [in accordance to what they and their multitude can afford] within the Administration.

VII All court proceedings shall be handled by the Sagacity multitude. The Court multitude shall act as the constabulary within the confines of the Zoo under the direct supervision of the Sagacity.

VIII The concept of immigration shall be handled [exclusively] by the Administration. Any group or individual can only be allowed to immigrate to the Zoo with a majority vote during a special session of the Administration.

IX Any creature, whether a member of the Zoo, member of the Administration, or a tourist, must abide by *The Codes of Ethical Convention* and all amendments at all times. [Those suspected of dissention are incarcerated and must be brought to a hearing to determine guilt or innocent. Those found guilty are held under the ordinances of the *Precepts of Punishment*.]

X All these rights are guaranteed to all the world's creatures [that live in the Zoo] [who have the ability to [read and] comprehend them].

Statute I has changed over the years. The phrase "without the due process of law" was added to accommodate indentured work, a form of slavery, for those who couldn't pay debts.

Statute II has not changed.

Statute III was altered to accommodate the predacious tendencies of many animals. The phrase "in anger" was added, allowing for truly vicious animals to face murder charges.

Statute IV stated "All animals are guaranteed the right of speech and correspondence" at first writing. Since many animals do not possess these capabilities, the statute was amended with "able to speak and/or read the Zoo Tongue."

Statute V allows creatures with natural weapons to keep them on their person at all times—even within the Administration meetings.

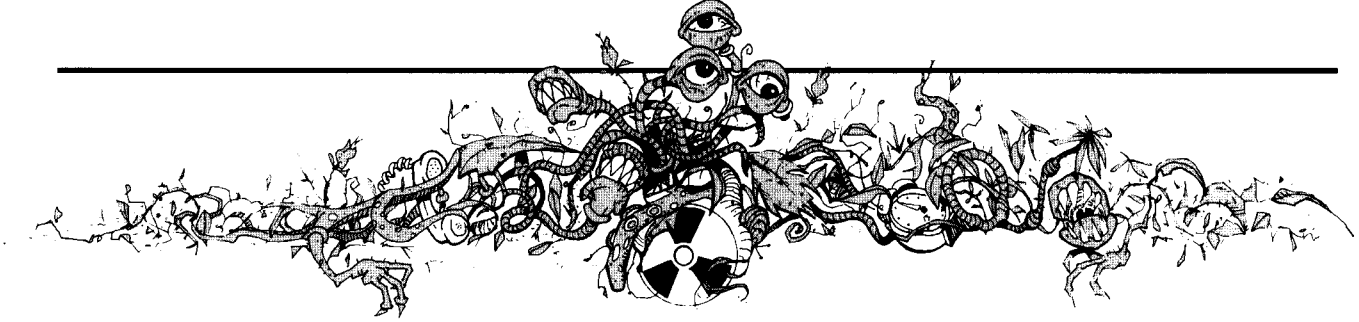
Statute VI was altered when the multitudes had to purchase seats on the Administration. The phrase "in accordance to what they and their multitude can afford" was added.

Statute VII has not changed.

Statute VIII has changed slightly over the years, in accordance with population balances.

Statute IX changed slightly to include the phrase "Those suspected of dissention are incarcerated and must be brought to a hearing to determine guilt or innocent. Those found guilty are held under the ordinances of the *Precepts of Punishment*."

Statute X has changed significantly over the years. Originally, it simply read, "All these rights are guaranteed to all the world's creatures." Later, the phrase "who have the ability to comprehend them" was added in order to cancel the rights of those who lacked the higher mental faculties of the greater being. In order to protect those that lived in the Zoo, "that live in the Zoo" was added. Later, to force all the animals in the Zoo to perform at a higher intellectual rating, the phrase "read and" was added.



Precepts of Punishment

(As dictated from the lips of his Highness, Commander Kismet of the Court.)

The *Precepts of Punishment* are a relatively new concept, conceived within the last few decades. It allows the Court and the Sagacity to apply penalties to crimes. The Court felt that there was not enough motivation for the animals to obey rules. There were hundreds of cases of animals infringing upon the basic rights of others. Unfortunately, many of these rights were not written down, and they were assumed to be basic truths that everyone understood. Evidently, this assumption was incorrect.

Therefore, the *Precepts of Punishment* were created. The *Precepts* are designed to serve two basic purposes. First, they are designed to let animals know what their basic animal rights are. Second, the *Precepts* describe the punishment for infringing upon these rights.

Generally, a crime is fitted with a punishment. For example, stealing from another animal requires the criminal to repay three times the stolen amount. There are circumstances, however, where the standard payments for crimes isn't severe enough—stealing from another animal with life and limb threatened, for example. Those crimes involving undue villainous intent and extraordinary circumstances can cause the punishment to be reduced to what is known as the *Wheel of Kismet.*

Whenever the Game Master must resolve an issue of illegality, utmost care must be made to be objective. The Game Master should favor neither the PCs nor the Zoo. The Sagacity, the multitude that presides over any court, attempts to do just that.

If the PCs or any animal performs a criminal activity that is not detailed below, the Sagacity will create a new type of crime (in which case it is often named after the offender) and the offender will be given a punishment (often dictated by the *Wheel of Kismet*).

Causing extreme harm to another: The attacker loses the offending extremity, serves 2d4 years hard labor, and pays for the victim's care plus quadruple that sum in damages.

Causing mild harm to another (Lucci's Statute): The attacker pays for the victim's care plus double that sum in damages.

Causing serious harm to another: The attacker serves 2d4 years hard labor and pays for the victim's care plus triple that sum in damages.

Harming an endangered creature: The attacker serves 2d4 years hard labor and pays for the victim's care plus double that sum in damages.

Inability to pay debt: The delinquent creature becomes an indentured servant to the debtor for one day per black ticket owed.

Killing an endangered creature: The convicted creature must spin the *Wheel of Kismet.*

Killing another: The criminal is given the "blue punch" and put to sleep.

Stealing from another: The thief must pay the victim three times the stolen amount.

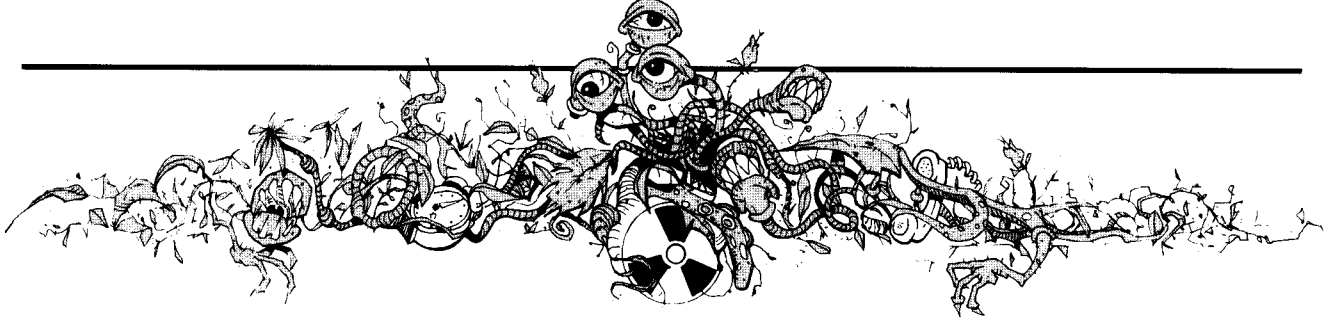
Swindling another: The embezzler must pay the quarry three times the defrauded amount.

Intentionally interfering with the enforcement of law: The convict suffers the same fate as the creature that the law was originally after.

Interfering with the enforcement of law: The convict loses one-half of all assets.

The Wheel of Kismet

The *Wheel of Kismet* is a round, metallic wheel with several dozen spokes connecting the axle to the rim. On these spokes, a dozen plates, each with a phrase or word, are welded securely in place. When the *Wheel* is brought out to determine proper punishment, it usually becomes a Zoo-wide extravaganza. Every inhabitant, from the minute mouse that makes its home in the walls of the storage shed to the exalted lions in their sedan chairs, comes to view the spinning of the *Wheel of Kismet.* It is not often that such a production is rendered, and no one wants to miss it.



A performer, often from the Congregation, goes before the crowd and produces great excitement. This creature explains the reasons for the *Wheel of Kismet* and why it is important for this rite to be observed. After lightly moving the paw against the old steel of the wheel, the criminal is brought forth. The convict's crimes are presented for all to see and hear, and the performer asks the crowd what should be done about it. The crowd, of course, demands the *Wheel of Kismet!* The convict is then asked or forced to spin the *Wheel*. If the prisoner doesn't spin, the performer or one of the many assistants spins it instead, though this is viewed as a sign of cowardice and the prisoner is scorned. Once the *Wheel* stops spinning, the criminal, the performer, and the crowd all know what the punishment will be, and it is immediately carried out.

The table below shows twelve possible punishments dictated by the *Wheel.* Whenever the *Wheel* is spun, the Game Master should roll 1d12 against Table 5 to determine punishment.

Table 5: Punishment for Crimes Committed

Die Roll	Punishment
1	Hard labor
2	Death
3	Lose assets
4	Wasteland of dissolution
5	Free and clear
6	Shackle
7	Banishment
8	Timespun
9	Enslave
10	Devolute
11	Torment
12	Lose offending appendage

1. Hard labor: The criminal is subjected to 2d10 years of hard labor. Hard labor includes rebuilding and reinforcing the Zoo walls; digging, filling, and redigging tunnels; cutting foliage within and outside the zoo walls; etc.

2. Death: The criminal is given the "blue punch" and put to sleep.

3. Lose assets: Everything the criminal owns, including property, money, and food are permanently removed. If the criminal has a spouse and young, the spouse is given the ability, and is encouraged, to leave the criminal.

4. Wasteland of dissolution: The criminal is *teleported* several thousand miles away, into the center of a desert, without supplies.

5. Free and clear: If the *Wheel of Kismet* lands on this space, the criminal is set free. He is pardoned for all crimes, is unshackled, and is allowed to leave unmolested.

6. Shackle: The criminal's every appendage is tied and he is left 10 or more kilometers away from the Zoo. Supplies (i.e , water, food, and clothing) are placed near the criminal. If the knots can be removed, the criminal is able to grab the supplies and survive. If the criminal wishes, he may return to the Zoo.

7. Banishment: The criminal is placed outside the walls of the Zoo without supplies and set free. The criminal can never return.

8. Timespun: The criminal is placed outside the gates and 3d6 _ 10 years into the future without supplies. The character is also preempted from ever returning to the Zoo.

9. Enslave: The criminal is sold to one of the many bands of Knights of Genetic Purity (or other mercenary groups) that enjoy enslaving mutants to perform menial and extremely difficult tasks. The profits (usually trade goods) are awarded to the victim.

10. Devolute: The criminal is subjected to multiple doses of the *devolution* mutation, reducing the criminal to its natural, pre-holocaust state.

11. Torment: The criminal's hit points are reduced to 5d10% of its original total through unspeakable methods.

12. Lose offending appendage: The criminal loses a body part. Thieves have a hand (or paw) removed, creatures who murdered by fangs have them removed, etc.

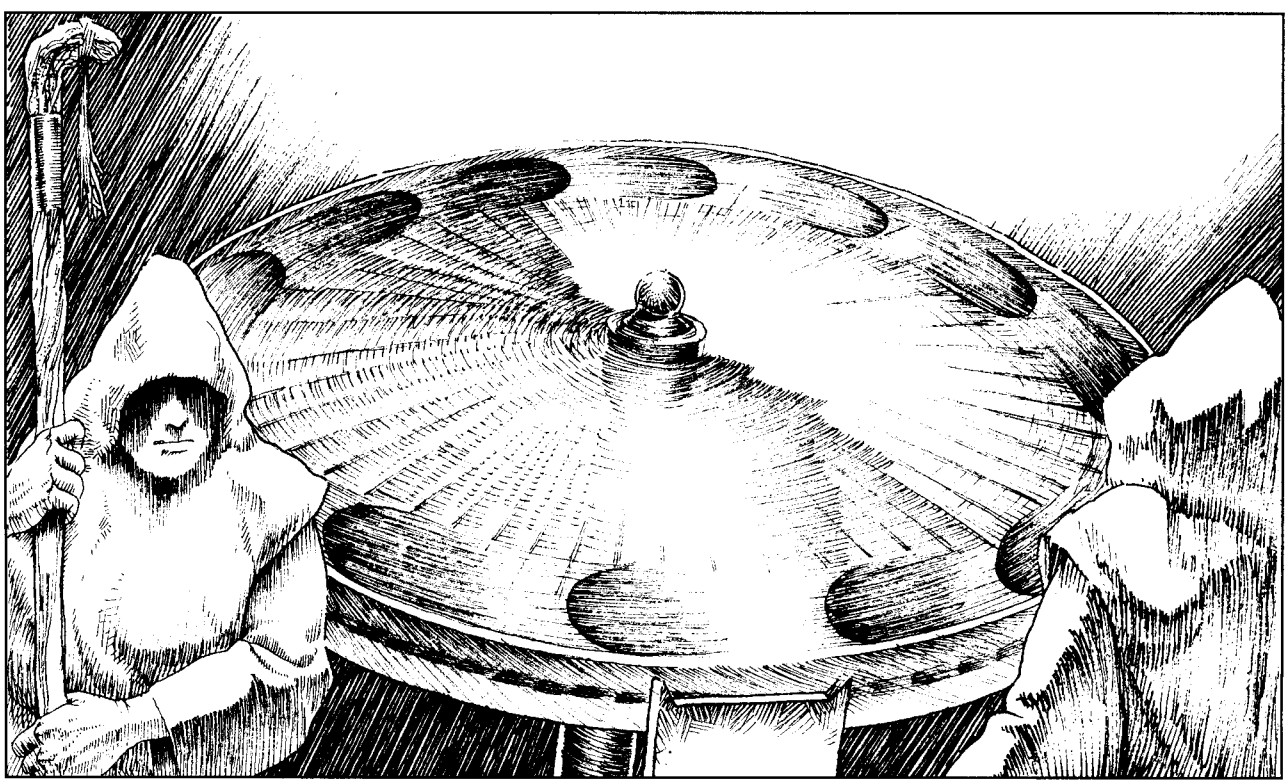
Endangered Species Program

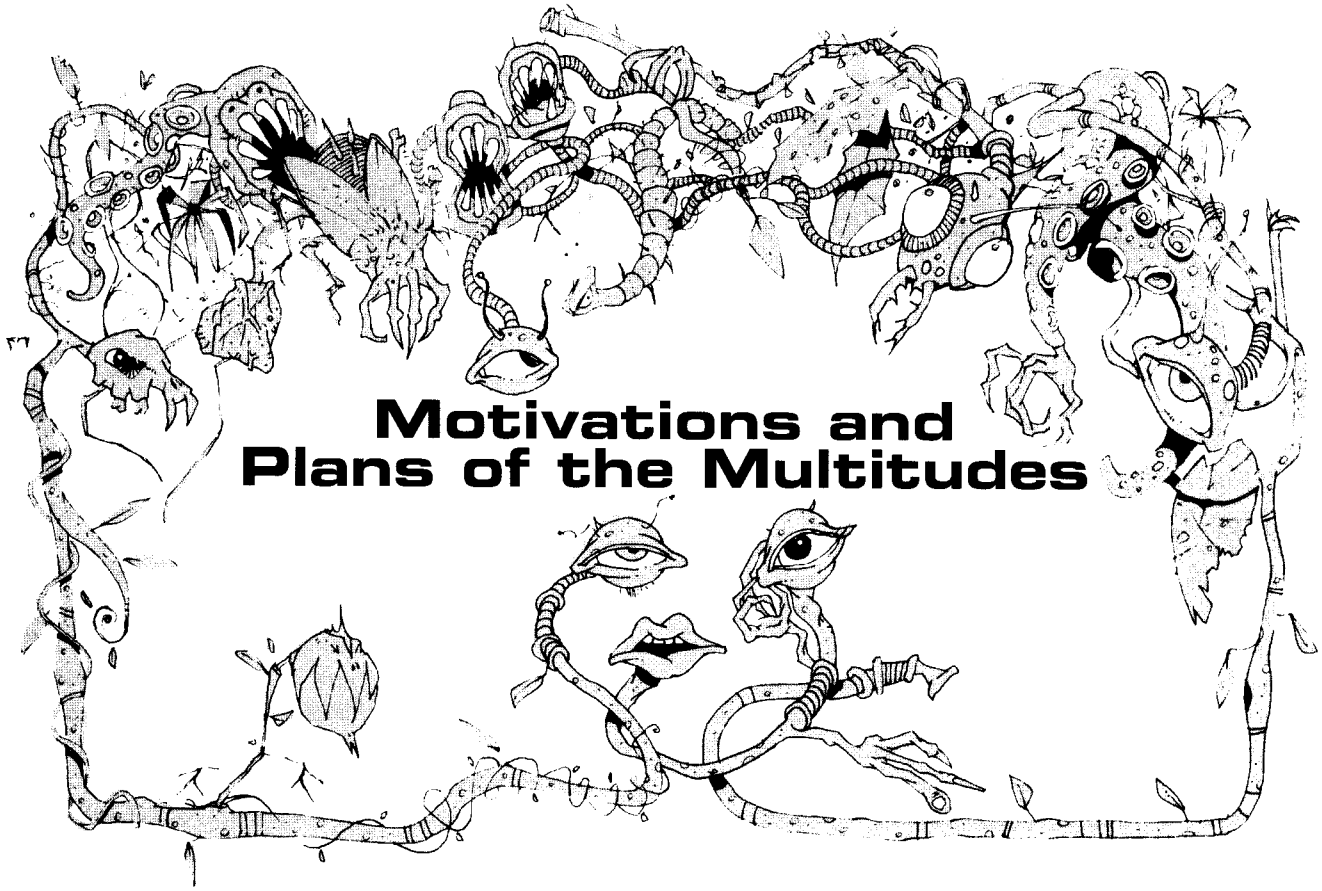
This is a special strategy that seeks to keep all species of animals in the Zoo alive. In the early years, several species of animals became extinct. Such animals included carpenter ants, donkeys, emus, panda bears, red wolves, spider monkeys, and standard garden snakes. Many other species no longer exist, but they are too numerous to mention here. This program is designed to prevent the death of a whole species. Thus far, the program has been very successful.

When a species becomes scarce, either that multitude or the Sagacity approaches the Administration with intent to place the species under protection. The Administration votes whether to allow the species to be protected or not. If the protection is approved, the Administration determines the population increase that will bring the species out of protection, at which time it will be removed from the endangered species list.

While under protection, the species does not pay taxes. If the multitude does not have enough money to pay for its own food, taxes will make up the difference. Any animal that attacks a protected creature can expect the worst of treatment from the court; taking a look at the *Precepts of Punishment* demonstrates this.

Currently under the protection of the Endangered Species Program are baboons, barn owls, cardinals, coyotes, giraffes, orca whales, platypuses, and white tailed deer. As long as these multitudes do not endanger the lives of other animals, they can remain protected. Once they abuse their position to further their end, they are removed form protection. In one such case, the cheetah used its status to hunt in territories that belonged to other multitudes in order to kill and devour their leaders. These actions quickly removed them from the protection program.





Motivations and Plans of the Multitudes

Each multitude has motivations and plans that effect the Zoo and the way it runs in some way. Some motivations of the multitudes were touched upon in previous pages, but this chapter expounds upon that subject and provides a few related adventure hooks.

The Cast

Originally called the Exodus, the Cast controls all banking, loans, and the Stock Emporium. In the early days, multitudes were formed to give the animals a sense of security in a precarious environment. Unfortunately, it was very difficult for these multitudes to band together in groups that were self sufficient. This created the need for trade between the groups, and therefore a crude form of bartering was created.

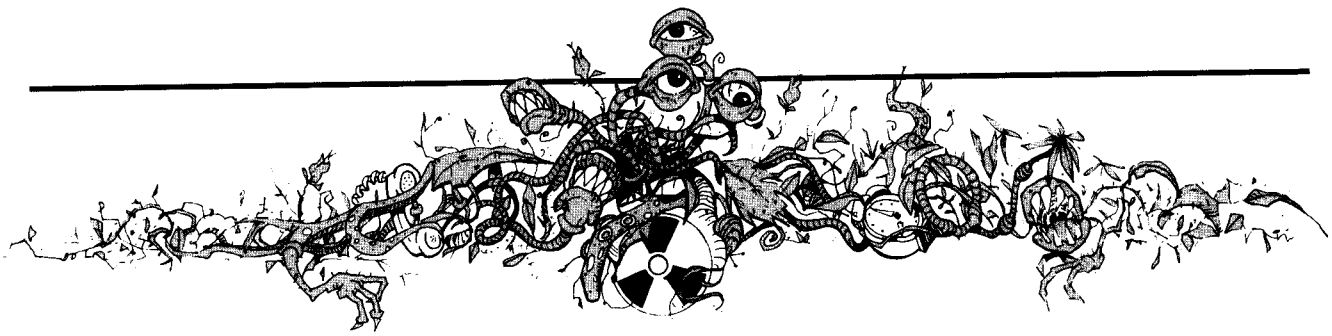
Unfortunately, bartering became difficult when one multitude lacked goods of value to another. Often a multitude had to trade with a third party in order to get goods that the second needed. The Exodus, a multitude of keen predatory birds, identified this confusing practice and created an alternative. It traded the Zoo Business offices to the Troop for every ticket the monkeys had. The Exodus then took the tickets to the Aviatorium, its headquarters, and began writing up a plan for an alternative trade arrangement. In a matter of months, the Exodus reemerged with the plan that is, to this day, still functioning with a high degree of success.

During an Administration meeting, the Exodus proposed to use admission tickets as currency. This was not met with approval at first, but when the Exodus proposed that all multitudes be given a share of the tickets, and they realized they would be given free "money" to start the trading, they agreed. The Exodus was given the rest of the tickets and set itself up as the bank.

As the bank, its headquarters serve as the depositorium for all tickets. The bank also makes loans at 10% interest, which pays the wages of the bankers. It also helps recover losses from theft. Once the bank system was set up, the hawks joined the Exodus and the multitude changed its name to the Cast.

To threaten the safety of the Cast or the banking system is a dangerous action. Every animal that keeps its tickets in this building will fight on the side of the Cast, for fear that the economy would collapse if someone were to steal the tickets held within.

If the Aviatorium is broken into and a Cast member detects it (a Perception check for every bird on guard), the bird or birds immediately take flight and scream a warning to all the Zoo in their native tongue. Every animal in the Zoo recognizes the hawk's or the eagle's cry for help and will rush to assist. The animals will respond to the alert within 2d4 rounds. Bandits who are not



killed are tried for *stealing from another,* and they may face the *Wheel of Kismet.*

The Congregation

This multitude is responsible for entertainment. It is a loosely-tied group of animals, more akin to a union or cryptic alliance than a true multitude. The Congregation is run by a group of otters, ostriches, chameleons, and ducks, but these animals are often referred to as agents. A fair percentage of the multitude's number comes from members of other multitudes who are looking for fast money and quick fame. A few of the four animal types that run the Congregation actually perform, but most are agents who find the real talent places to perform. From comedy acts to dramas and plays, from musical performances to acrobatic shows, the congregation will manage anyone "with talent" for only 25% of the admission sales.

An animal who wants to entertain the masses, even within the animal's multitude, must belong to the Congregation. The money from admission sales is the only income this multitude sees, so they are very strict in assuring that all entertainers are part of their fold. One way to ruffle the feathers of this group is to entertain "without authorization." If the Congregation hears of any infringement upon its monopoly, it accosts the creatures and ask them to either join or stop performing. If the creatures do not join and proceed to perform, the Congregation hires several freelance members of the Court to exercise *damage control.* (See the Damage Control Table, page 30. When rolling against this table for the Congregation, ignore results less than 23 and greater than 90, or subtract 10 from the die roll, ignoring results less than 23.) Since the Congregation hires members of the Court, the criminals who caused the unfortunate creature harm are never brought to justice.

The Congregation does not want to kill any creature in its efforts to protect its interests, it only wants to assure that every animal follows the rules. After all, it seems everyone else has a monopoly that they guard jealously. Why not the Congregation, as well?

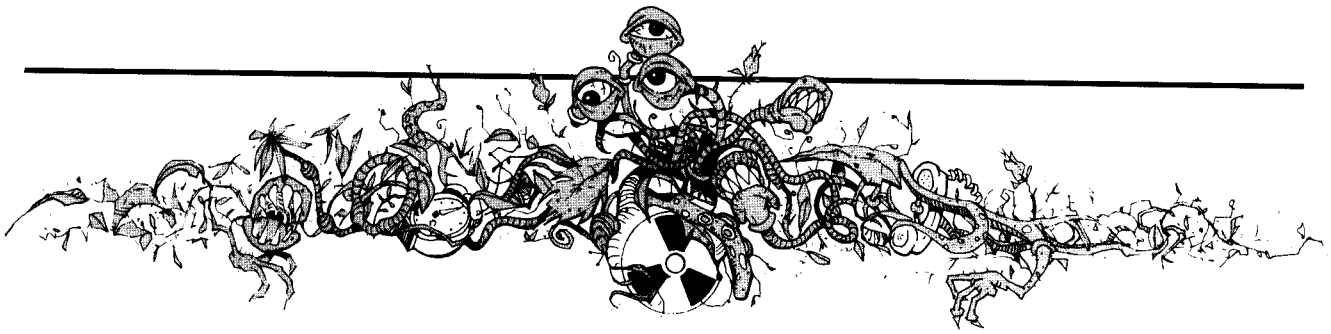
The Court

Located in Marsupial Utopia, the Court is a vicious group that serves as the constabulary for the Zoo. Serving directly under the Sagacity, it performs a valuable service by keeping everyone in line. Unfortunately, some of its force have turned malevolent, hiring themselves out as hit men and leg breakers. These leg breakers call themselves the *Elite Force* because they have the *shapechange* mutation, making it impossible to identify the assailants (some of them have the *devolution* mutation, providing them with the ability to remove mutations at will). The Sagacity has been unable to prove that the assailants are from the Court, and no one has pointed a paw in their direction.

If an animal wants another being's mind changed through forceful means, that creature contacts and pays the ravens (generally 100 tickets per HD), who then contact the *Elite Force.* The ravens serving as go-betweens have *mental reflection* (15) and *mental invisibility* (18). These mutations make it difficult to determine who their Elite Force contacts are.

The legitimate services of the Court include patrolling the grounds, making sure that no one threatens the well being of another, and assuring that nothing from the outside tries to get in except through immigration at the main gates. If illegal activities are spotted, the Court stops the commotion, arrests the perpetrator, and rounds up any victims and witnesses they can find. The Court sets a hearing with the Sagacity, who determines the guilt or innocence of the defendant and hands down a sentence in accordance to the *Precepts of Punishment.*

If another multitude or group of creatures tries to take over the Court position as police force in the Zoo, there is a fifty-fifty chance that any single multitude will join with the Court to fight the transgressors, but the same odds exist for a multitude to fight with the encroachers. The theory is that anything else could be far worse than what the animals have to put up with now.



The Crash

The Crash currently controls the solar generators, the underground power lines, and the broadcast power station. Currently, there is no threat to their holdings, but in the past, groups like the Cast and the Venture have enlisted help from other multitudes in hopes of capturing these resources. Thus far, all attempts at stealing their property have failed.

If its resources are threatened by an outside multitude or an incursion from outside the Zoo, the Crash will protect the power plants with the technological items it has collected over the years—those at least that it hasn't had to yield to the Court for its own use.

The Crash has collected an assortment of stunning weapons (both rifles and pistols), as well as an assemblage of lethal liquids found in hypodermic syringes. Above and beyond their abilities to use their hoarded technological weapons, the Crash members themselves (especially the elephant, rhinoceros, and porcupine) are lethal combatants.

The Crash has made several journeys to Monkey Island, where strange gray-colored statues are said to lie. These statues rot under the waste of the monkeys who use them as dregs and excrement pillars. After seeing the statues, the Crash wanted to purchase them, but the monkeys refused. Hidden deep in the jungle of their island, they are tall enough that the monkeys can easily reach them from their vines and they are heavy enough to be a very secure platform. The Crash will pay a fine allotment of tickets to anyone who can supply it with at least one of the statues.

The Crash sells electricity to the Pride, the Troop, the Cast, and the Sloth. If bandits stormed the Crash's headquarters at the Sahara Habitat and took over the powerplants, this group would do nothing unless the power was either interrupted or if the price was increased. (The Crash uses this to their benefit whenever a group tries to overthrow their position.)

The Host

The Host is a mass of spying, conniving creatures that preys on every multitude in the Zoo. It is nearly impossible to keep a secret from these meddlers, for they are everywhere. At last count, there were over 4,000 small birds and sparrows buzzing across the whole Zoo, eavesdropping on almost every conversation.

Working in shifts, one sparrow relieves the next within an hour so the original bird can report findings to the humans who keep tabs on all the data. This continues around the clock, all across the Zoo. Nosy multitudes hire the Host to snoop in the business of others for many reasons (mostly paranoia and curiosity). Every animal wants to know what the others are planning in order to construct a competent defense.

Several times, multitudes have tried to convince the Administration to ban all sale of espionage information. Since this would primarily affect the Host, it has done its best to quell all such legislation. One way the Host has accomplished this is to purchase a greater number of Administration seats and legally quash the attempts.

Often such groups as the Pride, the Sagacity, and the Troop join with the Host to keep their information lines open. With the Troop, the Sagacity, and the Pride on the Host's side, their numbers, 74 in total (at least a two-thirds vote), are generally enough to keep the Administration to voting such a proposal into law.

A few decades back, a bill was introduced to limit the Host's surveillance capabilities, and it looked as though it might pass. The Host reacted in the only way it knew how: violently. The Host hired rag-tag travelers to infiltrate the Zoo and slaughter the Administration. After several dozen animals died (including several Host members), the wanderers were killed. The Host claimed that if it had been able to spy, this threat would have been sighted long before any damage was done, and the bill was voted down.

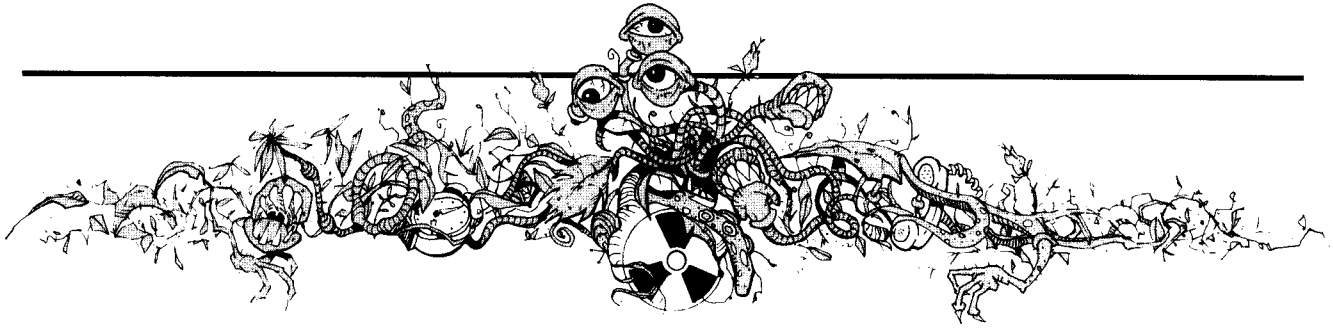
The Pride

The Pride is an imperial multitude, wallowing in arrogance and conceit. The Pride leaders, the lions, adorn themselves with crowns, regal clothing, and velvet cloaks. They sit in plush, overstuffed chairs (their thrones) and expect the world to serve their every need and whim. Each lion has a barrage of servants that include tigers, cheetahs, leopards, and indentured servants from other multitudes; they praise the lion and perform the menial tasks below the lions' status. The lions can be compared to the debauched monarchs that ruled civilization a millennia before them. All that concerns these royal creatures is their voracious appetite for wealth, comfort, and fervor for glory. The lions could virtually care less what happens throughout the Zoo unless it has the possibility of affecting their life styles. Should this event occur, it's a guarantee that the lions will respond in some manner (or at least their minions will).

The Pride is at odds with the Troop, which holds a monopoly on food replicators (and withholds them for its own advantage). The Pride wants the replicators distributed evenly, according to diet, which would give it the greatest number. Anyone who delivers even one replicator to the Pride will be rewarded handsomely. (The Pride generally rewards those outside its multitude with tickets or an honorary title that's universally meaningless but sounds magnanimous.) The Pride is always looking to hire adventurers, warriors, and Espers as bodyguards and generals who fight for the lion whenever his "mane is ruffled" (see page 11).

The Pride makes most of its money from the sale of drinking water. The Princesses and Dukes who control the water spigots throughout the Great Cat Exhibit must share their wealth with every lion monarch in the multitude. The Pride protects these precious spouts with every ounce of energy they can muster.





The Rout

The Rout is a special group in the Zoo. As a whole, it doesn't care what happens in the Administration. It views the whole concept of an elected body of leaders as a ploy for the larger and dominant multitudes to force their wills upon the weak. Each species has a token member in the Administration, meaning that in traditional times, the multitude would only have seven seats. Since the coyote is protected under the Endangered Species Program, all coyotes can be members of the Administration free of charge. Unfortunately, only half the coyotes are willing to spend their time at the meetings.

There are only a few things that the Rout cares about in the meetings. It does not want any other multitude annexing even a square inch of its territory. It will fight viciously any creature who hunts or appropriates its land. Rarely do these battles end with the death of an animal, although this does happen on occasion. Usually, the brawl rages on until one or the other submits. The victor is able to exert his or her will upon the loser.

One advantage the Rout enjoys is that the coyote is a member. Since this species is close to extinction, the Sagacity and the Court are concerned about their habitat. No other animal is allowed to infringe upon their territory or threaten their existence without succumbing to the ritual of the *Wheel of Kismet.* (Generally, the mere mention of the *Wheel* is enough to breed respect into any animal, except for the Rout members. (Most Rout constituents would rather die than be placed under the supervision of another animal.)

Currently, the Rout does most of its hunting outside the Zoo, so it buys very little food from the Troop. Therefore, the Troop is constantly trying to illegalize outside hunting. Should outside hunting ever be illegalized, expect to see either a bloody revolt or the withdrawal of the Rout from the system. (They will, however, stay in the Zoo.)

The Sagacity

The Sagacity, for all practical purposes, runs the Zoo. The group makes it seem that the multitudes working together can keep everything stable and balanced. The Sagacity, however, is still the oil that keeps the political gears turning. Unfortunately, the Sagacity is beginning to tire from this line of work. It's rumored that the Sagacity is thinking of retiring.

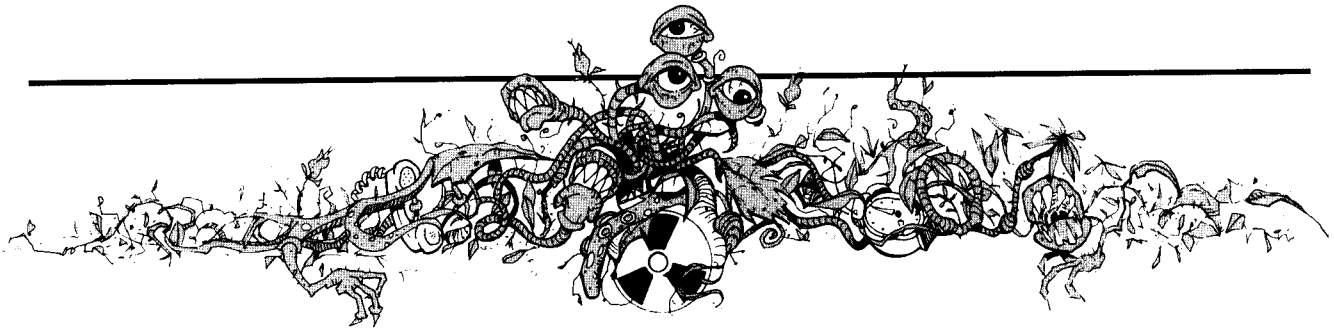
The orcas and dolphins chair Administration meetings. This can be a difficult task at times because the multitudes often shrill and caterwaul at each other as they try to portray their needs as being more important than anyone else.

As the Administration Chairbeasts, they receive free services from all others. Food from the Troop, water from the Pride, information about the outside world from the Rout, political information from the Host, energy from the Crash, banking services from the Cast, and entertainment from the Congregation is all free of charge. In return, the money that the Sagacity receives from fines is used to pay for the services of the Court, the constabulary agency.

The School

The School is a new and yet impotent multitude that is trying to benefit all fresh water fish. It is in a constant battle with the Sloth, which hunts their numbers by the hundreds every day. Note that not all fish belong to the multitude, only those with the gift of intelligence. The rest of the Zoo's fish are either unintelligent or possess only animal intellect, making them ineligible to join a multitude. (Intelligent barracudas and piranha refuse to join the School multitude, for it's counterproductive to their own motivations. The Sagacity believes these fish will build their own multitude and demand representation in the Administration soon.)

Within the last year or so, the School received its first seat in the Administration, and they doubled their seats very recently—days before the player characters arrive.



The Sloth

The Sloth is a poor multitude with a small membership and even smaller assets. It controls the small buildings throughout the lower Zoo, often renting the structures to other multitudes for storage. These storage facilities often are used to hold money since some groups do not trust the Cast with their funds.

The Sloth forged an arrangement with the Crash to purchase energy from its solar generators at a cost lower than the standard rate. In return, the Sloth gives the Crash storage rates for a minimal fee (the Crash uses the storage sheds for additional sleeping quarters and hay reserves). This energy is used to power the refrigerators and the freezers in the cafeterias. These items are very popular with the Troop since it broke some of its replicators.

Generally, everyone leaves the Sloth alone. The size and bulk of its members generates instant respect in every creature. The storage sheds are the Sloth's only source of income and it guards them suspiciously.

The Troop

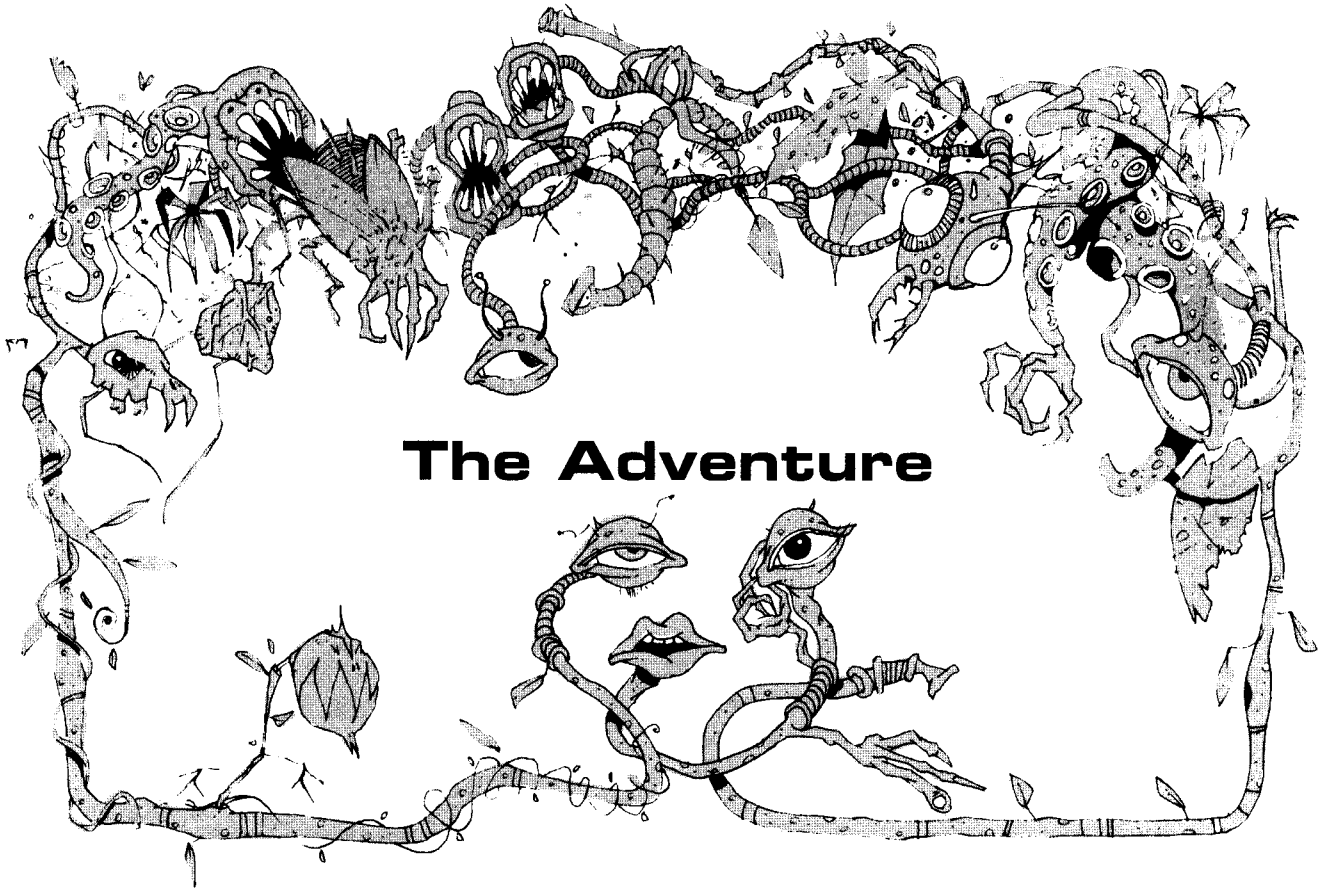
The Troop wishes to maintain its monopoly on the food replicators. There is a great deal of money involved, and it needs the currency to finance its incessant habits, quirks, and carnalities. To dissolve this vital monopoly would likely cause a complete disintegration of the multitude as a whole. (Such a division could create three separate and impotent multitudes: one encompassing the primates, one embodying the flying squirrels, and a the third incorporating the crocodiles and alligators—assuming the two reptile species could get along without the binding force of money.) If its hold on the replicators were threatened, the Troop would try to charter the help of such multitudes as the Rout, the Court, the Crash, and the Venture. The Rout would join only if decay threatened the whole structure of the Troop multitude. The Court would unite with the Troop because it pays a great deal in taxes, and if the multitude splits, the separate multitudes would be too poor to pay taxes. The Crash would join because those creatures like a good fight. The Venture would join only to clean the battle field.

On Monkey Island, hidden within the thick jungle-like foliage, nine gray-colored statues lie under years of refuse and excrement. The Troop refuses to allow anyone to take the three-to-four-meters–tall constructs from their property. It doesn't know what they are or what they're for, and it doesn't want anyone to figure it out. The prideful Troop believes it is the smartest group in the Zoo, and fears that if someone else figures out what the statues are, the monkeys would be unable to make that claim any longer. (In order to make sure creatures stay away from the statues, all the primates use them as privies.) If anyone really desires to investigate the statues, they must become a member of the Troop so that if their purpose is detected, the Troop can take credit for the discovery.

The Venture

The Venture is another group that's outside the normal political boundaries confining the Zoo's creatures. It has a growing bank account with the Cast, but it doesn't sell or purchase anything. The Zoo citizens believe that the Venture either steals from other multitudes or picks the pockets of the dead. Most of the creatures believe the Venture members are social refuse who steal from hard-working residents, and they keep a stern eye on them whenever the Venture enters their territory to remove the dead.

The Venture, though, could care less what everyone thinks of it. The members have been called ugly creatures with horrible hygiene, and that might be true. The fact of the matter is the Venture doesn't care. Many of their members refuse to clean themselves in hopes of disturbing the aristocracy they hate so much. The Venture knows that in the end, its enemies will die and it will have its way.



The Adventure

The following adventure attempts to utilize a great deal of the information supplied in the first 41 pages. There is one basic theme throughout the adventure, but most of it consists of small side tracks that can distract the PCs for a time.

The Premise

The PCs, adventuring north of the Bonparr capital of Jospeen, discover a huge 30-foot wall, left almost completely intact, circumnavigating a literal jungle of plants. Within, the sounds of massive numbers of insects is drowned out only by animal life and voices. When the PCs enter this secluded environment, they are thrown into the center of political disarray and intrigue. The multitudes see the PCs as their ticket to pressing their demands upon the Zoo as a whole.

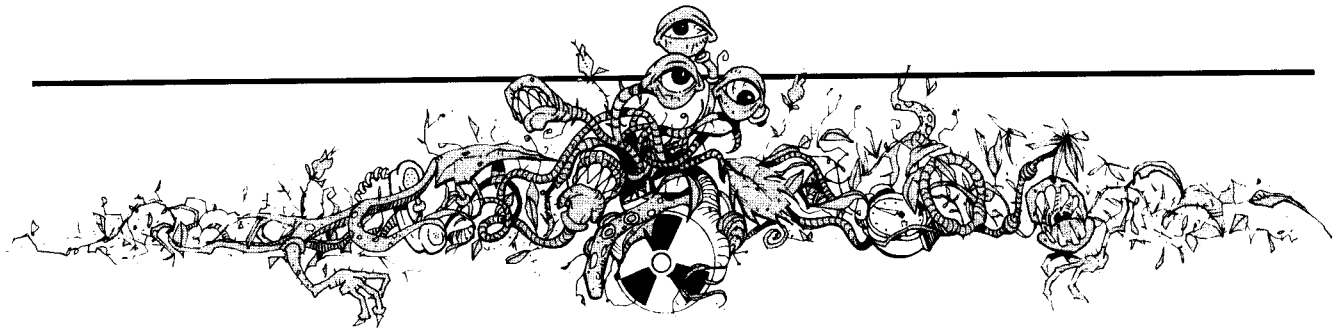
The PCs are treated as pawns. Everyone tries to befriend them, attempting to make them join their multitude. They are thrust here and there in hopes of making the other animal groups bow in respect. Some multitudes are conquered and dissolve while others pick off the stragglers. Whole species are wiped out. Soon, the PCs' presence begins to break down the cement that has held the Zoo together for centuries.

Thus enter the Rout and the Sagacity. They see the danger that the PCs pose and ask them to leave. If they don't leave, the Sagacity hires the Crash to eradicate the PCs. The Sagacity tells the Host and the Rout to hire outside help.

This help comes in the form of Knights of Genetic Purity and the Zoopremists. The Zoopremists plan to take over once the PCs are killed, forcing the PCs to either kill the Zoopremists or allow the Zoo to fall into ruin. Should the Zoopremists gain access to the Zoo, the Ranks of the Fit from the Jospeen region return to wage war against the Zoopremists (their greatest enemy and a splinter group) at the Zoo. This battle will undoubtedly destroy what remains of this fragile habitat.

The Knights, on the other hand, will leave the Zoo once their task is completed, enslaving the humanoids that once lived there or killing them (depending upon the splinter group that comes to help), lessening the overall self-reliance of the Zoo and eventually destroying it.

The PCs can let the Zoo fall to ruin if they choose. They can do this simply by not helping the inhabitants fight the Zoopremists, but as the heroes they should be, the PCs can help preserve the small habitat from degenerating like the surrounding landscape.



Far in the distance, tall walls jut up from the desolate and cracked terrain. Like a beacon, tall pines, deciduous, and palm trees rise within the sanctuary of the walls. As you close the distance between you and the structure, the sound of insects is drowned out only by the clamor of animal life and voices.

As you circumnavigate the roughly round obstacle, its size and dimensions become apparent. You've walked for kilometers around this 20-meter-tall wall without returning to your starting point. Instead, you reach a large, metallic gate at what you believe to be the half-way point around the wall.

If the PCs storm the gate in hopes of gaining access, they must first get through the gate. Treat the gate as duralloy. It has an AC of 30 and 200 hit points. Once the 200 hit points are expended, the gate flies open. While they chop and blast away at the gate and its locks and chains, the animals within the Zoo prepare to stop them. The guards at the gate spend 1d4 rounds warning every animal of the incursion.

Once warned of the assault, the Crash spends the next 1d4 rounds distributing their weapons to the animals. In 1d4 rounds after distribution, the animals arrive at the scene, armed with technological weapons, nonpowered weapons, and their natural attacks and defenses.

The animals that fight include the following creatures. Refer to the *Creature Catalogue* on page 59 for the animals' combat statistics.

(#) Animal Type	(#) Animal Type
(5) alligators	(5) humanoids
(18) apes	(40) kangaroos
(5) baboons	(4) lions
(5) badgers	(10) monkeys
(50) bighorn sheep	(5) orangutans
(5) brown bears	(5) polar bears
(25) buffalos	(20) rhinoceroses
(7) cheetahs	(20) skunks
(5) cougars	(10) tigers
(10) crocodiles	(12) wolverines
(10) elephants	

Animals able to manipulate their fingers are given the technological items and tools, while all other animals use their normal defenses. The weapons they use should be randomly determined from those in the GAMMA WORLD® rules book, the *Treasures of the Ancients* accessory, and those new items supplied later in this booklet (page 50).

When the animals fight, the Game Master should allow the animals to retreat once they lose one-half their hit points, regardless of how damaged the PCs may be. The animals want to protect the border to the Zoo, but they are not willing to die for it.

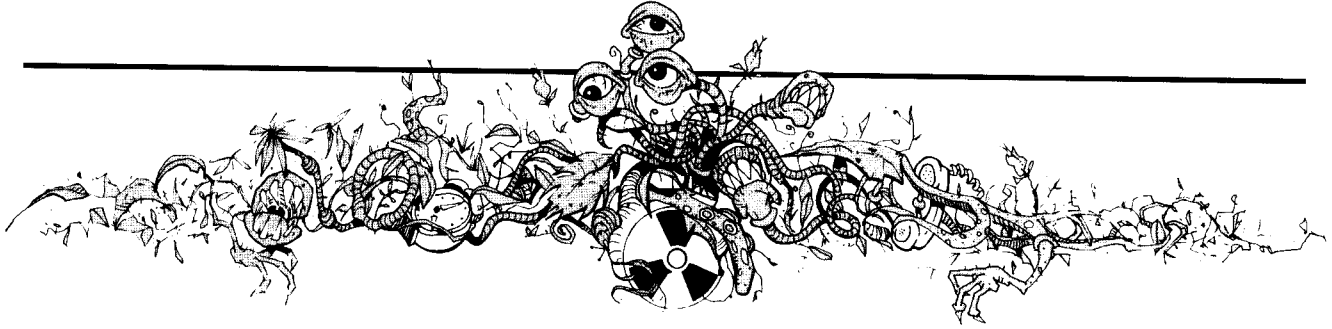
If the PCs are killed by the array of animals, the Venture, including black bears, feral dogs, hyenas, rats, and vultures, consume the bodies and give all their equipment to the Crash. The Crash stores the gear in their vaults for the next attack. The Troop repairs the gate and life in the Zoo returns to normal within 1d4 days.

If the Zoo's animals are unable to defeat the PCs before the last of their numbers are killed or routed off, the characters are left standing inside the gate, alone. The carcasses of dead animals litter the ground. The surviving animals all return to their habitats and hide.

If the PCs make their way into the Zoo, the Venture returns to the battle scene when it is determined to be safe and removes the bodies. The next time the characters walk past the gate, they notice that the area has been cleaned up.

As the PCs walk through the Zoo, they are attacked by the animals ruling whichever area they invade. In other words, when they step onto the Great Cat Exhibit or Spider Hall, they are attacked by the Pride. The morale rules from the gate attack no longer apply. The animals are very territorial and will fight to the death to keep their small section of land. They believe their backs are against a wall; if they do not fight, they will die anyway.

A few animals with high Stealth (ST) and Remain Unseen (RU) statistics are likely to stalk the PCs, attacking at points when the characters are least expecting it and when they are least prepared. The animals likely to track and ambush the PCs are alligators, badgers,



bighorn sheep, cheetahs, crocodiles, eagles, gorillas, hawks, polar bears, snakes, tigers, weasels, wolves, and wolverines.

All animals that use less than a single d6 for damage will generally use either a technological weapon or a nonpowered weapon in hopes of causing more damage. Animals with naturally manipulative fingers will always use technological weapons. Creatures with mutations that allow them to have manipulative claws and paws (about 5% of the animals) will also use weapons against the PCs.

In 1d8 + 2 days, help from outside the Zoo comes to help the Zoo rid themselves of the PCs. The Zoopremists arrive to assist the Zoo inhabitants to eradicate the player characters, if they are still at the Zoo. If the PCs left, the Zoopremists will take over the Zoo. Two months later, the Ranks of the Fit come to take the Zoo from the Zoopremists and a bloody battle ensues. Weeks later, the Zoo is left in radioactive shambles, and no one lives there.

If the PCs knock on the gate and try to gain access in a peaceful manner, a pair of kangaroos, armed with Mark V blaster pistols and Mark VII rifles ask the characters what they want. The kangaroos speak in a strange dialect of trade speak that the PCs can still understand, but many words are lost to them. If the PCs say that they want to trade, or that they're looking for temporary shelter, the kangaroos open the gate.

Once the PCs are in the gate, the kangaroos welcome them to *Zoo Immigration*. They are requested to remove weapons, explosives, and all other dangerous materials and chemicals from their gear. All materials removed are placed in a sack and put in the guard gate for safe keeping. The kangaroos comfort the PCs by guaranteeing that the gear will be completely safe from harm. If the characters refuse to give up their gear, they are asked to leave the Zoo. There are no exceptions.

Money Exchange

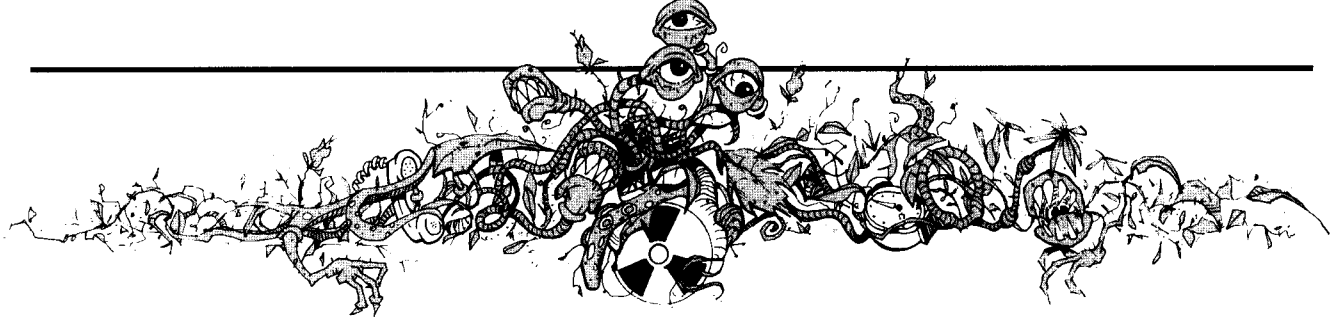
Once the PCs' dangerous gear is relinquished, the kangaroos warn the characters that the money they carry isn't good in the Zoo. The Zoo does not use the domar standard for trade. If the PCs wish to buy items in the Zoo, they must use tickets. In order to get tickets, the PCs must sell items they are currently carrying. The items (weapons and other dangerous substances included) can be sold at Zoo Immigration. When the characters sell their items, they receive one black ticket for every domar the item is worth, minus 10%. Immigration then sells these items to the multitudes who pay the normal price (in black tickets). The 10% surcharge is used to pay the *ring* of kangaroos' wages.

Once inside the Zoo, the PCs should be given access to the map on the inside cover. This map shows the complete layout of the Zoo. Allow the PCs to move through the Zoo as they see fit. This allows the adventure to mold itself around the character's actions.

The Game Master should keep in mind that the Host will spy upon the PCs at all times. This information is being sold to every multitude interested in their movements (which includes everyone). Nothing they do or say will remain a secret unless they specifically state they are finding a secret place to hide. Even then, there is a 80% chance that the Host will extract the information anyway. The PCs' arrival is the biggest moneymaking scheme the Host has seen in years and they'll do everything in their power to milk it for every ticket its worth.

Visiting the Arctic Exhibit

The Arctic Exhibit is a frigid environment kept cold by underground fission power generators that feed the vicinity via underground cables. Here, nine wolves and two cubs, and eight polar bears and their four cubs live in relative seclusion. They have strong ties with the other members of the Rout who live in Canine Hollow and the Tundra Panoply, but the Arctic Exhibit residents are less active in the political scene.



If the PCs visit this region, they must be prepared for constant sub-zero weather and excruciatingly cold winds. Characters wearing clothing (or thick fur) that's designed to shield the wearer from extreme cold can enter the Arctic Exhibit without too much worry. These properly prepared characters suffer 1d4 points of damage every six hours. Characters not properly protected suffer 1d4 points of damage every round until they leave the exhibit. Once their hit point total reaches 0, they have frozen to death.

The inhabitants of the Arctic Exhibit aren't interested in anything the PCs say, unless the Zoo's normal balance is threatened. If the collapse of the Troop has occurred, or if the Crash has been eliminated, the inhabitants in this exhibit will attack the PCs (if they are to blame). If the PCs attacked other Rout holdings, they are met with fervor. The animals avenge the death of friends or the loss of territory.

Visiting the Aviatorium

The Aviatorium is a protected area. No one except the members of the Cast multitude are allowed inside. If any animal or human is seen entering the building, the alert is given, and every free animal runs to the Aviatorium to eliminate the threat within 2d4 rounds.

Visiting the Cafeteria

The cafeteria is owned by the Sloth. Within its walls the Sloth has stored every major kitchen appliance it could find. The refrigerators and freezers are its main concern since the Troop has been renting more and more of them. Half the Sloth members live in this building, guarding their wares from theft.

If the PCs enter the cafeteria, a raccoon approaches them and offers to rent a freezer or refrigerator. If the PCs ask what they store now, the raccoon tells them; the Sloth has never experienced a theft since their inception, and they don't view the PCs as a threat in any way.

If the PCs attack the Sloth, every animal will join the fray, except for 20 of the adult raccoons. These escape through open windows and back doors to alert the Troop. The Troop (if it still exists) arrives in 2d10 rounds with 20 monkeys, 10 apes, and five orangutans to aid the Sloth.

Visiting Canine Hollow

Canine Hollow is another property owned by the Rout. Here, most of the multitude's canines live in relative safety. Eight wolves (with two cubs), ten wolverines (with seven young), 15 foxes (with ten pups), and eight coyotes (with three pups) live in this region of the Zoo. Recently, a severe epidemic of parvovirus nearly wiped out the whole coyote population. Luckily, they discovered the disease in time and quarantined themselves from the rest of the multitude. Now, only one adult male coyote lives. The remaining seven adults are all female.

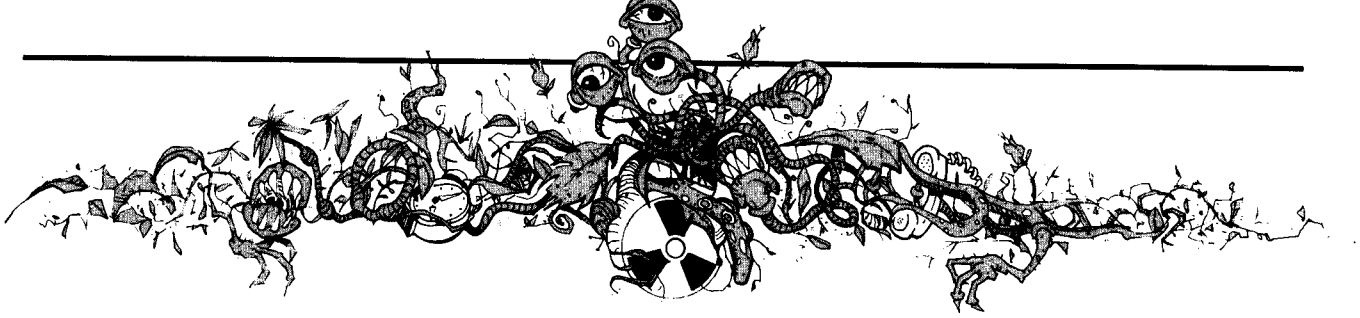
There is a large tear in the Zoo's wall within this area that allows the animals to leave the confines of the Zoo to hunt. A few years ago, the Administration tried to limit the Rout's access to the outside by almost writing a law that would make it illegal for any animal resident to leave the Zoo except on official Administrative business. Luckily, this was defeated.

If the PCs enter the Rout's territory, they're met with suspicion and caution by its inhabitants unless the PCs attacked any of the other Rout holdings. The coyotes all run away from the PCs, never allowing any contact whatsoever.

Visiting the Children's Zoo

The Children's Zoo is considered the main headquarters for the Congregation, but the multitude shares this area with 15 other tiny groups. Cows, lambs, miniature horses, catfish, house cats, and every other domesticated animal live here, demanding autonomy.

The Children's Zoo is filled with a carnival of animals that practice their technique and skills, waiting for the chance to cast them onto an adoring public. If the PCs



are looking for information (besides the paying times of entertainers), the Congregation cannot or will not give it. The Congregation worked hard to produce a neutral image, and it's not going to risk that reputation on outsiders.

Visiting the Forest Treetops

The treetops throughout the Zoo are the domain of the Host. The small spies flutter about the branches, listening and looking for information to report back to the Information Booth.

Visiting the Great Cat Exhibit

The Great Cat Exhibit is the main headquarters for the Pride. Here, six lions live with their entourage of seven cheetahs, eight tigers, twelve cougars, and nine leopards. (All 31 of the young are here as well.)

When the PCs enter the exhibit, they notice the odor of dander. Those with an allergy to animal fur are seized with an intensity 10 allergen. If the PCs have not allied with the Troop yet, they are instantly welcomed and shown to an extremely plush hall. Here, performers are brought in to entertain the characters as they are fed fine meats and exquisite drinks. After an hour or so, the Monarch of the Food Store, a great, old lion enters, accompanied by two cheetahs, two tigers, six cougars, and four leopards. The attendants all stand or sit near their monarch as he sits in a purple throne carried in by the leopards.

The Monarch welcomes the PCs to his "humble" palace and wishes them long life and comfort. He asks the characters, as newcomers, if they're willing to take on a job that will produce rewards of riches that only the Pride can offer. The Pride realizes and tells the PCs that the rest of the multitudes can only pay in money that's good nowhere else but in the Zoo. The Pride, on the other hand, can pay in money and goods that are good outside the Zoo, too. To side with any other group would be financial absurdity!

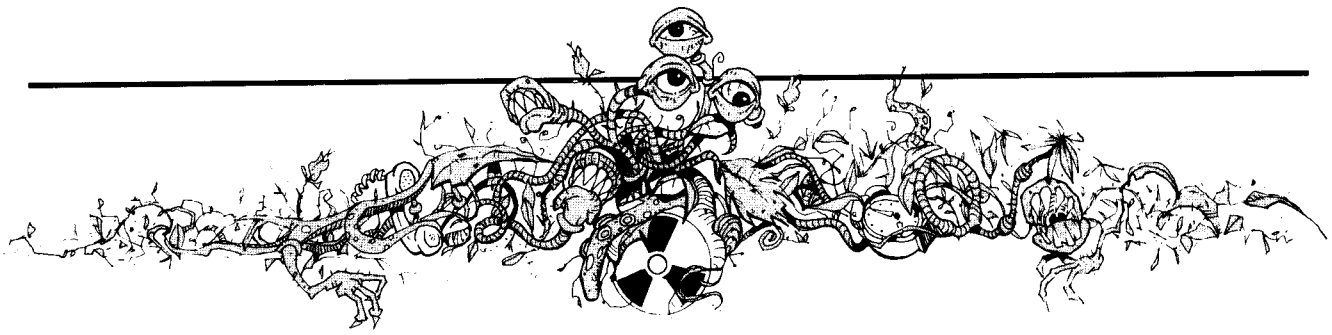
The Pride has always believed that the food replicators should be distributed evenly among the multitudes. To allow one group, the Troop, to maintain a strangle hold on the food processors is an atrocity whose time is long past. The PCs, being outsiders, are able to bring this necessary change into effect without unduly ruining the balance of power between the groups or wrecking the refined relationships the multitudes now enjoy.

If the PCs agree to steal the food processors from the Troop and distribute them throughout the Zoo, the Pride will launch an offensive against the Crash. The Pride hires the aid of heavily armed Court members, who have *shapechanged* into other creatures to hide their identity. At the end of the hour battle, the Crash is reduced to 112 members (50 turtles, 20 porcupines, and 42 armadillos) who flee the area and take asylum with the Sloth. The Pride loses one lion, six, one tiger, twelve cougars, and seven leopards. The Court loses 20 bighorn sheep and 15 kangaroos. The battle sees the eradication of the elephant and the rhinoceros as well as the dissolution of the Crash.

When the Pride takes over the Crash's headquarters, it breaks into the arms vault and removes all weapons. These are transported to their Great Cat Exhibit headquarters, where every member, including half their youth, are armed. The Pride plans to pay the PCs in technological weapons for their involvement in the distribution of the food replicators.

Visiting the Immigration Offices

If the PCs reenter these offices, the kangaroos assume they're ready to leave and return their equipment. If the PCs seek information, the kangaroos will sell any information they have for one gray ticket per question, even if they have to lie. There is an 80% chance that the Kangaroos will know the real answer.



Visiting the Information Booth

This is the nerve center of the Host. In the fields around the Booth, 177 buffalo (150 adults) patrol, making sure nothing goes in or out of the Information Booth. No one is allowed near it without a fight from these great beasts.

Visiting Marsupial Utopia

Marsupial Utopia, also known as the Haven, is headquarters of the Court. Across the short, chest-high walls that surround this small, dry habitat, the kangaroos have painted the *Codes of Ethical Convention*, the *Precepts of Punishment*, and a picture of the *Wheel of Kismet*. The kangaroos often retouch the letters to make them clearly visible for all animals and visitors.

Other animals never enter the Court's territory for fear of its wrath. If the PCs enter Marsupial Utopia, they are met with suspicion. Often the kangaroos and the bighorn sheep ask prodding questions, like "So, what are you all doing in the Zoo?" or "How long do you plan on staying?" No information can be gotten from these distrusting creatures unless a mutation like *telepathy* is used, in which case the PCs can discover if the Sagacity has called for their execution. They also discover that many of the members here are known as the Elite Force, a group of renegade leg breakers who terrorize the Zoo if the price is right. If the PCs question the Court members regarding this, they all deny the existence of the Elite Force emphatically.

If the Sagacity has called for the PCs' execution, the Court will attack once the characters are deep within Haven territory, when they can be attacked from all sides. If the PCs initiate combat, the Court members will not run away from combat until they are reduced to 25% of their normal hit points.

Visiting Monkey Island

Monkey Island is owned by the Troop. Here, the monkeys keep one-half their food replicators. The other replicators are kept at the Zoo Business Offices.

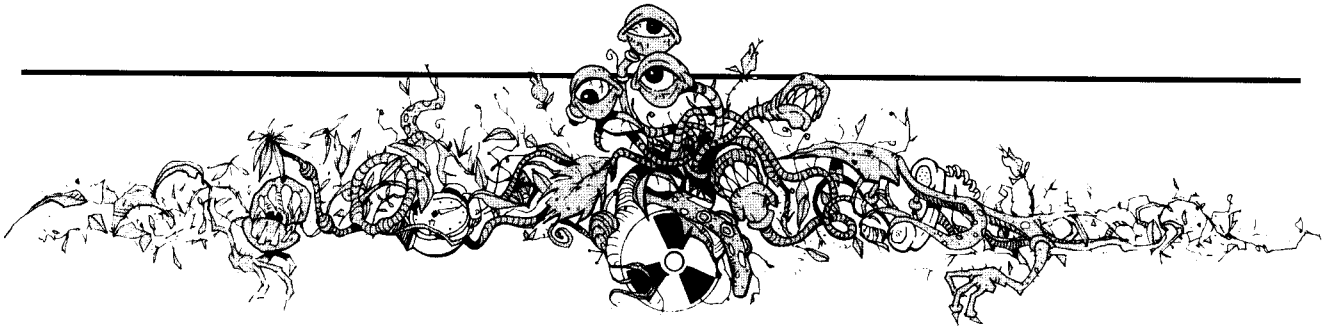
If the PCs approach this island, they notice it is crowded with vegetation. They hear the sounds of music coming from deep within the foliage. Around the island, a 25-foot moat separates the island and a circular concrete wall that separates the PCs from the moat. It's a good thing the wall is here, since dozens of crocodiles and alligators litter the water and the island.

Attempting to talk with the Spat (of alligators and crocodiles) may prove successful. They will allow the PCs across if they ask permission. However, if the PCs do not state that they have permission from the Troop to approach the island, the Spat will attack them once they are halfway across the water. They continue to attack until driven off, which occurs when they lose half of their hit points. If a monkey asks the Spat to stop the attack, they will. This, however, only occurs if the PCs are allies they made in the Zoo Business Offices.

If they investigate the musical commotion coming from deep within the foliage, the PCs find a large group of monkeys, orangutans, and a few apes dancing around a large portable radio. The music is loud, obnoxious, and sounds similar to the death wails of a dog. If the characters sneak up to the camp, they are not discovered. If they openly enter the camp, however, one of the monkeys turns off the music, the Troop approaches the PCs, and it asks them what they want.

If the PCs state they are want to buy some food, the orangutans take their order. If the PCs say they are looking for the statues, the monkeys deny their existence and ask the characters to leave immediately, and the apes advance to strengthen the demand.

If the PCs look around the island for the statues without approaching the music, they must roll a Perception roll after every 10 rounds to discover one. (There are nine such statues.) Once the characters find a statue, there is a 25% chance that a primate of some kind is using the



statue as a commode. Once the primate is finished, it climbs back into the trees and disappears from sight. If the PCs approach the statue to inspect it, there is a 10% chance per minute that a primate will enter the area to use the statue and will see the characters. If this occurs, the monkey will leave the area and report to the apes. The apes will enter the area within 1d10 rounds to pounce upon the characters. If the PCs are members of the Troop, they are allowed to inspect the statues, however. Very close examination will reveal the statues to be of humans, from before the Apocalypse. Most of the name plaques are illegible, but three can be read. The three legible ones have one name on each: Leakey, Fossey, and Goodall.

If the PCs steal one or more of the statues, the Court is hired to rough up the characters. If the PCs steal replicators from the Troop in order to destroy the monopoly, the Troop hires the Court to kill the characters. The Court will try to fulfil this obligation for one full day, until the Troop falls apart. The Spat leaves Monkey Island when the monkeys spend the last of their money in a desperate attempt to have the thieves killed. Once the Spat leaves, the Crash rushes the island and stomps through the foliage, looking for the statues while the Pride and several other multitudes invade the Zoo Business Offices and Monkey Island, leaving with several replicators. With the invasion of the Pride, the flying squirrels desert for the safety of the Southern Ruins. With the destruction of the Troop, the Sagacity calls a secret meeting with the Crash and the Court to discuss the threat the PCs pose.

If the PCs try to steal the food replicators, they are attacked by every creature on the island. At least half of every animal type in the Troop is on this island; the other creatures are in the Zoo Business Offices. The creatures run away once their hit point total is reduced to less than half.

Visiting the Otter House

The Otter House is a secondary location for the Congregation. The otters love having company and encourage the PCs to join them in their play. Some of the best entertainers come from these creatures. If the characters stay for a while, the otters will put on a fantastic acrobatic show for them. After a few minutes, a hat is passed around by a neighboring chameleon who is looking for a handout. The otters have no valuable information for the PCs.

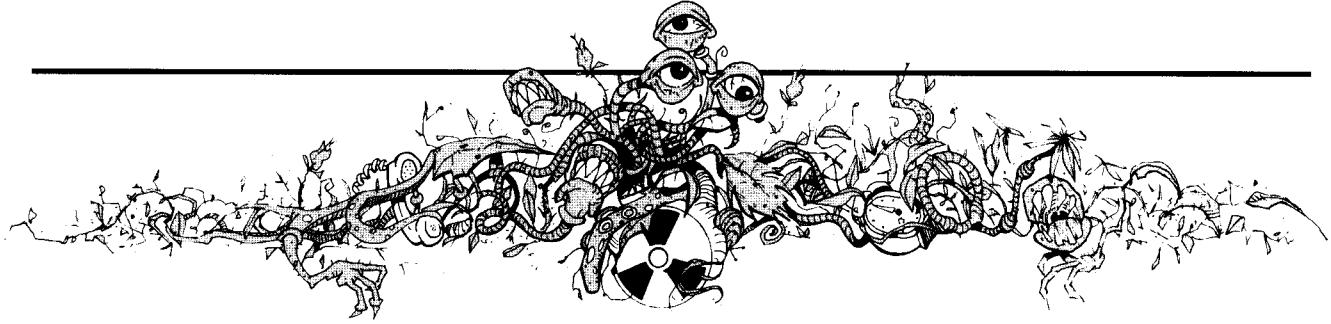
Visiting the Plains Exhibit

The Plains Exhibit is a large area of the Host, but it serves no real function. The horses that belong to the multitude live here, running about, playing, and generally having a good time. Very few of these animals have any interest in anything but running free, but a select few have a great interest in politics and thus are members of the Administration.

If the PCs enter the Plains Exhibit, the horses will be careful to keep a great distance between themselves and the characters. The only way the PCs can speak with any horse (except those that are in the Administration) is to rope and subdue one. Even then, these animals don't know anything of value. These creatures have nothing of value for the PCs to take, steal, or buy, except for one thing: If a character is able to break one of these creatures, he or she will have a mount.

Visiting the Sahara Habitat

The Sahara Habitat is a dangerous place to walk in uninvited, but that's the only way to enter this area. Animals here are territorial and afraid of everything else. Their main fear is that another multitude will enter their territory and steal their only source of income, the solar generators.



If the PCs enter the Sahara Habitat, they're met by a force of rhinoceroses that shake the ground as they approach. The elephants and porcupines follow—they all love a good fight. (If the Pride invaded this area earlier, the PCs find a horrid view of nearly 100 dead animals, littered with flies and Venture members.)

Visiting the Seal Enclosure

The Seal Enclosure is a secondary location for the Crash. The seals, however, love having company and encourage the PCs to join them in water sports. They have nothing of value nor any information for the PCs.

Visiting the Southern Ruins

The Southern Ruins is an area shunned by the rest of the Zoo's inhabitants. As a whole, the Venture is nothing more than a conglomeration of scavengers who feed upon the carcasses of dead animals. Because of the morbid yet necessary task, the Zoo is frightened of them.

The only thing PCs have that the Venture wants is the location of their next kill. If the PCs try to get any information, the Venture only states that the Zoo is putrefied by their presence, so they never learn anything. If the PCs attack, the members escape as quickly as possible.

Visiting Spider Hall

Spider Hall is owned by the Pride. Two lions live here with their entourage (two tigers, four cougars, and three leopards). When the PCs enter the hall, they instantly notice the strong smell of dander. Those with an allergy to animal fur are subjected to an allergen with an intensity of 15.

Along each wall, large terrariums contain spiders both poisonous and nontoxic. It is unknown if the spiders are intelligent, so the Sagacity has not created a multitude and an Administration chair for them. They spiders will, however, attack the PCs if the Pride members are attacked or harmed in any way. It is unknown whether these great cats have a mutation that creates an affinity with arachnids or if the spiders simply like the cats.

If the PCs attack the Pride, all cats join the fray, but the lions leave if of their number die, fleeing to the Great Cat Exhibit while the other members prevent the PCs from attacking them.

The Pride at the Great Cat Exhibit responds to attack by stopping all water deliveries to the other multitudes, but promises to return the water once the PCs are removed from the Zoo. It also promises that the person responsible for the PCs' ultimate destruction will receive a life-time supply of free water.

If the PCs enter Spider hall peacefully, they are well received, unless they are enemies. If the characters haven't been to the Great Cat Exhibit yet, the lions tell them that the Monarch of the Food Store wishes to speak with them.

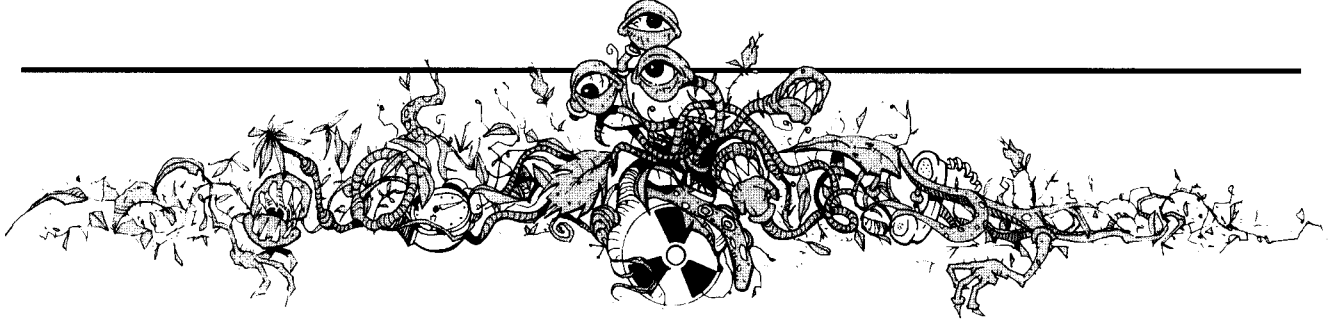
Visiting the Storage Buildings

Each of the ten storage buildings are staffed by a brown bear, two boars, and three raccoons. If the PCs approach the storage buildings, a raccoon approaches them and offers to rent a storage shed. If the PCs ask what they store, the raccoon will tell them: the bins store money, food, and preserved carcasses of famous leaders.

If the PCs attack the Sloth, every animal will join the fray except the adult raccoons. These escape through windows and back doors to alert any random multitude (since most of them use at least part of the storage building). The multitudes arrive in 2d10 rounds.

Visiting the Tundra Panoply

This might be the most populated area in the Rout's territory. Eight adult wolves, 10 adult wolverines, 15 adult foxes, 10 badgers, and 28 adult weasels crowd this small area. Fights often occur among the ranks here, but the fact that they can hunt outside the Zoo helps ease the tension. The badgers often sneak away to



the Canine Hollow, where the coyotes aid them in hunting small burrowing animals. If the PCs enter this area, they are shunned unless they attacked any other Rout holdings.

Visiting the Water Mammal Exhibit

The Sagacity will answer any questions the PCs have about anything that does not put the Zoo in risk. If the characters' presence has disturbed the balance of the Zoo's multitudes, the Sagacity asks the PCs to leave immediately. If the characters refuse, the Sagacity orders the Rout to seek outside help.

Visiting the Zoo Business Offices

The business offices are owned by the Troop. Here, the monkeys keep their stash of tickets and one-half their food replicators. The other half is kept on Monkey Island.

If the PCs visit this area before they ally with the Pride, the Crash, or the Rout, they are welcomed with open arms. The monkeys invite them in and offer them any food and drink they desire. Any food the PCs want is produced with food replicators. The PCs are asked if they plan to spend the rest of their lives in the Zoo. If so, they are asked to join the Troop. (If they don't join the Troop, the PCs must buy all the food they require during their excursion in the Zoo.

The Troop will try to convince the PCs to steal a single solar generator from the Crash's headquarters, wishing to use it to power the music boxes used in their religious ceremonies. Promises of great treasure and wealth are extended. The monkeys promise to allow the PCs to fill their pockets and backpacks with as much wealth as they can possibly hold.

If the PCs have allied with either the Pride, the Crash, or the Rout, the Troop views them with suspicion. They're still invited to sit with them and are served an elegant meal. The monkeys will try to alter their allegiance away from "that horrible bunch of animals."

In the Troop's eyes, the Crash is a multitude of crazy half-lizards who have had their minds warped with the presence of an abundance of electricity and power lines. They are against all legally ordained religion because they charge the monkeys a lot of money for the electricity needed to run their ceremonies. Being as crazy as they are, the PCs should keep a very close eye on the Crash at all times. Its members are known to turn suddenly and attack without provocation. The PCs are better off leaving *those* burn-outs alone.

To the Troop, the Pride is a bunch of gruff and stupid stomachs controlled only by their hungry, fanged mouths. Never trust a cat because they always play with their allies until they finally tire of the game and eat them. The Pride is full of dictators who believe they're better than everyone else. The PCs are better off eluding *those* predators.

The Troop sees the Rout as a corral of unstable creatures. The slightest thing can set them off and the victim never knows what went wrong. The Troop has lost several ambassadors to the Rout without so much as a word. Indecorous words, an incorrect glance, an improper stance, or a smile at the wrong time can be misconstrued as a threat. The PCs are better off avoiding *those* animals.

If the PCs are trying to steal the food replicators, they are attacked by every creature in the Zoo Business Offices. Half the animals in the Troop (round fraction down) are in the Zoo Business Offices. The creatures run when their hit point totals are reduced to less than half.



New Items and Mutations

Accelera Dose

Tech Level: IV
Complexity: 10
Duration: Constant
Avg Cost: 100
Weight: .1 Kg

Accelera dose sprayed under the skin will heal 1d10 hit points of damage.

Alembic

Tech Level: IV
Complexity: 5
Duration: Constant
Avg Cost: 400
Weight: .5 Kg

The alembic comes in a variety of shapes, all designed to hold fluids. These clear devices warn the drinker of impurities, radiation, pestilence, or poison in the liquid by changing to a black, opaque color. Once the device warns of contamination, it must be thoroughly cleaned before its next use or it permanently warns the user of infirmities. This device uses no batteries.

Antiradiation Serum

Tech Level: IV
Complexity: 10
Duration: Constant
Avg Cost: Rare
Weight: 0.1 Kg

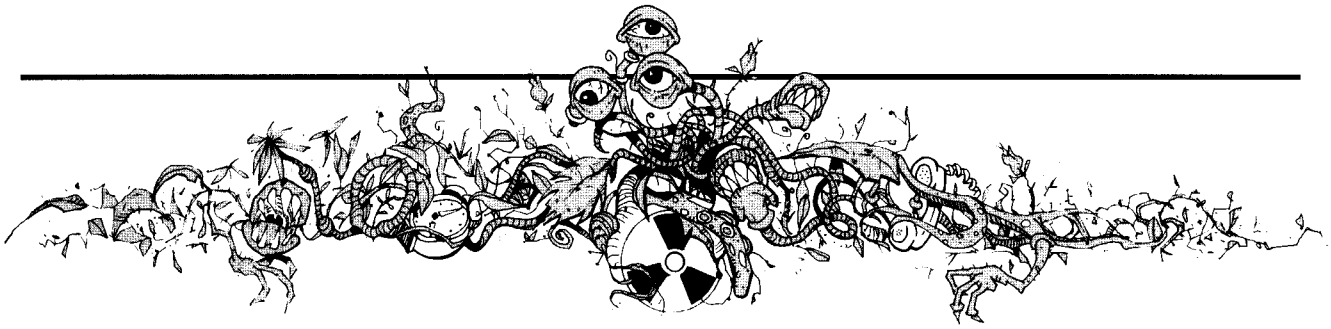
Antiradiation serum is used to prevent radiation damage. If used within 24 hours of exposure, a character suffers no damage (any allocated damage is immediately removed), and any mutations incurred from exposure are removed.

Broadcast Power Station

Tech Level: VI
Complexity: 55
Duration: Constant
Avg Cost: Priceless
Weight: Immeasurable

Before the Shadow Years, most power was broadcasted like radio or television signals. A broadcast power station has a nuclear power plant or is part of a network of power plants and satellites. The station has a specially designed tower, similar to a microwave relay tower, that broadcasts the power throughout its spherical range, which varies with the terrain (20 to 100 kilometers is average). Stations that generate their own power also dispatch it by cable to high-security locales (*i.e.*, think tanks and cybernetic installations), providing a third auxiliary power source. In some cases, large installations complexes have their own mini-broadcast power stations that supply power to units within the walls or fences of the complex. Few stations survived the holocaust, as they were tertiary military targets.

Artifacts capable of using broadcast power use this



type of power in preference to all others. If such an artifact exits the range of a broadcast power station and doesn't immediately enter that of another, the device immediately switches to auxiliary battery power (if available). Robots and other intelligent or semi-intelligent devices must make an immediate decision to either switch to battery power or to go off line.

Folding Portacart

Tech Level: IV **Complexity:** 8
Duration: Constant **Avg Cost:** 450
Weight: 3 Kg

The folding portacart is a 60-centimeter lightweight duralloy square that unfolds and takes attachments to become a four-wheeled cart, one meter wide, two meters long, and one-half meter deep. It comes with a 120-centimeter telescoping metal handle that screws to the front of the cart. Four rubber-coated duralloy wheels easily snap on and off making the cart easy to move, while numerous elastic cords clip into holes in the side of the cart to hold large or bulky cargo in place. The portacart can carry up to 200 kilograms of cargo.

Fungicide

Tech Level: III **Complexity:** 10
Duration: Constant **Avg Cost:** 30
Weight: 0.1 Kg

Fungicide kills fungus and similar creatures. If the spray is used against normal or mutated humans or animals, the herbicide has no effect, but may destroy parasitic fungus infections like athlete's foot or trenchfoot. If the character or creature is a funguslike creature (like an obb), the creature suffers 12d6 damage.

Generator, Solar

Tech Level: III **Complexity:** 15
Duration: Constant **Avg Cost:** 150
Weight: 10 Kg

The solar generator was the ultimate in cheap power before the holocaust. It provided virtually an unlimited but small amount of power for the household. The generator uses a series of high-yield solar cells to collect the sun's energy, converting it directly into electrical energy.

What energy is not immediately used, the solar generator stores in a series of high-yield capacitors and batteries. This allows the generator to use only the energy it needs to fill the capacitors and batteries, working in the same way as an alternator.

The solar generator can power just about anything. The life of its solar cells is theorized to be 1,000 years. Moderate use will allow the solar cells to keep charged for use, but heavy use will drain the capacitors and batteries, resulting in a severe drop in power. If this should happen, the solar generator needs a full two hours in direct sunlight to recharge its batteries and capacitors.

Gravitic Accelerator

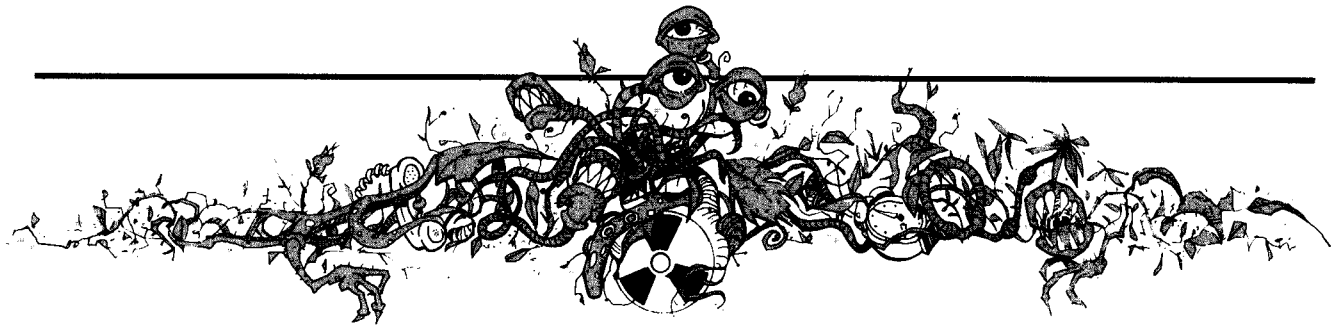
Tech Level: V **Complexity:** 21
Duration: 100 hours **Avg Cost:** 420
Weight: 3 Kg

Gravitic accelerators use gravitic energy to move objects through a tube at high speeds. Accelerators propel anything placed in their intake tubes. This technology was new before the holocaust and not widely used before the devastation. Plans were made to use accelerators for transcontinental transports running at top speeds of 4,000 kilometers per hour, space shuttle launchers, and many military devices. In the Zoo, gravitic accelerators are used to transport supplies from one multitude to another.

Herbicide

Tech Level: III **Complexity:** 10
Duration: Constant **Avg Cost:** 40
Weight: 0.1 Kg

Herbicide contains a biocide that kills light-dependant plants, animals, and bacterium by dissolving chlorophyll. If the herbicide spray is used against normal or



mutated humans or animals, the herbicide has no effect on the host. If the creature has photosensitive skin, or is a plant character or monster, the creature suffers 12d6 points of damage.

Insect Repellant

Tech Level: III
Complexity: 10
Duration: Constant
Avg Cost: 1
Weight: 0.1 Kg

Insect repellents kill animals with carapaces, animals with spiracles, and arthropods of all kinds. If the aerosol is used against humans or animals, the individual is poisoned with 2d6 intensity destructive poison. If the character or creature has the carapace mutation or is derived from an arthropod (insect and arachnid genotypes), the mutant suffers 12d6 damage.

Micromissile, Fire Foam

Base Damage: 4d8
THAC Bonus: +0
Tech Level: 3
Complexity: 6
Short Range: 100
Duration: 3 rounds
Rate of Fire: 1
Shots/Reload: 1
Ave. Cost: 3,000
Weight: 7 Kg

Fire foam micromissiles are devices used by the ancients to combat fires in high-rise buildings and forest fires. Unlike their weapon counterparts, these micromissiles are painted a bright red-orange. Upon impact, the device explodes into a 30-meter spherical cloud of fire extinguishing foam. The cloud of greenish-brown foam lasts for three rounds, depleting the area's available oxygen, coating the area with flame-retardant particles, and lowering the area temperature by 30°C. (In highly humid areas, the temperature drop facilitates isolated rainfall.)

Each round a living being (plants excluded) remains in the foam cloud, they suffer 4d8 damage. Characters and intelligent creatures may hold their breath one round per point of Constitution. Those caught in the cloud become partially blinded for five rounds, performing all actions with a -4 penalty for 1d6 rounds.

Flying creatures caught in the foam are grounded and cannot fly for 30 minutes, and the foam must be removed before flight is possible. If the flying creature is carrying a rider, this individual suffers falling damage.

Pain Reducer

Tech Level: III
Complexity: 10
Duration: 4 Hours
Avg Cost: 60
Weight: 0.1 Kg

Pain Reducer is held within a 15-centimeter long disposable jet spray tube. Immediately after use, the user feels no pain for the next four hours and can sustain an additional one point of damage per point of Constitution. When the drug wears off, the character's ability to sustain this extra damage is lost, often killing the character, if the hit point loss was too great for the body to withstand.

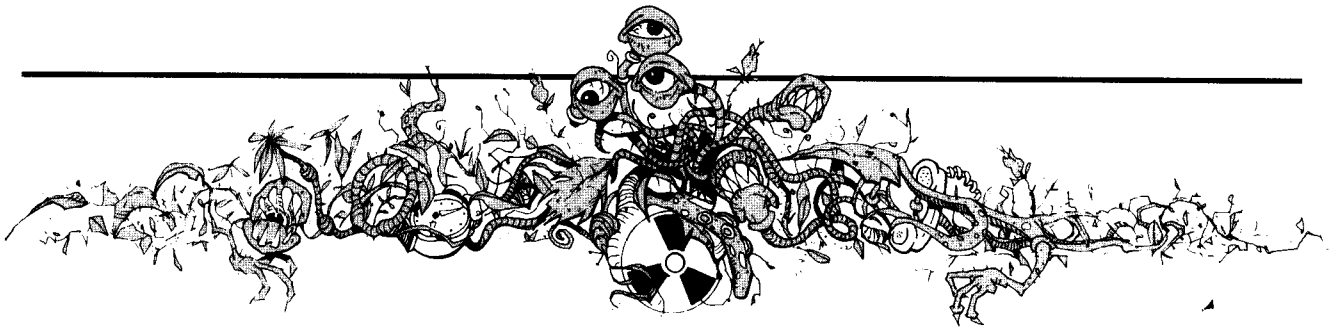
Replicator

Tech Level: VI
Complexity: 10
Duration: Constant
Average Cost: Priceless
Weight: 100 Kg

The replicator is a device used to duplicate exactly anything within its memory. Fortunately, most replicators do not have the plans for weapons in their memory, reducing their ability to repopulate the world with tools of destruction, though many cryptic alliances and individuals have tried for years to make them function in this way.

Using pure energy and free-form compounds in the air, replicators recreate objects. In this scenario, the Troop replicates the most valuable substance known to animal kind—food. To use the replicators for any other function is a waste of resources and often results in the immediate death of the offending character.

The replicators at the Zoo can reproduce any foodstuffs whatsoever, from plant matter for the Galapagos turtle to warm gazelle flesh for the tiger. The replicator is able to replicate ostrich eggs for the weasel or the



mamba snake to consume, but the egg can never be hatched to produce a live animal. Even though the substances are identical to the real object, the substance of "life" is missing, rendering the egg infertile and sterile.

Repulsory Force Field

Tech Level: VI
Complexity: 14
Duration: Constant
Average Cost: Priceless
Weight: 230 Kg

Repulsory force fields were used to separate two areas, but allow sound to pass through. These fields are completely invisible, yet they are easily detected. Repulsory force fields create a small static charge within two meters of the field that causes a bit of discomfort. This annoyance appears in the form of electrically active clothing, fur, and in small static discharges when grounded objects are touched.

When activated, the force field stops all material objects from passing through it. Instead of proceeding through the field, the material object is repelled by the field, forcing the object back along it original vector with equal force. Objects repelled by the force field include bullets, bodies, plasma bolts, missiles, bombs, etc. Objects not repelled include laser fire, conversion beam shots, sonic attacks, radiation, blinding light, gravity gun strikes, death ray weapon attacks, etc.

The field can withstand 100 points of damage every round. If the damage it receives is greater than 100 in any one round, it deactivates and the generator must cool for 10 minutes before it can be started again.

Sensor, Bio-energy

Tech Level: IV
Complexity: 10
Duration: Constant
Avg Cost: 200
Weight: 0.5 Kg

The Bio-energy sensor is a 12-centimeter–long, rectangular blue hand-held unit that requires no power source. It is a delicate sensing device that detects biological life energy within a 50-meter radius. Any living body 1 millimeter tall or higher can be detected within the area. The sensor also shows the creature's relative location and elevation. Duralloy and plasteel block the sensor's scanning abilities.

Sentry

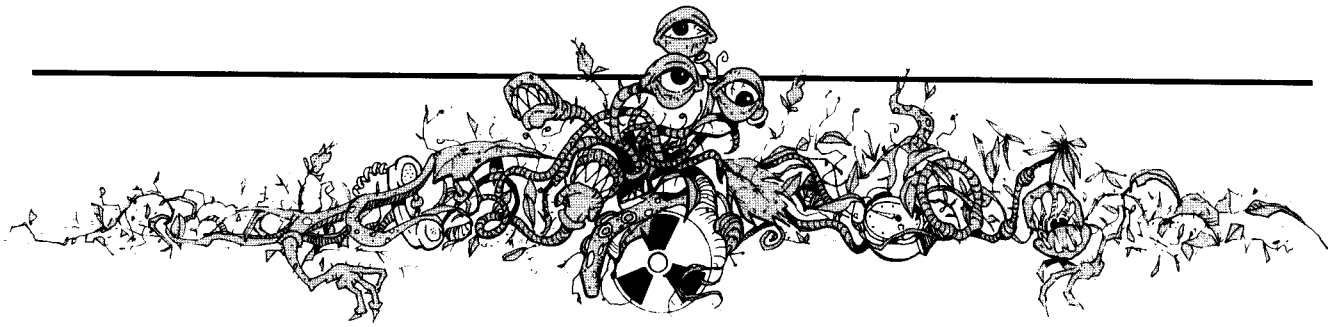
Percept: 30
Stealth/R.U.: 35
AC: 25/30
Force Field: 0
Speed: 30
Hit Points: 24
THAC: +0
Attacks: 0
PS, DX: 5,40
Tech Level: VI
CPU: Analytical
Size: 0.5m
XP Value: 0
Classification: Corporate
Territory: Installation

The sentry, also known as an eyeball, is an audio-visual monitoring drone. Its outer shell is a light plastic sphere, 1.5 meters in diameter and weighing 1.5 kgs. Its size and light weight gives it a high air resistance, so it can move (and fall if its antigrav unit fails) quite slowly.

The surface of a sentry has three distinct zones. The underside is the antigrav radiator zone. There is a 5-centimeter–wide stabilizer zone around the middle of the sentry. This zone has audio and visual sensors that scan a circle on the ground with a diameter equal to the sentry's altitude. The third zone, on top of the unit contains the analytical computer and transmitters that communicate with its host.

Sentries are equipped with communicators (with optional signal scrambling circuits), audio sensors, and video cameras with infrared and visual spectrum capabilities only. The sentry can be equipped with UV, but only at the loss of one of the other options.

Sentries escape damage by moving out of the way; they have no other defensive capabilities, lacking the force fields common in robotic units. Sentries are completely controlled by either a cybernetic installation, a think tank, or any other computer with at least a rational "intelligence." They form a network tuned to a particular controller and cannot be moved to a different system without first deactivating the drone unit. If a sentry drone unit suffers 50% damage, its antigrav unit is dam-



aged and the unit falls. It receives an additional 1 point of damage for every 10 meters it falls.

Sled, Antigrav

Numb. of Seats: 0
Max Speed: Tow
Hit Points: 160
Average Cost: na
Cargo: 25,000 Kg
Man. Class: D
AC: 11
Tech Level: VI, 18

The antigrav sled is a platform approximately 2 meters wide and 3 meters long. It is powered by an atomic power cell, good for 100 hours of continuous operation. The sled can support a load of up to 25,000 kilograms as it floats roughly 50 centimeters above the ground.

The sled may be pushed manually when supporting light weights, but inertia is such a problem that a separate, powered, towing or pushing device must be used for cargoes over 2 metric tons. (At the Zoo, the dune buggy is often used for this purpose.) A team of pack animals can be used to tow the sled like they would a normal carriage or cart, but they can pull for three times the normal time in this fashion.

Sustenance Dose

Tech Level: IV
Duration: 24 Hours
Weight: 0.1 Kg
Complexity: 10
Avg Cost: Rare

Sustenance dose comes in two styles. It either comes in a 50-centimeter, crackerlike wafer or as a disposable jet spray hypodermic supplement. In either case, the sustenance dose gives the character all nourishment he or she needs for a full day while short-circuiting the hunger signals from the brain.

Use of this substance as the sole source of nourishment for more than a 30-day period completely atrophies the character's normal digestive organs. Once this horrible side-effect occurs, it is impossible to derive sustenance from anything else except this substance (in either form). It is not possible to overdose on the sustenance dose. Anything extra that the body cannot utilize is disposed of in the body's normal fashion.

Syringe

Tech Level: III
Duration: na
Weight: Nil
Complexity: 1
Average Cost: Special

Syringes are medical devices used by former animal attendants to administer medicines and chemicals. Many substances administered are also found in pill or caplet form, but for some animals it is highly impractical to force a pill down their throat.

The syringe allows the attendant to set the dose according to the animal's weight. Medical substances commonly found with syringes includes antibacterial serums, antiviral substances, vitamin boosters, and of course, Tranq1 combined with Term+, also known as the "blue punch."

Term+

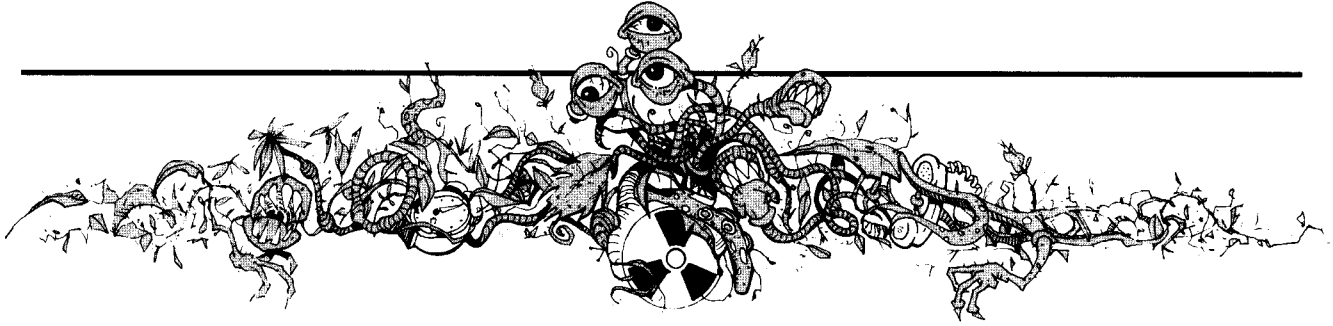
Tech Level: III
Duration: Constant
Weight: Negligible
Complexity: 5
Avg Cost: 25

Term+ is a highly toxic substance known also as a biocide. Its use is to cause the death of an animal. To be injected by this substance is to be attacked by an Intensity 24 destructive poison.

Thermometer

Tech Level: III
Duration: Constant
Weight: Negligible
Complexity: 5
Avg Cost: 10

This device is a glass tube with a plastic readout at one end. When the tip of the glass tube is touched, the readout changes color. After being idle for hundreds of years, these devices no longer have numbers along the color readout. As the temperature of the object touching the glass tip gets warmer, the colors become more and more red. The cooler an object, the more blue the readout becomes.



Tickets

Tech Level: III
Complexity: 1
Duration: na
Average Cost: Special
Weight: Nil

These laminated paper tickets are the currency within the Zoo. Tickets have a set value, though what they can purchase can change from day to day. Destroying or discarding a ticket is a serious offense in many multitudes, since even one ticket can be the difference between life and death for a member, especially in multitudes where nearly every ticket is used to purchase food from the Troop.

There are three different types of tickets, each a different color. The black ticket is the lowest denomination. Upon one side, the phrase "One Game Buck" is written in silver. (This ticket, when combined with many others, was used to purchase prizes and food throughout the Zoo.)

The gray ticket is the mid-range currency. The words "One-Day Pass" are inscribed in red on one side. Currently, ten black tickets equal the value of one gray ticket. (This ticket was used as a receipt when the Zoo was still in operation before the holocaust.)

The white ticket is the highest ranking ticket. The phrase "Season Pass" is inscribed in black on one side, along with a faded photograph and signature. Currently, ten gray tickets or 100 black tickets equal the value of one white ticket. (This ticket, twice the size of the other tickets, was used as a pass good for one full year when the Zoo was still in operation, before the holocaust.)

Table 6: Standard Ticket Exchange Rates

	Exchange Value		
	Black Ticket	Gray Ticket	White Ticket
Black =	1	1/10	1/100
Gray =	10	1	1/10
White =	100	10	1

Torch, Atomic

Tech Level: IV
Complexity: 24
Duration:
Avg Cost: 550
Weight: 4 Kg

The atomic torch is powered by a radioactive isotope that allows the torch to cut through virtually any material. The table below depicts the number of rounds required to cut a 1-meter long, 1-mm wide, and 1-cm deep slice. The GM must adjudicate the time required to cut materials, based upon its size.

On all surfaces except duralloy, the process leaves no residual radiation. On duralloy it is necessary to treat the area after the cutting process or Intensity 17 radiation emits from it, decreasing by 1 every week until 17 weeks have passed, at which time no radiation is present.

When the torch is used as a weapon, it inflicts 3d6 points of damage for the time required to cut through the material. Once this cutting time is surpassed, damage increases to 6d6 points.

For example, it inflicts 6d6 points damage upon flesh starting the first round it is used. It causes 3d6 damage to furred creatures for one increasing to 6d6 points every round after that.

Material (Time*)	Material (Time*)
Ceramic (6)	Ice (6)
Ceramic, Alloy (7)	Marble (9)
Concrete (10)	Metal, Alloy (18)
Duralloy (30)	Metal, Hardened (16)
Earth, Loose (3)	Metal, Normal (13)
Earth, Packed (4)	Metal, Soft (12)
Flesh (0)	Plasteel (20)
Fur (1)	Plastic (5)
Glass (6)	Plastic, Treated (5-8)
Glass, Alloy (7)	Sand, Loose (3)
Gravel, Loose (3)	Sand, Packed (4)
Gravel, Packed (4)	Stone (8)
Hide, Heavy (2)	Vegetation (4)
Hide, Thick (1)	Wood (4)
Hide, Treated (2)	

* Any material considered reinforced requires double the normal time.

Torch, Laser

Tech Level: IV
Complexity: 14
Duration: 20 Hours
Avg Cost: 250
Weight: 1 Kg

This is a low-powered laser used to weld metal, powered by a hydrogen power cell good for 20 hours of continuous operation. It is effective with all metals, even duralloy. The time required to weld a 30-centimeter–long seam is listed below. If welding two types of metal, the softer metal melts first, which actually creates the weld necessary to fuse the two pieces together. The laser torch cannot be used to weld plastics.

A laser torch used as a weapon inflicts 2d6 points of damage per round. If the target wears metal armor, it must be struck a number of times equal to the cutting time before any damage occurs (four rounds for normal metal armor).

Material (Time)	Material (Time)
Duralloy (16)	Normal Metal (4)
Hardened Metal (6)	Plasteel (12)
Metal Alloy (10)	Soft Metal (2)

Torch, Sonic

Tech Level: IV
Complexity: 20
Duration: 15 hours
Avg Cost: 150
Weight: 2 Kg

The sonic torch runs for 15 continuous hours with the use of one hydrogen power cell (turning the device on costs 15 minutes). It breaks down the cohesive surfaces of joined metal objects (weld points, metal objects melted against each other, nuts and bolts, etc.) The device cannot affect solid metal, only their junctures (including nuts, bolts, and screws).

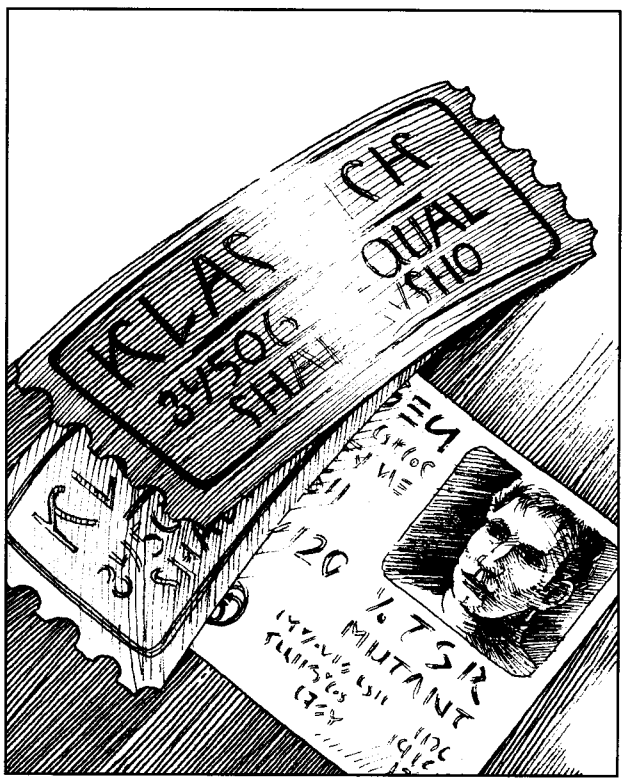
The sonic torch uses a process that quickly ages metal. The procedure takes 1d20 minutes to complete. It has a range of 20 centimeters and requires protective hearing equipment for safe use; this equipment is usually included in the total sonic torch kit. The torch can be used as a hand-held weapon that inflicts 2d6 sonic damage per round to all targets within a 45_ forward arc and within 10 meters. Without protective gear, the user also suffers damage.

Transmat

Numb. of Seats: 1 to 6
Cargo: 500 Kg
Max Speed: Special
Man. Class: na
Hit Points: 20
AC: 25
Average Cost: na
Tech Level: VI, 60

Transmats are two-meter–tall opaque boxes with a sliding door on one side. When one enters, a view screen of possible destinations lights up, allowing the user to select from several hundred locations throughout the solar system.

If the Transmat system is understood, a being can teleport itself from one transmat box to another at potentially infinite distances by selecting one of the des-



tinations and placing the charges on his or her *Universal Card*, which must be presented at time of teleport.

Veterinary Robot

Percept: 15
AC: 15
Speed: 15
THAC: +2 (+4)
Attacks: 2
Hand (1d4+2)
Darts (Int 20)
XP Value: 2,000
Territory: Ranch
Stealth/R.U.: 0
Force Field: 0
Hit Points: 60
PS, DX: 15,20
Tech Level: IV, 28
CPU: Rational
Size: M (4m)
Classification: Private

The veterinary robot was designed for use with herd animals, such as cattle, sheep, ranched deer and moose, and emu. The robot assists the animal in birthing, healing breaks and abrasions, and giving preventative medicines.

This four-meters–tall machine is strangely shaped. On the bottom of a three-meter–long column are wide treads designed to take it over most terrain where domestic animals are herded. At the top of the column is an assembly with six arms that can reach the ground—three humanoid arms and three special limbs with padded claws designed to hold animals without hurting them.

The robot has an expanded memory that includes veterinary data on all normal animals it would have to treat. To assist in capturing or turning unconscious animals over, the robot is equipped with two tractor beams that can move 500 kilograms (each) at a 12-meter range. The veterinary robot has complete veterinary operations equipment, including drugs, instruments, analyzing equipment, and anesthetizing darts accurate up to 100 meters. Two such darts can be fired every round, and each one possesses Intensity 20 debilitative poison; even in the most extreme cases, this particular drug does not cause death.

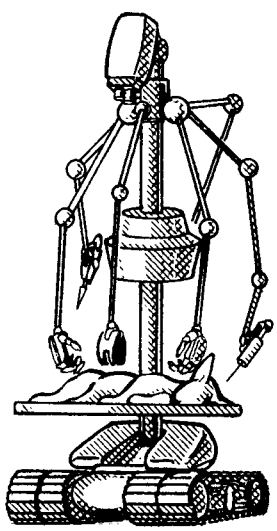
Though these units were designed only for nonmutated animals (and can cure such creatures 100% of the time), there is a 75% chance (minus 5% per mutation) that the unit can help cure a mutated animal.

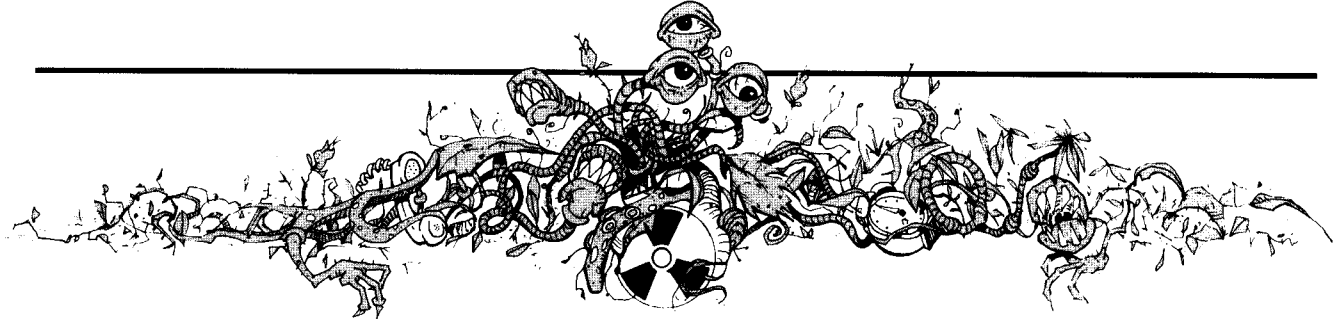
Whip, Stun

Base Damage: 1d2+Stun **THAC Bonus:** +5
Tech Level: IV **Complexity:** 8
Short Range: 3m* **Duration:** Variable
Rate of Fire: 1 **Shots/Reload:** 30 min
Average Cost: 250 **Weight:** _ Kg
* Short range only.

This is a 3-meter–long whip with a spur at the end of its tail. A chemical power cell plugs into the handle, next to the power switch. When activated, the whip creates a low-amperage, high-voltage electric field the whip. The cell is good for 30 minutes or 180 combat rounds.

The whip inflicts 1d2 points of damage and dazes the target for 30 minutes, minus one minute for every point of Constitution (minimum of one minute). If whipped additional times, the victim is stunned for one additional minute per successful attack. The whip can be used without power, but causes only 1d2 points of damage.





Mutations

These new mutations may be added to the Mutation Chart in the GAMMA WORLD® core rules book if the GM chooses.

Aggressive Immune System

Physical Mutation; Activated, MP 4d6-L

The character is able to accelerate the healing rate of a companion at will. The recipient can recover 5, plus the mutant's MP modifier points. The mutant cannot perform any other activity while using this mutation. The recovered hit points are in addition to any normal healing. This power can be used only once an hour, and a maximum of eight times per day.

This power can be used to overcome poison, disease, or radiation. Merely using this power halts the progress of the poison, chemical, disease, or whatever. To help a companion overcome it, the mutant must successfully "attack" the condition and defeat it. For example, to cure a mutant that has Intensity 10 poison coursing through its blood, the character with the *aggressive immune system* mutation would have to roll a 10 or better with this mutation (be sure to include the MP bonus or penalty to the die roll).

Lungs

Physical Mutation; Automatic, No MP

Similar to the *gills* mutation, the *lungs* mutation allows a creature with gills to breathe air as a creature with lungs. This mutation allows the mutant to communicate with creatures outside its normal environment (if communicative skills are possessed).

In spite of having lungs, the creature still must stay near to its normal environment. After an hour of exposure to air, the creature suffers 1d8 points of damage per hour until returned to a watery environment.

Telekinetic Claw

Mental Mutation; Activated, MP 4d6-L

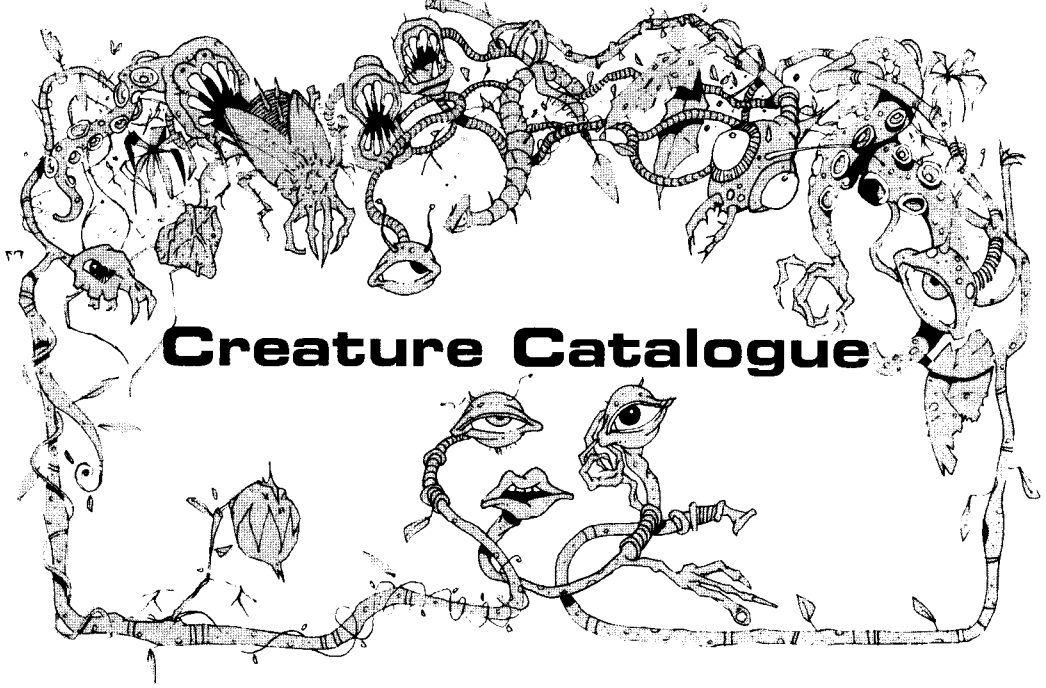
Similar to the *telekinetic hand* mutation, this power allows the character to manipulate objects with his or her mind up to 25 meters away, plus 5 meters for every MP modifier point. The Dexterity of the claw is 5. Due to the extremely low DX, the *telekinetic claw* cannot make the fine manipulations that the *telekinetic hand* can. It can pick things up (like a combination lock), but it cannot perform intricate operations (like turning the tumblers to specific numbers).

The claw's Strength is equal to the MP score of the mutation. This can give the character either a very powerful or a very weak secondary limb. If used in combat, the telekinetic claw can be used as an additional attack. When used in an attack, the *telekinetic claw* causes 2d6 points of damage, plus one point of damage for every MP modifier point. (In cases where the MP modifier points are negative, the *telekinetic claw* will inflict a minimum of 1 point of damage per strike.) The mutation has a THAC equal to the MP modifier points.

Universal Digestion

Physical Mutation; Automatic, no MP

This mutation allows the character to digest almost anything it can chew, swallow, or shove down its throat without choking. However, anything that is radioactive, poisonous, diseased, or otherwise commonly harmful cannot be consumed safely. Examples of unsafe consumables include plutonium, antifreeze, mercury, water infested with dangerous bacterium, paint thinner, acid, etc. Things that *can* be consumed include engine parts, tin cans, plastic wrappers from 20th-century TV dinners, nails, AM radios, newsprint, couch cushions, tacks, bolts, igneous rocks, motor oil, beach sand, cigarette butts, printer's ink, barbed wire, chicken bones, normal foodstuffs, etc.



Creature Catalogue

Alligator: AC 15; MD 11; HP 24; THAC +3; #AT 2; Dmg 1d8 (tail), 2d6 (bite); Spd 15; Per 10; St +5; RU +7; XP 65.

Ape: AC 14; MD 17; HP 40; THAC +5; #AT 3; Dmg 1d4/1d4 (hands), 1d8 (bite); Spd 12 (walk), 9 (swing); Per 10; St +0; RU +0; XP 175; Mutations/Abilities: climbing attempts are made one difficulty level easier.

Armadillo: AC 25; MD 10; HP 16; THAC +2; #AT 3; Dmg 1d3/1d3 (claw), 1d2 (bite); Spd 12; Per 8; St +2; RU +5; XP 35; Mutations/Abilities: carapace, night vision.

Baboon: AC 13; MD 15; HP 17; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 12 (walk), 12 (swing); Per 14; St +3; RU +2; XP 35.

Badger: AC 16; MD 10; HP 10; THAC +1; #AT 2; Dmg 1d6/1d6 (claws); Spd 8; Per 10; St +5; RU +4; XP 35; Mutations/Abilities: night vision.

Bat: AC 12; MD 11; HP 8; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 18; Per 20; St -3; RU +6; XP 35; Mutations/Abilities: sonar, heightened hearing, diminished sight (D).

Bear, Black: AC 14; MD 14; HP 54; THAC +6; #AT 3; Dmg 1d6/1d6 (claws), 1d6 (bite); Spd 15; Per 13; St -1; RU -2; XP 650; Mutations/Abilities: heightened smell.

Bear, Brown: AC 14; MD 14; HP 54; THAC +6; #AT 3; Dmg 1d8/1d8 (claws), 1d6 (bite); Spd 15; Per 13; St -1; RU -2; XP 650; Mutations/Abilities: heightened smell.

Bear, Polar: AC 14; MD 14; HP 72; THAC +8; #AT 3; Dmg 1d10/1d10 (claws), 2d6 (bite); Spd 12 (walk), 9 (swim); Per 10; St +1; RU +1 (+12 in normal habitat); XP 2,000; Mutations/Abilities: immune to the effects of all forms of cold.

Bighorn Sheep: AC 13; MD 11; HP 16; THAC +2; #AT 1; Dmg 1d6+1 (head butt), charge with THAC +2 and 1d6+3; Spd 14; Per 16; St +9; RU +4; XP 35; Mutations/Abilities: can survive in cold, dry conditions twice as long as normal.

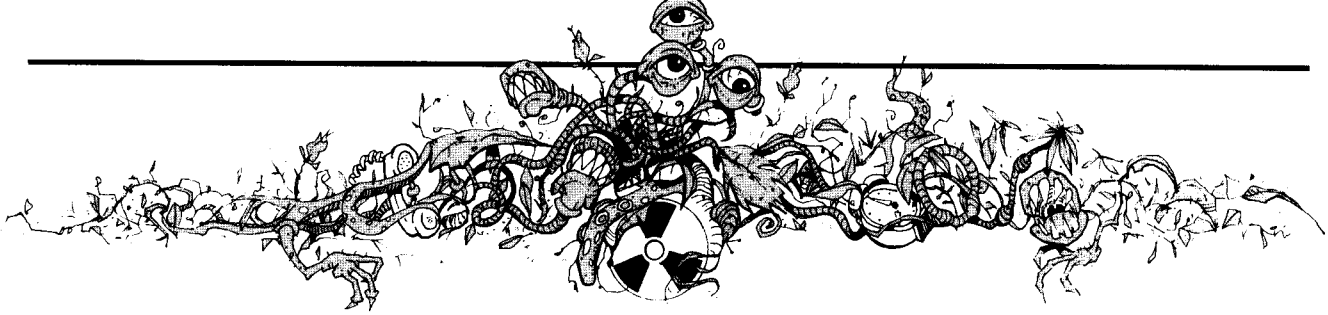
Boar: AC 13; MD 13; HP 27; THAC +3; #AT 1; Dmg 1d6 (tusk), charge with +2 THAC for 1d6+2 (tusk); Spd 17; Per 15; St -1; RU +4; XP 175.

Buffalo: AC 13; MD 14; HP 40; THAC +5; #AT 2; Dmg 1d8/1d8 (horns); Spd 15; Per 12; St -4; RU -5; XP 175; Mutations/Abilities: can survive twice as long as normal in severe cold.

Camel: AC 13; MD 14; HP 24; THAC +3; #AT 1; Dmg 1d4 (bite); Spd 16; Per 15; St -2; RU -2; XP 65; Mutations/Abilities: can survive twice as long as normal on half as much water.

Chameleon: AC 10; MD 10; HP 5; THAC +0; #AT 0; Dmg Nil; Spd 3; Per 6; St +4; RU +4; XP 15; Mutations/Abilities: chameleon power, regeneration.

Cheetah: AC 15; MD 11; HP 24; THAC +3; #AT 3; Dmg 1d4/1d4 (claws), 1d6 (bite); Spd 36 (for 2 rounds) thereafter 24; Per 10; St +6; RU +5; XP 175; Mutations/Abilities: heightened vision.



Cougar: AC 16; MD 14; HP 40; THAC +5; #AT 3; Dmg 1d6/1d6 (claws), 1d6 (bite); Spd 18; Per 10; St +4; RU +3; XP 270; Mutations/Abilities: leap 3 meters, heightened hearing and smell, night vision.

Coyote: AC 13; MD 14; HP 4; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 15; Per 17; St +3; RU +5 (-7 if excited); XP 15.

Crocodile: AC 16; MD 11; HP 56; THAC +7; #AT 2; Dmg 3d6 (tail), 2d10 (bite); Spd 6 (walk), 12 (swim); Per 10; St +10; RU +8; XP 975.

Deer: AC 13; MD 11; HP 16; THAC +2; #AT 1; Dmg 1d4 (antlers), charge for THAC +2 and 1d6+1; Spd 20; Per 19; St +5; RU +7; XP 35; Mutations/Abilities: heightened hearing.

Dog, Feral: AC 13; MD 14; HP 4; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 15; Per 17; St +3; RU +5 (-5 if excited); XP 15.

Dolphin: AC 16; MD 18; HP 36; THAC +6; #AT 1; Dmg 1d6 (bite); Spd 36; Per 16; St +20; RU +2; XP 270; Mutations/Abilities: immune to chilling effect of cold water.

Duck: AC 12; MD 10; HP 5; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 3 (paddle), 5 (walk), 18 (fly); Per 10; St +2; RU +0; XP 15; Mutations/Abilities: immune to chilling effect of cold water.

Eagle: AC 14; MD 11; HP 11; THAC +1; #AT 3; Dmg 1d2/1d2 (Claws), 1d3 (bite); Spd 1 (walk), 30 (flight); Per 19; St +6; RU +4; XP 175; Mutations/Abilities: heightened sight, heightened smell.

Elephant: AC 15; MD 12; HP 88; THAC +1; #AT 5; Dmg 2d8x2 (tusks), 2d6 (constriction), 2d6x2 (trample); Spd 18; Per 10; St 0; RU 0; XP 4,000; Mutations/Abilities: heightened hearing, prehensile trunk with _PS strength, charge for 3d6 damage.

Flying Squirrel: AC 12; MD 10; HP 4; THAC +1; #AT 1; Dmg 1d3 (bite); Spd 12 (glide), 9 (walk); Per 10; St +6; RU +10; XP 15; Mutations/Abilities: air sail, +3 bonus for climbing.

Fox: AC 13; MD 10; HP 8; THAC +1; #AT 1; Dmg 1d6 (bite); Spd 19; Per 10; St +5; RU +7; XP 15; Mutations/Abilities: heightened smell, heightened hearing, night vision.

Gorilla: AC 14; MD 16; HP 56; THAC +7; #AT 1; Dmg 1d6 (bite); Spd 13 (walk), 6 (swing); Per 10; St +4; RU +6; XP 420; Mutations/Abilities: climbing attempts are made one difficulty level easier.

Hawk: AC 16; MD 11; HP 7; THAC +1; #AT 3; Dmg 1d6/1d6 (claws), 1d4 (bite); Spd 30 (flight), 4 (walk); Per 22; St +4; RU +6; XP 120; Mutations/Abilities: heightened sight.

Horse: AC 13; MD 11; HP 18; THAC +2; #AT 2; Dmg 1d6/1d6 (kicks); Spd 24; Per 14; St +1; RU -1; XP 65.

Humanoid: AC 10; MD 17; HP 16; THAC +2; #AT 1; Dmg by weapon type; Spd 12; Per 14; St +1; RU +1; XP 65.

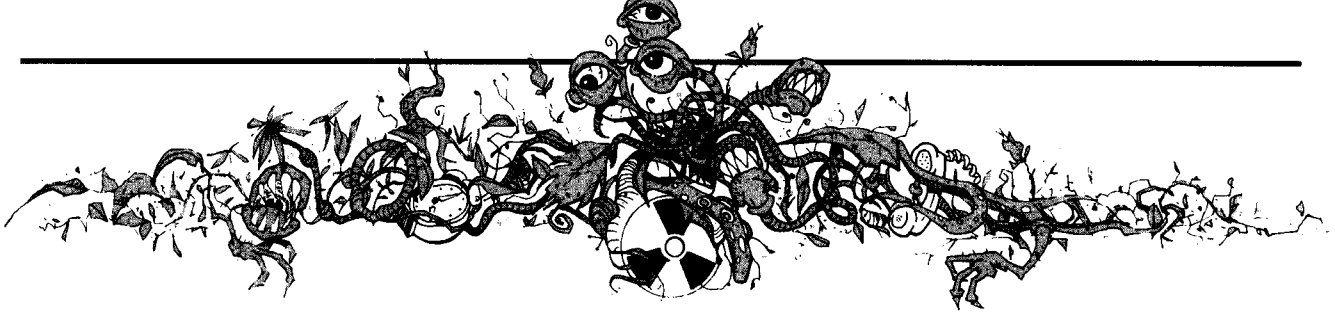
Hyena: AC 16; MD 12; HP 24; THAC +4; #AT 4; Dmg 1d4/1d4/1d4+1; Spd 12; Per 16; St +4; RU +2; XP 120; Mutations/Abilities: immune to the effects of cold and frost.

Kangaroo: AC 14; MD 11; HP 40; THAC +5; #AT 4; Dmg 1d4/1d4 (punch), 1d8/1d8 (front kick); Spd 15; Per 14; St +1; RU +0; XP 270; Mutations/Abilities: can jump 13 meters forward and 3 meters up.

Leopard: AC 14; MD 12; HP 26; THAC +3; #AT 3; Dmg 1d3/1d3 (claws), 1d6 (bite); Spd 12; Per 10; St +3; RU +2; XP 175.

Lion: AC 15; MD 19; HP 50; THAC +6; #AT 3; Dmg 1d4/1d4 (claws), 1d12 (bite); Spd 12; Per 10; St +1; RU +1; XP 420.

Miscellaneous Small Birds: AC 14; MD 11; HP 2; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 3 (walk), 25 (fly); Per 13; St +15; RU +14; XP 15.



Monkey: AC 12; MD 11; HP 9; THAC +1; #AT 1; Dmg 1d3 (bite); Spd 12 (walk), 3 (swing); Per 10; St +6; RU +5; XP 15; Mutations/Abilities: climbing attempts are two difficulty levels easier.

Orangutan: AC 13; MD 15; HP 17; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 12 (walk), 12 (swing); Per 10; St +2; RU +1; XP 35.

Ostrich: AC 16; MD 10; HP 24; THAC +3; #AT 1; Dmg 1d6 (kick); Spd 16; Per 14; St +5; RU -2; XP 65.

Otter: AC 15; MD 10; HP 9; THAC +1; #AT 1; Dmg 1d6 (bite); Spd 9 (walk), 6 (swim); Per 17; St +6; RU +5; XP 15; Mutations/Abilities: immune to the chilling effects of cold water.

Polar Bear: AC 14; MD 14; HP 72; THAC +8; #AT 3; Dmg 1d10/1d10 (claws), 2d6 (bite); Spd 12 (walk), 9 (swim); Per 10; St +1; RU +1 (+12 in normal habitat); XP 2,000; Mutations/Abilities: immune to the effects of all forms of cold.

Porcupine: AC 14; MD 10; HP 4; THAC +1; #AT 1; Dmg 1d3 (bite); Spd 9; Per 10; St 0; RU 0; XP 15; Mutations/Abilities: quills 1d6 (cannot be thrown).

Raccoon: AC 13; MD 10; HP 8; THAC +1; #AT 1; Dmg 1d4 (bite); Spd 10; Per 17; St +3; RU +4; XP 15; Mutations/Abilities: night vision, manipulative hands and fingers.

Rat: AC 12; MD 10; HP 4; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 6; Per 10; St +6; RU +10; XP 15; Mutations/Abilities: +3 bonus for climbing.

Rhinoceros: AC 26; MD 12; HP 64; THAC +8; #AT 1; Dmg 1d6+1 (horn), charge with THAC +2 and 2d6+2; Spd ; Per 10; St -2; RU -3; XP 650; Mutations/Abilities: heightened smell, diminished sight.

Skunk: AC 12; MD 10; HP 2; THAC +0; #AT 1; Dmg 1d3 (bite); Spd 10; Per 15; St +1; RU +4; XP 35; Mutations/Abilities: gas generation (musk), night vision.

Snake: AC 15; MD 11; HP 34; THAC +4; #AT 1; Dmg 1d6+1 (bite); Spd 12; Per 8; St +6; RU +5; XP 420; Mutations/Abilities: poison generation intensity 1d6, infravision.

Sparrow: AC 16; MD 12; HP 2; THAC +1; #AT 1; Dmg 1d2 (bite); Spd 3 (walk), 25 (fly); Per 13; St +20; RU +22; XP 15.

Spider: AC 17; MD 8; HP 14; THAC +3; #AT 1; Dmg 1d4+poison (Int 1d6+1); Spd 12 (walk); Per 20; St +20; RU +20; XP 15; Mutations/Abilities: *multiple limbs* grant +5 DX, climbing attempts are one difficulty level easier than normal, base speed of 12 even when walking upside down.

Tiger: AC 16; MD 13; HP 40; THAC +5; #AT 3; Dmg 1d8/1d8 (claws), 1d10 (bite); Spd 16 (walk), 4 (swim); Per 10; St +4; RU +4; XP 175; Mutations/Abilities: heightened smell, night vision.

Turtle: AC 20; MD 13; HP 40; THAC +5; #AT 1; Dmg 3d4 (snap); Spd 6 (swim), 6 (walk); Per 10; St +4; RU +0; XP 1,400; Mutations/Abilities: total carapace, can hold breath for five minutes.

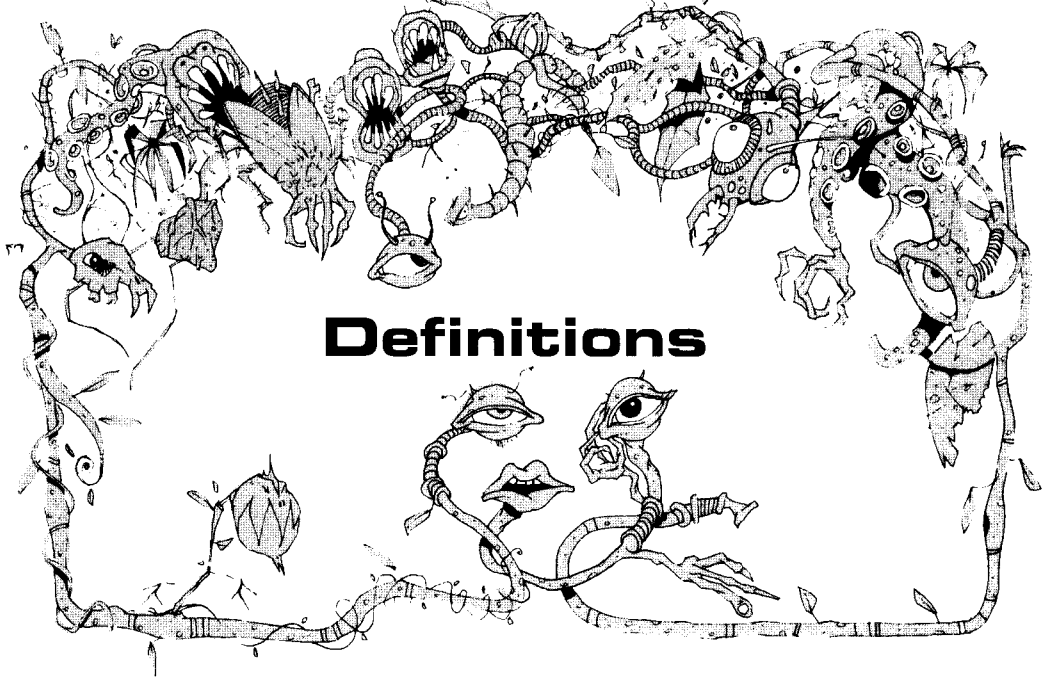
Vulture: AC 16; MD 11; HP 7; THAC +1; #AT 3; Dmg 1d4/1d4 (claws), 1d8 (bite); Spd 18 (flight), 3 (walk); Per 10; St 0; RU 0; XP 120; Mutations/Abilities: heightened sight.

Weasel: AC 14; MD 11; HP 2; THAC +1; #AT 1; Dmg 1d6 (bite); Spd 14; Per 10; St +10; RU +8; XP 15; Mutations/Abilities: night vision.

Whale, Orca: AC 22; MD 22; HP 160; THAC +20; #AT 2; Dmg 1d10 (bite), 2d10 (tail slap); Spd 21; Per 16; St +18; RU +0; XP 11,000; Mutations/Abilities: immune to chilling effect of cold water.

Wolf: AC 13; MD 17; HP 24; THAC +3; #AT 1; Dmg 1d6 (bite); Spd 17; Per 15; St +10; RU +10; XP 120; Mutations/Abilities: heightened smell, heightened hearing.

Wolverine: AC 16; MD 12; HP 24; THAC +4; #AT 4; Dmg 1d4/1d4/1d4+1; Spd 12; Per 16; St +3; RU +4; XP 120; Mutations/Abilities: immune to the effects of cold and frost.



Definitions

Administration: A governing body of animals much like the House of Representatives.

Aggressive Immune System: A new physical mutation.

Ambush: A multitude of tigers.

Assemblance: A multitude of buffalo.

Bale: A multitude of turtles.

Barren: A multitude of mules.

Belfry: A multitude of bats.

Bevy: A multitude of otters.

Bouquet: A multitude of pheasants.

Building: A multitude of rooks.

Bury: A multitude of rabbits.

Business: A multitude of ferrets.

Cache: A multitude of lemurs.

Carafe: A multitude of dolphins.

Carnivore: A meat eater.

Carrion: Carcasses consumed by scavengers.

Cast: A minor multitude with 145 members that controls banking, credit, the stock emporium. The multitude includes eagles, and hawks.

Cast: A multitude of hawks.

Cete: A multitude of badgers.

Charm: A multitude of finches.

Chaste: A multitude of orangutans.

Chine: A multitude of skunks.

Clowder: A multitude of cats.

Colony: A multitude of rats.

Congregation: A minor multitude with 510 members controlling entertainment. The multitude includes chameleons, ducks, ostriches, and otters.

Congregation: A multitude of plovers.

Court: A minor multitude with 281 members controlling the policing of the Zoo and makes sure all animals obey the Codes of Ethical Convention. The multitude includes bighorn sheep, camels, deer, humans, kangaroos, and snakes.

Crash: A minor multitude with 615 members, controlling the solar generators and the broadcast power station. It includes armadillos, baboons, elephants, porcupines, rhinoceroses, and turtles.

Crash: A multitude of rhinoceroses.

Crowd: A multitude of humans or humanoids.

Damage Control: A term used within the Administration that refers to removing creatures that pose a threat to the Administration.

Decalogue: An alternative name for the *Code of Ethical Convention*.

Descent: A multitude of woodpeckers.

Devolute: To lose all mutations.

Dissimulation: A multitude of birds.

Dormer: A multitude of turkeys.

Drift: A multitude of hogs.

Drove: A multitude of cattle.

Dule: A multitude of doves.

Exaltation: A multitude of larks.

Exodus: A multitude of eagles.

Fall: A multitude of woodcocks.

Farrow: A multitude of pigs.

Fleet: A multitude of ostriches.

Flight: A multitude of swallows.

Gaggle: A multitude of geese.

Gam: A multitude of whales.

Gang: A multitude of elk.

Harem: A multitude of seals.

Harras: A multitude of horses.

Haven: Marsupial Utopia optional name.

Herbivore: An animal that eats only plants.

Herd: A multitude of elephants.

Host: A major multitude with 5,897 members that controls the flow of political information. The multitude includes baboons, bats, buffaloes, horses, humanoids, skunks, small birds, and sparrows.

Host: A multitude of sparrows.

Humanoid: A human altered by radiation, also called a new-man. Often interchanged (incorrectly) with human.

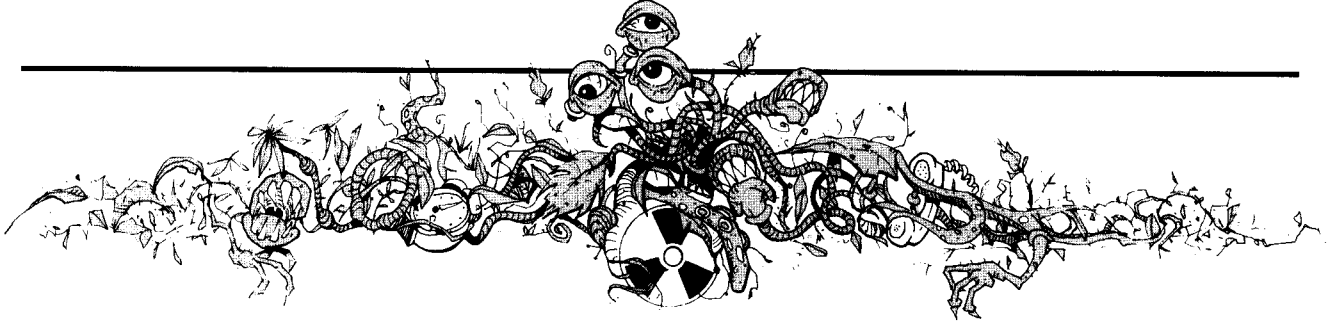
Hurtle: A multitude of sheep.

Husk: A multitude of hares.

Jospeen: A major city within the Bonparr region.

Kindle: A multitude of kittens.

Labor: A multitude of moles.



Leap (or Lepe): A multitude of leopards.

Lungs: A new physical mutation.

Money: The domar is worthless in the zoo except in the form of tickets. Ten gray tickets equal one white, and ten black equal one gray.

Murmuration: A multitude of starlings.

Mustering: A multitude of storks.

Nest: A multitude of mice.

Omnivore: An animal that eats both plants and animals, and occasionally carrion.

Ostentation: A multitude of peacocks.

Pace: A multitude of donkeys.

Paddling: A multitude of ducks.

Parliament: A multitude of owls.

Peep: A multitude of chickens.

Pit: A multitude of snakes.

Plague: A multitude of locusts.

Pod: A multitude of walruses.

Precepts of Punishment: A list of crimes and their penances.

Pride: A major multitude with 84 members that control the water supply. The multitude includes cheetahs, cougars, leopards, lions, and tigers.

Pride: A multitude of lions.

Pursuit: A multitude of cheetahs.

Rafter: A multitude of flying squirrels.

Rag: A multitude of colts.

Range: A multitude of coyotes.

Regal: A multitude of orca whales.

Replicator: A device that produces real substances from energy.

Ring: A multitude of kangaroos.

Rout: A major multitude of 216 members with no real power unless aligned with the Troop or Pride. The rout includes badgers, coyotes, foxes, polar bears, weasels, wolverines, and wolves.

Rout (or Route): A multitude of wolves.

Sagacity: A minor multitude with 510 members that controls Wisdom and Judging. The multitude includes dolphins and orca whales. They protect rare animals from extinction.

Scavenger: A carrion eater.

School: A minor multitude with 510 members that controls all free water. The multitude includes trout and other fish.

School: A multitude of fish.

Sedan Chair: A chair that sits one or more regal characters that is pushed, pulled or carried by others. Often, sedan chairs are supported by one or more wheel for greater support.

Shift: A multitude of chameleons.

Shrewdness: A multitude of apes.

Siege: A multitude of herons.

Singular: A multitude of boars.

Skulk: A multitude of foxes.

Sloth: A minor multitude with 298 members, including boars, brown bears, and raccoons, that controls the cafeterias, freezers, and refrigerators.

Sloth: A multitude of bears.

Sounder: A multitude of swine.

Spat: A multitude of alligators.

Spat: A multitude of crocodiles.

String: A multitude of ponies.

Telekinetic Claw: A new mental mutation.

Theft: A multitude of squirrels.

Throng: A multitude of feral dogs.

Tickets: *See Money.*

Tiding: A multitude of magpies.

Timespun: A process that forces an object ahead in time. It is unclear whether this is mutation or device driven.

Titter: A multitude of hyena.

Tread: A multitude of ducks.

Tress: A multitude of otters.

Trip: A multitude of goats.

Troop: A major multitude with 549 members that controls the food replicators. The multitude includes alligators, apes, crocodiles, flying squirrels, gorillas, monkeys, and orangutans.

Troop: A multitude of monkeys.

Trot: A multitude of zebras.

Troupe: A multitude of baboons.

Trudge: A multitude of wolverines.

Universal Digestion: A new physical mutation.

Unkindness: A multitude of ravens.

Venture: A minor multitude with 4,169 members that controls carcass gleaning. The multitude includes scavengers (carrion eaters) like black bears, feral dogs, hyena, rats, and vultures.

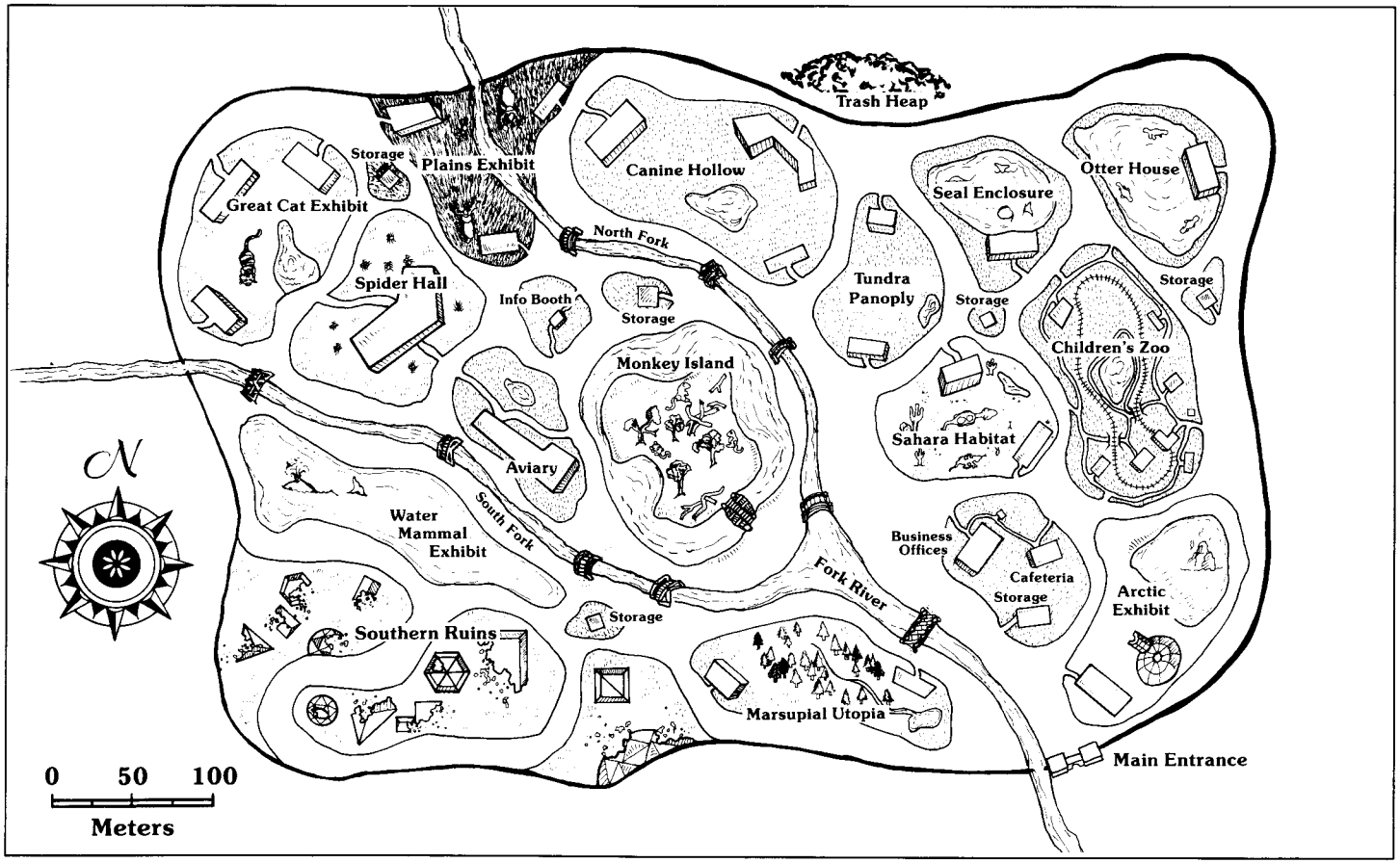
Venture: A multitude of vultures.

Walk: A multitude of snipe (a long-billed shorebird).

Watch: A multitude of nightingales.

Wheel of Kismet: A device used to give sentencing of criminals an interesting and dangerous randomness. Is often viewed as entertainment.

The Zoo



The Zoo: Roadways in the zoo are paved and interspersed with numerous gardens and small parks, now mostly overgrown beyond the maintenance staff's ability to control them. All of the bridges over the Fork (as the inhabitants call their river) are intact or have been rebuilt. The southern ruins are the result of an unfortunate accident, when a military satellite targeted several security robots and attacked them from orbit. This area once held the aquarium, a poignant "This Was the Rain Forest" exhibit, and the gift shop.

Three-hundred years after the end of civilization, the creatures are running the zoo. Home to a bewildering array of talking, intelligent creatures, the zoo has turned into a melting pot of political intrigue, assassination, and homicide. The factions bicker and battle over territory, food, water, and power.

Here in the zoo, humans are the outsiders. But when player characters enter the scene, they are welcomed as the means of upsetting the balance of power. The Pride, the Troop, and every other faction seems to have a past wound or old humiliation to settle. See what a zoo politics can really be with *All Animals Are Equal.*



Adventure

In the zoo, only power matters!
Get as much as possible, however possible!

- Characters are drawn into the delicately balanced world of animal politics, where tooth and claw often take a back seat to treaties and promises;
- They must weave their way through this maze of alliances, feuds, and diplomacy, carefully considering when to stay neutral and when to take sides;
- The zoo can easily be positioned in any campaign world;
- This 64-page adventure includes new mutations, new technology, and new weapons;
- The adventure is usable by characters of 4th to 6th levels.

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