OUTBREAK: WILD KINGDOM

A GUIDE TO ZOMBIE BEASTS FOROUTBREAK: UNDEAD..

OUTBREAK: WILD KINGDOM

A SUPPLEMENT FOR **OUTBREAK: UNDEAD..**

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No animals were harmed in the process of getting the photography for this book. All subjects were photographed as they were found in nature or captivity. Any wounds done to animals in the photographs are digitally simulated.

I haven't had any contact with human civilization in months (minus the dead and mauled), and seeing the speed at which nature began to reclaim the freshly destroyed remnants of civilization made me aware of my own unkempt appearance, and that the signs of civilization had fled from my own body as it had these streets and buildings. The fine dust that blew in over the past months coated the streets and sidewalks, which after the rains of the past two nights left perfect prints as mute testimony of those that have tread here before me just in the past few days. Most of the prints were not human, making it obvious that nature had finally reclaimed this territory after its centuries long battle with human industry. I was no longer trespassing in the realm of the undead, but in the newly annexed territory of the Wild Kingdom.

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Introduction

The animal kingdom scarcely needs any help from the zombie virus to show its teeth to the human race. Despite our position at the top of the food chain, animals have provided us with a sense of wonder and fear for centuries. From the smallest venomous spider to the largest carnivorous mammal, animals have sometimes been a sobering reminder that the wild is not a safe place for humans. Especially in this age of technology and convenience, it's easy to forget just how fragile we are once we are outside of our relative comfort zones. *Outbreak: Wild Kingdom* has been designed to showcase what we, as humans, are capable of compared to our beastly brethren.

The zombie survival genre has proven to be a very flexible one, and because of that the definition of zombie itself has become very broad. The effects of a zombie infection crossing species can be a uniquely horrifying angle to play up. Humans have been out of the evolutionary arms race for quite some time. While we have been making computers and luxury cars, the rest of the creatures on the planet have been developing ingrained, genetic, biological defensive and offensive mechanisms that include camouflage, advanced sensory ability, and deadly poisons. In addition to their evolved traits, the beasts have a tremendous range of size, ranging from tiny swarms to colossal monsters.

Included in *Outbreak: Wild Kingdom*, you can expect to find:

- New Classes that pertain to settings in the wilderness or scenarios with lots of beasts.
- New and expanded Skills that are used commonly in the wilderness such as horseback riding and hunting.
- A library of new Horror Traits for zombies and zombie beasts.
- A sample campaign titled "Fair King Zoo" which can also be included in your current *Outbreak: Undead* campaign.

Outbreak: Wild Kingdom is a chance to showcase a much more expanded ruleset for animals than what is found in the Outbreak: Undead Core Rulebook. Those zombie beasts were included for those who are interested in including them as a smaller element of their core campaigns. This book is not just for the players who are curious to see the expanded rules for animals, it's also intended for those who are dedicated to the idea that zombie beasts can, and should be a major part of their campaign.

Core Rule Changes

Encounter Checks

Scenarios that utilize large numbers of zombie beasts will require a different approach to Encounter Checks (E%). In the core system, the E% is determined by the 'standard' zombies. Considering that the animal kingdom can be based on potentially several different kinds of zombie beasts, not just 'standard' human zombies, there may not be a 'standard' zombie in the same sense as a normal outbreak scenario when using several kinds of zombie beasts. For an outbreak scenario that features several kinds of zombie beasts, a different E% Table that is specific to a region or biome may be necessary to determine the result. This will be gone over in greater detail in the Gamemaster's Section. The Encounter Table is occasionally further modified by the traits of the zombie beasts themselves and can also result in encounters with things other than zombies.

Expanded Survival: Wilderness Checks

You'll notice in *Outbreak: Wild Kingdom* that 'Per- Survival' checks are required fairly often. They mostly accommodate the players' need to make shelter out of whatever they have available and assume that more often than not you are inside a building. Obviously the wilderness requires many more 'Per - Survival' checks than just one, and there are no walls to help you feel safe. A 'Per - Survival' check in the wilderness should be done when players are attempting to create a simple shelter to be away from the elements. Each DoS will land 1 night's worth of shelter. This has the same benefits as the 'Per-Survival' check as described in the *Outbreak: Undead* Core Rulebook, with a few exceptions:

- As long as there is an additional person 'keeping watch', they may treat this shelter like a Stronghold for healing and rest purposes. Otherwise, they may not.
- If a fire is made then E% rolls can be made as normal, and a success in this check can result in a reduction of 1 Risk maximum.
- Similar to a 'Headshot' in a standard 'Per

 Survival' check in the Core Rulebook, each subsequent check to create the shelter provides a +5% modifier for each DoS from the last roll. GMs should keep in mind accessible materials when creating additional Modifiers.

'Per - Survival' checks can also cover any of the following:

 Players attempting to create simple tools or weapons from scratch (ex. sharpening a stick effectively or creating rope from bamboo threads).

While the realization that failure can be often, keep in mind that many different modifiers from gear, skills and environment can make all the difference in a 'Per- Survival' check.

Food: Perishable/Non-Perishable

In natual settings, there needs to be a much stronger distinction between perishable and non-perishable 'Food'. In the core game, it was assumed that whatever food was found was able to survive to the moment it was discovered due to it being packaged in such a way as to preserve it, such as in cans/tins, making it resistant to spoilage. In this setting, there is a much stronger emphasis on hunting and gathering for sustenance. This can potentially be a more renewable source of Food than the diminishing returns from raiding stores and homes for Food items, but the tradeoff is that the Food hunted or gathered is prone to spoilage. For this reason, Food is divided into two categories: Perishable and Non-Perishable. This will be gone over in greater detail in Chapter 4: Gear.



I have been doing my best to try to make the upcoming off season out in the woods tolerable. Thankfully, I am only one man. I can live fairly well on meager findings. However, nature continues to be my enemy as I attempt to survive with these beasts around me. The worst was the realization that the squirrels had dug up my stores of nuts and roots. I had tried to bury them under trees so the raccoons and bears couldn't get at them. I thought squirrels only put their nuts in trees! I hope to snag a few of them so I might be able to turn them into a meal to make up for the ones they stole.

The smoke house I built has been a blessing; however, since I've never done it before, it took a few times to get it to work right. But after it was done, making jerky and smoked fish was one of the only reasons I'd be able to survive today. Since the squirrels, I've taken to bundling them up in bags made of animal skins and hanging them from the highest trees. I remember the old wilderness shop catalogs and how my crude devices resembled those sleek 'bear bags'. I would give the world for one of those retailers right now. A sleeping bag would be like Christmas in my tree-hell. Oh well, time to catch some squirrels so I can smoke em. Now if I could only get those damned snares to work properly...



CHAPTER 2

Character's Section



Characters in Outbreak: Wild Kingdom

This supplement introduces a whole new setting where specialization in survival, animal behavior and the natural sciences can be of a tremendous benefit. The types listed in the *Outbreak: Undead* Core Rulebook can obviously still apply, but these are a few additional options that can give a player the edge in this new and wild setting.

For all things *Outbreak: Undead*, we strive for realism. While we could not include every single profession in the Core Rulebook, we allowed ourselves the ability to continually expand on other professions that we believe may do well in survival scenarios. What you'll find in this chapter is specifically geared to be used with *Outbreak: Wild Kingdom*, however you are welcome (and encouraged) to use them in your regular campaigns as well. Wilderness survival, animal behavior, and intuition are important in the wild kingdom. These professions have an edge above most others which is why they are more common in areas where campaigns would take place using the information in this supplement.

Types

There are some types that become far more specialized in settings with a heavy emphasis on the wilderness and/or wildlife.

Conservationist/Nature Photographer An advanced Civilian type with the option of more bonus skill Tiers.

Farmer/Rancher

A valuable Stronghold-maintaining type that has the ability to supply food and various other skills to the benefit of the greater good.

Hillbilly

A rugged, self-sufficient survivalist type with an extensive knowledge of their surrounding wilderness, almost to the detriment of all other learning.

K-9 Unit Trainer/Rescue Dog Trainer A specialist that is skilled at training and commanding dogs to perform valuable, potentially life-saving tasks.

Naturalist/Biologist

A person who is a scientist specializing in environmental sciences. This gives them a distinct edge in many regards to the natural world, however, their time may be torn between the wilderness and the laboratory.

Ranger

A government employee who oversees National Parks and Preserves. They are sometimes given the thankless job of rounding up tourists, but their heart and education is staunchly grounded in several disciplines that a character would find useful when forced to survive in the wild.

Rancher

The rancher is adept at raising animals for any number of purposes, generally dairy or meat. A rancher is a rugged individual who is more than capable of holding their own in the wild.

Tracker/Guide

Similar to the ranger, a tracker or guide makes their living leading less experienced people through scenic and wild destinations. Their profession requires a high degree of awareness of the telltale signs of trouble to compensate for their sometimes less-than-capable travel companions.

Trapper/Poacher

An individual who makes their living hunting animals illegally. Not just those animals that are out of season, but those that are endangered. This has earned them the chagrin of most the civilized world.

Veterinarian

This is a specialist who is capable of performing medical aid on animals. This gives them some increased ability to take care of humans, but their true specialty lies in the diagnosis and treatment of those creatures that are unable to describe what is ailing them.

Zookeeper

What a zookeeper makes up for in lack of potential field experience is their knowledge of a very large number of different kinds of animals. Whereas a specialist may know about one species in great detail, a zookeeper is required to know about multiple animals. This knowledge can come in handy when trying to navigate wild terrain.

Conservationist

A conservationist is a person dedicated to the preservation of the wilderness. They may not have the in-depth scientific background of a researcher, but they are allowed additional benefits due to being ingratiated into the subject of nature. Some such additional benefits are the general understanding of nature, ecosystems and plant and wildlife.

Bonus Skill: Survivalist or Animal Behaviorist

Farmer/Rancher

The farmer and rancher are extremely valuable members of a post-apocalypse society. They have the knowledge of the science of optimizing the growing of crops. This type was a part of the Core Rulebook's available options, however, given the setting, there is a much more expanded role that such a person can take on.

Bonus Skill: Same as Core Rulebook, Farming or Ranching, "Trick Knee"

Hillbilly

Often used as derogatory slang, the hillbilly is someone who lives almost entirely off the beaten path. This practically assures that they will be the ones least out of their element should they be driven into the wilderness by a wave of zombies.

Bonus Skill: Survivalist biome (Mountains/ Temperate/Boreal Forest) - +10 bonus to 'Per - Survival Checks' per Tier as it relates to their prerequisite biome.

K-9 Unit Trainer/Rescue Dog Trainer

This is a specialist military or police officer that spends their time training and working with K-9 units. This gives them a higher degree of animal empathy with their dogs, and they are familiar with training methods to produce service dogs.

Traits: Same as 'Police/Military' type, however, these characters have an increased ability to train/handle emergency dogs/K-9 Units by granting a +25% Empathy to their 'Animal Training/Handling (dog)' checks. In addition, they may add 'Dog Training/Animal Handling' as one of their available options for bonus skills offered by their original Type (typically Police, but can also be Military or even Civilian).

They begin the game with a 'Service Dog' that knows three Commands.



Naturalist/Biologist

A scientist who spends just as much time out in the field as they do in the lab. They can be classified as the more 'adventurous' type of scientist in some regards. Most of their skills apply primarily to the natural world.

Traits: Same as 'Scientist' type, but is allowed to take skills available in this book.

Bonus Skills: Starts with Animal Behaviorist at 1st Tier. 1-2 Additional bonus Tiers in Animal Behaviorist, Frontier Medicine, or Survivalist.

Park Ranger

Same as 'Correctional Officer' type, however, upon character creation, they may choose two free bonus skills from the following list:

Bonus Skills: Animal Behaviorist, Animal Instinct, First Aid 'Animal Venom', Frontier Medicine, Horseback Riding, Survivalist - (biome), or Track.

I've been almost 2 months in the forest by now, and I can tell you Hell would be a welcome alternative to this. I've built the Tree Haven for sleeping, , and being only a 'mild' escape from the elements, luckily so far it has held up. The mosquito netting in my hammock keeps most buys off me, and so far none of the undead have been able to see me among the tree cover. However, my nights are still sleepless; I still can see Paul's face in my mind at times. The birds also keep me awake as well. Most of my days are full of collecting whatever edibles I can identify from my old handbook. Berries, mushrooms, and roots are in abundance here. I was already a vegetarian, but I've found myself living quite well on this limited diet. Also, finding potable water is usually pretty easy, as there is a nice stream not too far from my tree. I use it to fill whatever receptacle I can find among the wreckage of civilization. That leaves just the zombies and beasts that come across my Way.

The dogs are still around; they have started pushing into the woods to find new prey, but I've seen them less and less as the days go by. I guess they keep to the cities. Unfortunately, I've stumbled into a greater nightmare in my travels that must be documented...

Tracker/Guide (Biome)

A tracker or guide is the same as the 'Civilian' type in most respects, however, this profession specializes in living and working in biomes that are unique and sometimes dangerous. As such, they receive a free bonus skill in the given biome they work in, in addition to their normal starting skills.

For example:

- Mountaineer Free Survivalist Tier in 'Alpine or Tundra' (or both). Additional +10 bonus to 'Per - Survival Checks' per Tier in Alpine or Tundra biomes. (Sherpas), Acclimated
- King of the Desert Free Survivalist Tier in Desert biomes. (Bedouin, Native Aboriginal Australian, etc.) Additional +10 bonus to 'Per - Survival Checks' per Tier in Desert biomes.
- · Seafarer Swimming, Fisherman

Trapper/Poacher

Those that carry this title are people involved in illegal hunting and trade of animals that are often teetering on the brink of extinction. Despite the unsavory nature of their business, there are few else you'd want by your side when being stalked by something that considers you prey, as these individuals not only have practice hunting large and dangerous animals, but evading capture as well.

Traits:

RA: minimum 20

Special requirements: If this class is taken as a template, the character must deduct 1d6 Empathy to their SPEW stat to a minimum of 5.

Bonus Skills: Big Game Hunter, Stalk, Survivalist, Animal Behaviorist

Veterinarian

Same as 'Scientist' type, however, gains three bonus Tiers of the 'First Aid (beast)' skill. These Tiers can be applied to one particular beast, or can be seperated into multiple iterations of the skill to cover up to three different types of beasts (Tier 1 for three different beasts, or Tier 3 for one beast).

Zookeeper

It takes nerves of steel to work daily with creatures that are both unpredictable, and on occasions deadly. While many Zookeepers' jobs are simply to attend to the animals' needs, it cannot be disputed that a caretaker knows their animals the best, and what to expect from them.

Bonus Skills: First Aid (Animal Venom, beast) at 2nd Tier, +5% RA with Tranquilizer weapons, Animal Behaviorist at 2nd Tier, Animal Training/ Handling, +d3 Will.



New Skills

The characters in this setting have access to new and expanded skills. These additional skills are somewhat different than the ones presented in the Core Rulebook. Unlike some of the other skills presented in the Core Rulebook, nearly all of these skills grant SPEW statistic increases and thus can be increased by using Gestalt Dice. Some skills have additional abilities other than increasing a SPEW stat for the sake of one or more kinds of check; those remain unchanged unless a character actually increases the Tier of the skill itself.

Acclimated

This characters is used to high altitudes. They get a +5 bonus per Tier to 'Str - Endurance' when making checks to resist the effects from the thin air of high altitude.

Animal Instinct

+5 Bonus per Tier to 'Per - Spot' checks. This bonus is increased to +10 per Tier when making checks because of the 'Stalker' Horror Trait.

Animal Behaviorist

When making a Trailing Zombies roll in a campaign using zombie beasts, a character with this skill can reduce Risk by 1 per Tier in this skill.

Animal Training/Handling (type)

A character may get a +5 Empathy per Tier in this skill when commanding an animal to perform an action. This bonus extends to the Objective of any mission to train the animal to learn a new trick. Regular training will be required to reinforce old tricks learned. This additional reinforcement will be automatically successful if attempted.

Big Game Hunter

A character may alter the Degrees of Failure when combatting a Titan by 1 per Tier. This skill also grants +10 to Attack when attacking a specific Titan type. This bonus only extends to one kind of Titan, not all varieties; eg. Elephant, Rhinoceros, or Hippopotamus.

Cooking

This skill represents a character's experience preparing food. Characters are granted +5

per Tier to the Objective of any missions that involves the preparing or preservation of Food or Perishable Food. Also, their ability with seasonings and spices, as well as their nose for quality, will allow them to salvage or use Perishable Food that is on the border of spoilage. For this reason, they can spend 1 Resource to prevent 1 Perishable Food from spoiling, but it must be consumed immediately.

Horseback Riding

+5 per Tier to any check involving horseback riding. This skill can be further increased by Gestalt Dice.

Farming

This character is familiar with how to coordinate planting, growing and harvesting with the seasons of the region. This character gets a +5 bonus per Tier to the Objective of any mission that invovles agriculture. In addition to this, they may yield 100% more Food from a successful 'Harvest' mission per Tier in this skill.

First Aid (Animal Venom)

Allows 'Per - First Aid' checks to remove the effects of a beast's 'Venom' attack. Whatever initial damage characters take from the attack is not prevented, only subsequent effects that Venom causes. Success in this check may not prevent its effects, but it can delay them by 1d6 Time per Degree of Success so more advanced treatment can be performed.

First Aid (beast)

Allows 'Per - First Aid' checks to made on living beasts as if they were living humans. This skill counts as 'Basic First Aid Training' for the beast denoted in the skill (Add +5 to 'Per - First Aid/ Dia' per Tier, +1 Health per Tier, Kit Degradation Halved). Any healing items that could be used on characters, can be used by a player with this skill on the beast denoted in the skill. This skill can be taken multiple times, but each successive time it applies to a different beast, the Tier bonus resets to 1 (eg: a Veterinarian with 'First Aid (Dog)' at Tier 3 and 'First Aid (Horse)' at Tier 1 will add +15% for 'Per - Diagnosis' checks for Dogs, but only +5 for Horses.

Frontier Medicine

Allows first aid checks without proper medical gear. Characters with this skill will reduce penalties for making 'Per - First Aid' checks without equipment by 1 per Tier. If this would reduce the penalty to below 0, add a +5 bonus.

Hunter/Fisherman

+5 Attack per Tier versus one type of beast. At 5th Tier, the character's attacks have 'Bane' towards the beast type. Titans cannot be selected as a beast type for this skill.

Mountaineer

Prerequisite Survivalist (Alpine, Tundra). +10 Bonus to Strength per Tier for 'Per - Balance' and 'Str - Climb' checks. This skill can be further increased by Gestalt Dice, except it will only increase the bonus by +d3 per Gestalt Die used instead of the normal d6.

Ranching

The character is familiar with herding and raising cattle. The character gets +5 per Tier in this skill to the Objective of any mission involving ranching, cattle herding or driving. In addition to this, a character with this skill can yield 100% more Food and Resource from Dairy and Slaughter missions.

Swimming

+5 Bonus per Tier to 'Str - Endurance' checks when swimming. This skill can be further increased by Gestalt Dice.

Track

Each Tier in this skill will allow a character to alter an E% as it relates to zombie beasts by 1 DoS in order to determine the result of an E%.

"Trick Knee"

This is rarely an actual "trick knee", rather it's more often an exceptional familiarity with the weather patterns of a specific area. Each Tier in this skill will provide a character a +5 bonus to 'Per - Survival' in order to determine if a specific kind of weather pattern is approaching (storm, blizzard, hurricane, etc). The 'Survivalist' skill increases this bonus by +5 per Tier in 'Survivalist' as well.

New Handicaps

Agoraphobia

Fear of wide open spaces. In the wild, this is a common feature, so instead of making checks to avoid Panic all the time, a character will increase the Difficulty of all 'Will - Resist Panic' checks by 1 or more that they are required to make while in an open expanse of territory. Generally, the 'Featureless' biome feature would qualify as this sort of environment.

Ailurophobia

This character has a fear of cats. This character must make a 'Will - Resist Panic' check whenever encountering any form of Hellcat.

Aquaphobia

This character will have difficulty entering or being around large bodies of water. This will result in characters immediately becoming Panicked when they fall into, or attempt to make any checks while in the water. A Willpower check will be required in order for a character to perform any action other than attempting to swim to safety.

Cynophobia

This character has a fear of dogs which will require them to make a 'Will - Resist Panic' check whenever encountering any form of Hellhound.

Ornithophobia

Fear of birds. This character must pass a 'Will - Resist Panic' check when attacking or being attacked by Raptors.

Poor Swimmer

This character has difficulty swimming. They increase the Difficulty of all 'Str - Swimming' checks by anywhere from 1-3. Only characters with Aquaphobia can have Difficulty increased by 4 or more.

Short Attention Span

This character tires of tedious tasks very quickly. These characters decrease the Degradation of 'Pastime' items from 0.5 to 1 or higher.

Domesticated Animals

A domestic animal can be a welcome companion in the post-apocalypse setting. They can even be trained to perform useful functions, in addition to providing some much needed companionship in the sometimes desolate environment.

Domestic Animal Traits/Commands

Agile/Flight

Any attacker with Size 1 or greater will not be able to grapple with this animal normally. This animal can typically climb at their normal speed without needing to make Checks.

Escape Artist

This animal is adept at not staying in one place for long, and is not easily kept in captivity. An animal with this trait will count their Speed or their Perception as being one level higher when determining the result of an 'Escape' attempt.

Frail

Any attacker who grapples with this size of animal rolls opposed Strength checks as normal. This animal will not add anything to their Strength.

Food

This animal is rarely large or strong enough to fend for itself, so it will require 1 Pet Food per day to sustain it. Failing to provide Food will 'Starve' the animal.

Hound

This is a breed of dog that is capable of nipping at the heels of much larger animals. A breed of dog that is a hound will be able to avoid encounters with non-zombie beasts by being able to decrease the number of Degrees of Success in an E% by d6, however the Hound must pass a Strength check. A hound will take 1d6 damage per DoF in the Strength check.

Nasty

This animal is so territorial and nasty that its death will probably come as a relief to the other survivors, who have doubtlessly been bitten or intimidated by this animal. No Empathy check will be required of an animal with this trait being killed to see if Stronghold Morale is drained. -5 to Empathy but +5 to Strength and +5 to any 'Emp -Diplomacy (intimidation)' checks for this animal.

Search

This animal is especially capable of searching for one specific thing, typically People, Narcotics, Ammo and Munitions, or Food on command. Each Search option is a different command option, so taking Search does not grant the ability of each of the things listed above. Rather they will be 'Search, People' *or* 'Search, Narcotics' and so on. A 'Search' animal will grant a +25 bonus to a handler's 'Per - Search' checks when searching for the animal's specialty.

Self-Sufficient

A pet will not require Food or Pet Food in order to keep them alive, as they are good at hunting small animals to sustain themselves. Their benefts can only be granted if they are able to feed, however.

Stubborn

Characters making 'Per - Animal Handling/ Training' checks with this animal make them at +1 Difficulty.

Yappy

Taking this animal out on missions may be more trouble than they are worth. They will generate 1 Noise at the beginning of each Encounter unless their trainer can pass an 'Emp - Animal Training/ Handling (Animal)' check.

Cats, Domestic

Size: 0 Defense: G-0/R-5 Strength: 0 Empathy: 10 Perception: High (Lv. 4) Speed: High (Lv. 4)

Special:

Agile

Hearing, Superb

Mascot - The cat can provide companionship and will increase Stronghold Morale by 1.

Self-Sufficient

Escape Artist

Dog, Domestic, Small

Size: 0 Defense: G-0/R-3 Strength: 0 Empathy: 20 Perception: Medium (Lv. 3) Speed: Medium (Lv. 3)

Special:

Early Warning - The only useful function from a survival standpoint is that such a dog can serve as a warning. A sufficiently fed and trained dog can reduce Risk by 1 before any Trailing Zombies roll are made. They can learn other commands, but at this size, it is more done out of amusement and training procedure rather than being useful in and of themselves.

Frail

Scent, Superb

Yappy

Dog, Domestic, Medium

Size: 0 - 1 Defense: G-1/R-3 Strength: 10-15 Empathy: 25 Perception: Medium (Lv. 3) Speed: Medium (Lv. 3)

Special: Commands to learn/Traits:

- Attack
- Fetch

- Nasty
- Search
- Stay/Come*
- Track
- * All trained dogs can Stay, but this represents a special talent with it, such as only returning upon a direct command from the trainer after long periods of time.

Food - A dog requires 1 Food or Pet Food per day. Failing to provide will 'Starve' the animal.

Dog, Domestic, Large

Size: 1 Defense: G-2/R-2 Strength: 25 Empathy: 25 Perception: High (Lv. 4) Speed: Medium (Lv. 3)

Special:

Commands to learn/Traits:

- Attack
- Fetch
- Nasty
- Search
- Stay/Come*
- Track

* All trained dogs can Stay, but this represents a special talent with it, such as only returning upon a direct command from the trainer.

Food - A dog requires 1 Food or Pet Food per day.



Dog Subtypes

A dog can be broken down further into more specific categories. This will grant them additional options for training and other special rules. They are taken as tempates to be added to one of the dog types listed previously.

Man's Best Friend

A lovable pet that may learn a few useful tricks, but is one whose primary purpose is to be a loyal companion in troubling times.

Special:

This kind of Dog has additional Command/Trait options that they can choose in addition to their normal options:

- *Friendly* any character may make an 'Emp - Animal Training/Handling (Dog)' check to command the dog if they know the proper command the dog has been trained with. This cannot be taken if the 'Attack' command is learned.
- Lovable +10 Empathy
- *Loyal* +25 Empathy when making 'Emp - Animal Training/Handling (Dog)' to make a Stay/Come command.
- *Minor Training* remove 'Dumb Mutt' trait

Dumb Mutt - A dog of this kind may be lovable, but they are lacking of common sense due to their sheltered life or lack of training. Such behavior includes barking needlessly to attract attention and chasing after things they really shouldn't be. If this trait persists, the dog will generate 1d3 Risk before any Trailing Zombies rolls are made. This can be prevented with an 'Emp - Animal Training/ Handling (Dog)' check.

Service Dog

This dog is typically a more no-nonsense personality by breed and training. They are companions, but typically to the select few they have trained with.

Special:

This kind of dog has had a lifetime of strict training. They may take an additional Command option that can be taken from the following list:

• Attack Dog - Requires 'Attack'. Grants

'Vicious' trait to their attack, +5 Strength.

• Guard Dog - Reduce Risk by 1d6 before

Trailing Zombies rolls are made.

- Hunting Dog Requires 'Fetch'. Grants +25% to the Objective for any 'Hunting -Water/Land Fowl' mission. Can substitute 'Track' as a prerequisite in order to add the bonus to the Objective to 'Hunting -Big Game, Small Game' instead.
- Intimidation This dog's breed is known for their ferocity. They grant their handler +10 to any 'Emp - Diplomacy (Intimidate)' check against The Living.
- Search and Rescue +25 to the Objective of 'Search and Rescue' missions.
- Seeing Eye Can lead the blind.
- Sled Dog A sled dog can, when with a team of dogs, can pull a dog sled. On their own they have incredible endurance. They get +25 to any 'Str Endurance' checks and reduce Environmental Modifiers by 3 due to 'Extremely Cold' biome features.

Wild Dog

A wild dog will have learned to survive somewhat without a handler, and would take quite a bit of coaxing in order to win the dog's trust. As a result, they have all the rules of a dog of their size and breed, but all 'Emp - Dog Training/ Handling' checks will be increased by 1 Difficulty.

A wild dog cannot be 'Man's Best Friend' or a 'Service Dog', as those dogs are often a product of lifelong training and human companionship.

Empathy: -10 Strength: +5

Special: Escape Artist

Horses/Riding Animals

A riding animal or a beast of burden can be an extremely welcome companion, being far more reliable than a vehicle. They can be tempermental, but they can save days on a trek and can carry a lot of gear that would normally rest upon the shoulders of weaker humans. They are divided by Size, so any riding animal with a Size equal to the one presented in the following profile will be included in that category.

Riding Animal, Small

Size: 2 Defense: G - 2/R - 0 Strength: 30 Empathy: 15 Perception: High (Lv. 4) Speed: High (Lv. 4) Cargo: 10 CU

Special:

Beast of Burden - this animal can be trained to be nothing more than a beast of burden. If no other commands are learned, then a character may add +2 to their Cargo.

Riding Animal, Medium

Size: 3 Defense: G-3/R-0 Strength: 45 Empathy: 15 Perception: High (Lv. 4) Speed: High (Lv. 4)

Riding Animal, Large

Size: 3 Defense: G-4/R-0 Strength: 55 Empathy: 15 Perception: High (Lv. 4) Speed: High (Lv. 4)

Riding Animal, Massive

Size: 4 Defense: G-5/R-3 Strength: 70 Empathy: 10 Perception: High (Lv. 4) Speed: High (Lv. 4)

All Riding Animals have the following Command/ Trait options:

Riding Animal - +10 Empathy

Hardy - Reduce Environmental Modifiers by 1 each time this trait is taken. Can only be taken based on the traits of the beast itself. Cannot be learned or trained.

Friendly - Will take commands from people

other than the Handler.

War Training - Can make an 'Attack' on command other than just in self-defense. Cannot be taken with 'Friendly'.

Food - unless in biomes with 'Dense Plant Growth', or 'Verdant', a Riding Animal must spend 1 Time per Size + the Environmental Modifier of the region grazing and doing nothing else. Failing to do so will 'Starve' the animal.

Proper Pet Care

Feeding

Most animals have a 'Food' requirement in order to ensure that they survive and can be healthy. A pet's daily requirement of Food will be equal to 1 CU of Pet Food per Size of the animal. The type of food does not need to be more specific than this, considering that the characters would probably have the sense to grab the right kind of food for the pet that is under their care,



though some more exotic pets may have their food restricted by rarity.

Starving

Each day an animal is not fed or allowed to feed properly, the Difficulty of all 'Emp - Training/ Handling (animal)' checks will increase equal to the amount of Food they have been deprived of. If this continues until they need twice the amount of food as their Size, then the animal will become very agitated and will cease to listen to any commands. Some more strong-willed animals will actually attempt escape.

Escape

An animal attempting escape will make a 'Strength' check with a Difficulty equal to the Stronghold's Structure minus the Perception or Speed of the animal. If this is successful, then the animal runs off. Otherwise, the animal's attempt draws the attention of the survivors and is prevented or fails for some other reason.

Training an Animal

To train an animal to understand a new command, a character must successfully train the animal by making a 'Emp - Training/Handling (animal)' check. Upon completion, the animal may take a new command from their handler. The amount of Time needed is 10d10 per existing command known.

Playing/Reinforcement Training

As with all learned behavior, constant practice and reinforcement is necessary in order to maintain it. Dogs and other animals that get training will crave more attention and will require more time be dedicated to their training. Each 'Command' an animal knows will require that their handler devote 1 Time per day to play with and reinforce the training the animal has. This can be done passively, it just cannot be neglected entirely.

The Loss of a Pet

With death being a constant companion to

survivors, the death of a pet animal can be just as traumatizing as the loss of a person under the right circumstances. For this reason, the death of a pet will cause a loss of Morale as if a player had died.

Exotic Pets

There are other more exotic animals that can be pets, but they haven't had the hundreds if not thousands of years of domestication that dogs, cats, cattle, beasts of burden and horses have had. If a campaign includes the possibility of having exotic animals as pets, apply the following rules:

- Apply 'Escape Artist', 'Nasty', and 'Stubborn' rule to represent the closeness of the animal to its wild heritage (if not taken from the wild direcly).
- Apply Climb, Flight, Swimming or any other additional means of locomotion the animal has.
- Apply any other Universal Special Rules that the beast may have from the list starting on page 22.



Bestiary

CHAPTER 3



creature of nightmares.

refore the other animals ures only to be devoured ing these creature either I.d. Chasing off the birds with fire and killing whatever has infected them first. I did this at first just to ensure my own skin was safe. But after a while, I felt it was a duty I had to these animals to ensure they did not become a

The Beasts

Beast Designing Framework

For all you mad scientists out there ...

Due to the immensity of the animal kingdom, this supplement does not try to encompass a specific example for every possible beast out there. The following ruleset allows GMs to create the stats for a specific zombie beast of their choosing, whether the animal actually exists in the animal kingdom or is some new unique and terrifying monster of their own demented creation.

Kingdom Examples

- Amphibians Alligators, Frogs, Toads, etc.
- Birds Cranes, Emus, Songbirds, Parrots, Raptors, etc.
- Fish Barracudas, Piranhas, Sharks, etc
- Invertebrates Beetles, Flies, Spiders, Wasps, Octopus, etc.
- Mammals Ungulates, Primates, Bears, Rodents, etc.
- Reptiles Lizards, Turtles, Snakes, etc.

Species

Assigning a beast's species is fairly selfexplanatory. In Outbreak: Undead terms, you can have this mean what category of zombie beast it falls under. Sometimes several varieties of animals are lumped into the same category due to their similarities. The difference between them may be important to note, however, especially when it comes to potential 'Habitat'.

Biome Habitat

Determine the appropriate biome that your beast resides in. Zombie beasts will almost always be encountered in the natural habitat they lived in before infection, and will remain in that area to hunt or be near others of its kind (possibly to infect more). Know that beasts are by no means limited to the biome in which they naturally survive. GMs are encouraged to design scenarios where beasts can be truly terrifying due to said beasts being out of their natural element, and instead in the player's or the stronghold's literal backyard. However, a shred of common sense must be applied, such as having aquatic beasts in a land biome, which is nearly always physically impossible. Players can use their knowledge (both via skills and player knowledge) to their advantage by choosing to draw beasts out of their normal biomes and forcing the beasts to engage in what would normally be considered an unfavorable biome.

Because of the staggering biodiversity of even similar species within the same location, it is impossible to construct a generic Encounter (E%) table for each biome. Instead, should a GM decide to incorporate a specific kind of beast in their scenario, then they will have to consult the Habitat entry of the beast. It will detail what biome/environmental features a location is required to have in order for the beast to be encountered there.

They will read as follows: Name of biome, (any additional specific terrain features, environmental features such as specific features or seasons), any additional biomes the beast may reside in (separated by commas).

So for instance, a 'Hellhound, Large (Wolf)' will have an entry that may read like this:

Habitat: Tundra (Grassland, Summer), Boreal Forest , Savanna

This entry would indicate that a such a Hellhound takes the form of a wolf which can be found in a Tundra grassland or any area of a Tundra during Summer months OR a Boreal Forest under any circumstances OR a Savanna.

Sometimes, the rough categories that the beasts fill will have Habitat ranges that are extremely large. A good example of this are Hellcats, which represent everything from small, wild hunting cats like the lynx, to snow leopards and tigers. This puts their potential habitat virtually all over the world due to the presence of one or more examples of hunting cats that would fill the role of a 'Hellcat' as described in this book. Note that the Habitat entry assumes that a beast still maintains a shred of their old behavior patterns and habits. It may well be that a zombie virus obliterates this to such an extent that a beast's pre-infection Habitat is meaningless. Nevertheless, for those striving for a more accurate representation of the wildlife of the region they are in, such a reference is useful to have.

It is also important to note that there is not always a direct game term that links with certain descriptors for a beast's Habitat. Some simply state where the beast resides without any further use in game terms. These are simply describing a specific type of climate, region, or any miscellaneous information to help place the beast within its proper Habitat.

Type

GM created beasts can be of any type (standard, unique, or OBM) depending on the Outbreak Scenario. Generally, standard zombie beasts will be of a smaller Size than the original animals (but not always) and there will be multiple per Encounter. Most importantly, these beasts will be more common. Unique beasts will be startling in their appearance or the nature of their attacks, and can/should be used to add variety (where it makes sense given the appropriate biome) to encounters with standard zombie beasts. OBM beasts are truly horrifying in nature and tend to be of the Titan size of beasts (or larger...).

The 'Standard' zombie (beast or otherwise) of a scenario may be misleading. Under most circumstances, standard zombies are the common human zombies. The sheer variety of zombie beasts makes this nomenclature fairly meaningless. In this case, it sometimes helps to use the location's food chain as a guide. The lower beasts on the food chain will be more likely to be Standard than the predators that hunt them. Predators will likely be the Template or Unique types.

Size

Size is the determinate of the number of Zombie Kills (ZK) required to take down a beast. The larger they are, the higher the amount of ammo it usually requires to take them down. Standard zombies will typically be Size 0, 1 or 2. Unique zombies are typically Size 2 or 3, and OBMs will be of Size 4 or greater. Again these Size restrictions are mutable dependent on the specific scenario. For example, if a GM is running a scenario set in an African Safari where all the beasts are Titans and are considered 'Standard' for that scenario, then the needs of that scenario take precedent over the rules here.

Strength

Size 0 creatures typically range from 0 to 20 Str. Size 1 creatures typically range from 20 to 40 Str. Size 2 creatures typically range from 40 to 60 Str. Size 3 creatures typically range from 60 to 80 Str. Size 4 creatures typically range from 80 to 100 Str. Size 5+ creatures will have over 100+ Str and will most certainly be the nightmares known as OBMs.

Perception

Determine an appropriate Perception rating for your beast. The level of perception will be based on what the beast used to survive with in life. They may have a heightened sense of smell that they previously used to avoid predators, while predators may have used a keen sense of hearing or vision to stalk their prey. Use your best judgment as the GM as to what perception the undead variants of these creatures should be allowed. Level 1 Perception beasts will have substandard means of detection and are easily avoided, whereas Level 5 Perception beasts will be able to stalk prey from miles away.

Sense

Determine how your beast detects its prey. The options are:

- Vision/Sight (V)
- · Hearing (H)
- Smell (Sm)
- Lifesense (Li)

Many beasts will have a heightened ability to detect its prey with a highly-evolved mechanism that still utilizes those senses. Sonar and echolocaton is a trait many beasts have, but it still uses their 'Hearing' sense. These traits often have additional rules in regards to how they alter the chance of an E%.

Speed

Determine an appropriate Speed rating for your beast.

- · Level 1 Very Slow
- Level 2 Slow
- Level 3 Medium
- Level 4 Fast
- Level 5 Very Fast

Attacks and Horror Traits

Unless otherwise noted, all beasts will inflict damage like normal zombies, (1d6 per Degree of Success in a grapple check). However, unlike other zombies, beasts have a much wider option of Horror Traits that include special attacks triggered upon achieving a certain number of Degrees of Success in their grapple check with a character.

Defense

Apply Defense based on the perception and size of the beast as well as any appropriate Horror Trait modifiers that may increase defense. Remember to set a stat for both Ranged and Grapple/Close Range defense.

- Basic ability to get out of the way, medium sized creatures, regular skin. (Human/Ostrich/Dog)
- 2 Agile creatures, makes an attempt to dodge, medium to small sized creatures, large bones. (Deer/Hyena)
- 3 Swift creatures, takes a skilled shot to take one down, especially on the move. Usually small creatures or creatures with thick skin. (Cats/Owl/Bear)
- 4+ Swift and Agile creatures, very difficult to hit, small to tiny sized creatures, Large creatures with very thick skin and large bones. (Falcon/Rhinoceros/Field Mouse)

Virus

How virulent is your beast? How deadly is the venom? One bite and you're instantly infected? Does the poison slowly rot your brain or consume you from within? Assign a Viral level, typically between 0 and 5, for each attack, the beast can deliver. A viral rating of 1, which allows bodily

fluid transmission during an attack is standard. Consider for a moment if your zombie beasts can transfer the virus cross-species, or will it only affect other animals?

Universal Special Rules (Special)

Apply any or all Universal Special Rules to your beast that would be appropriate for a beast of that species or biome.

Universal Special Rules

Amphibious

Beasts are able to exist in both aquatic and land biomes, but are unable to live in either exclusively. Decrease the E% DoS requirement to Encounter these beasts by 1 when in marshlands, swamps, or in extremely moist environments.

Aquatic

Beasts are able to swim easily. If they are land creatures, their movement is unhindered by water (and in some cases, increased).

Burrowing

Beasts are able to dig burrows and live underground. E% checks that result in burrowing beasts will decrease the threshold of Degrees of Success needed for any Surprise Attack by 1.





Climb

Beasts are able to climb trees and rocks with exceptional ease. Beasts are allowed to climb up such surfaces, but the rate is divided by their Size. So, Size 1 will have no change in rate, Size 2 will have their movement rate cut in half, Size 3 will be cut to a third of their normal speed, and so on.

Flight

These beasts can only be attacked in melee with a single attack, and only when they go in for an attack themselves. They also get a +4 bonus to their ranged defense when in flight.

Hibernating

This beast will be inactive during the winter months as per the 'Hibernation' rules in the 'Biome Universal Special Rules' in Chapter 5.

Invertebrate

These animals are difficult to kill and the absence of a spine makes destroying the brain that much more difficult. When an invertebrate is killed, there is a 15% chance that it will make one last full round of attacks even after it is killed. Likewise, if any redundant 'limbs' are destroyed, there is no negative modifier for using them until all of the remaining limbs have been destroyed. This is assuming, of course, that the creature is large and deadly enough as it is to pose a threat.

Living

The living versions of the zombie beasts will not require ZK% to kill, but they will have Health totals equal to 10 per Size of the beast. This can be randomized by rolling 2d6 per Size.

Mammal

These animals in life produced their own heat and breathed air, but as undead they are more similar than not to their biologically alive counterparts. For this reason they can take the 'Living' and 'Sentient' horror traits from the Core Rulebook.

Nocturnal

These beasts will only emerge during periods of Time at night. E% are rolled as normal for them even if the characters have made a successful 'Per- Survival' check to turn in for the night.

Thick Skinned

These beasts have extremely protective skin or hide. They are immune to flame weapons and short to medium piercing and slashing weapons. Bludgeons of any size have no effect on them unless they are Size 1 or smaller.

Tough

These beasts require one additional ZK% than their physical Size would indicate. Living beasts can instead be granted 20 Health per Size or roll 4d6 per Size for randomized Health totals.

Skittish

These beasts are opportunists and will quickly run if the odds are not in their favor. Killing one or more of them will make them flee the Encounter, which will increase Risk as if the players themselves have fled.

Swarm

These beasts aggregate together to form a swirling mass of chaos and turmoil to overwhelm their (often much larger) prey with greater numbers.

A Swarm has the following rules:

Size and Strength

Swarms are not dangerous unless encountered in

large numbers. Roll a d3 + Outbreak Level when encountered. That will be the 'Size' to determine the number of ZK% required to destroy the swarm. This number also determines Strength. The Strength of the swarm is 5 per Size of the swarm. This means that the same swarm can have different Strength attributes from turn to turn.

Gathering Numbers

If subsequent E% rolls result in the swarm gathering in strength, add 1d3 + Outbreak Level to the existing swarm's Size.

Attacks

There are no penalties for making multiple attacks or attacking multiple targets against a swarm.

Damage

The collective bites/stings/pecks will only do 1 damage per Size of the swarm. Defense, however, cannot reduce this number.

Smother

If an unfortunate Survivor is Knocked Prone when Grappling or melee attacking a swarm, then they will take additional damage as the swarm rushes over them and into their clothing, biting and stinging furiously. The character will take 1d6 damage per Size of the swarm per turn they are prone. Defense cannot reduce this damage.

Bane - Flame Weapons, Bludgeons, Shotguns, Poisons

In addition to normal Bane rules, swarms have a Defense of 0 at any range when hit with these weapons. For Flame Weapons, each Degree of Success in the attack will count towards the amount of ZK% needed to kill the swarm instead of just 1. A swarm will always have a Bane that is reminiscent of a manner of disposing of the nonzombie versions of the creatures.

Resistance - Rifle Weapons/Bows/Crossbows These weapons are very ineffective against a swarm, and only an attack with 3 or more Degrees of Success will count as a ZK% against them.

Unarmed

There are no penalties for being unarmed when attacking a swarm.



Lesser Beasts as Environmental Features

There are a number of beasts that are not dangerous enough to humans in any fashion (infected or not) to warrant a full-fledged Encounter. This takes the form of housecats, small dogs, small mammals, invertebrates, fish, or reptiles, etc. For this reason, should such beasts appear on an E% table and result from an E% check, then you simply apply a result as having encountered some beast that is more or less a nuisance. They don't have a stat line like other beasts would; instead, they produce specific events or effects, some of which can be very harmful. A few examples of what could occur are as follows:

- A minor amount of Health damage.
- An increase in Risk.
- Forcing a check of some sort to avoid another environmental hazard (such as Fauna Poisonous).

Whatever the result is, the beast's entry itself will replace its normal stat block with what takes place during an Encounter with such a beast.

It should be noted that encountering a lesser beast in this way will not generate Risk as a normal Encounter would unless the beast's rules specify that it would.

Horror Traits

Unlike Horror Traits of human zombies, the variety of animal species produces a much broader range of possible characteristics. Beasts in the Core Rulebook covered this by having different kinds of attacks based on the number of Degrees of Success in their attack in their specific entries. For Wild Kingdom, the Horror Traits in this section have been expanded are sometimes include universal special attacks instead of rules that apply only to one particular beast.

For such Horror Traits that involve a special attack, the strength or effect depends upon what sort of attack is made, as well as at what degree of success a beast must roll in order to trigger it. Consider as well, that some attacks are melee attacks, whereas some are done at range or during grappling. The entry will make such distinctions.

Aggressively Territorial Fleeing an Encounter with a zombie with this Horror Trait will force players to make a 'Str - Endurance' check to outrun the beasts, but if they fail, the characters will be drawn into another encounter with the beast(s) with this Horror Trait. Time will pass normally between encounters.

Alpha

One beast among the others is considered an 'Alpha', which means that they are the dominant beast. If there are multiple beasts in an Encounter, then one of the beasts has +10 Strength per Size and has I level higher Perception and Speed for the sake of determining encounter length.

Once the Alpha beast is defeated, one of two outcomes occur:

- The head of the snake; the remaining beasts flee the encounter.
- Beta to Alpha; another beast becomes the new Alpha, but will not have

+10 strength per size or increased Per and Speed for this Encounter. If the players flee an Encounter with these same beasts again, the beta will have the above bonuses as if encountering the Alpha for the first time. The percentage chance of either of those occurrences vary from beast to beast.

Apex Predator

This beast appears as a 'Unique' for E%. The Apex Predator is literally the top of the food chain, and as a result, all other beasts will instinctively not enter an Encounter with an Apex Predator. However, these beasts are also Apex Predators for a reason. An Encounter with these beasts will require a 'Per - Listen, Spot' check. If failed, the beast will get a surprise round.

Armored

Additional melee Defense of +1 per Size of the beast.

Pite

Id6 damage per Size per Degree of Success in a grapple check. This attack can transmit the Virus by I Degree of Success per Size of the Beast. Size I beasts can substitute this result for any other result on a G% that is higher than the requirement to trigger it.

Blood on the Wind

Beasts are able to detect any 'Open Wounds' within 500 ft of a player on land or up to 1 mile in water. High winds can alter this range if downwind or negate this rule entirely if upwind. I've seen deer, foxes, hawks, badgers, dogs, and even a bear once turned over in this way (the only way I was able to dispatch the bear was removing its head with my knife before it re-animated). I used to be an animal activist, but now I am a hunter, but I hunt out of pity, and the hope that I can at least put these animals out of their misery. Even if I couldn't do the same for my friends.

Crush

A beast must be Size 3 or greater, and this attack can result only from a grapple check with 5+ Degrees of Success. Characters targeted by this attack must immediately pass a check using their natural BR% or be killed immediately. All other survivors in the encounter must make 'Will - Resist Panic' checks at d6+2 Difficulty. If the BR% check passes, the target is not killed, but cannot make any actions other than 'move' next turn and are instantly Panicked.

Darkvision/Heatvision

Some beasts are able to use electrical impulses or infrared radiation in order to navigate and find prey. Either that, or they will have very large eyes with the ability to see in low-light conditions. This sort of beast will not suffer penalties to their Vision sense for darkness.

Easy to Hit

Multiple shots against this target are discounted up to the Size of the creature. For example, if a beast's Size is 4, then up to 4 shots can be fired at the beast before Multiple Shot Penalties are applied.

Echolocation

Beasts that use this are able to use sonar in order to locate prey and navigate. They are granted +10% per level of Perception for their Listen sense when determining E%.

Fearsome

Grappling with these beasts will almost certainly be instant death, and so a character will automatically panic if they spend more than one round in close range with this beast.

Gore

Requires a Melee Attack or Grapple with 3 or more Degrees of Success; this does 1d6 damage per Size per Degree of Success and will always cause 'open wounds'. Counts as a piercing and slashing attack.

Grapple

These beasts are extremely agile, and are capable of grappling, pinning and subduing their opponents. A character will only be able to use Defensive Weapons normally if they pass a Perception check. This does not apply to pistol weapons used Defensively, which can be used normally.

Hearing, Superb

When determining ZE%, add 10% per level of Perception the 'Hearing' sense instead of the normal 5%.

Kick

Characters that are 'Kicked' must make a successful Perception check to avoid damage from heaving muscle mass slamming into them. Failing this check will cause the character to take 1d6 damage per Degree of Failure of the Perception Check per Size, Wounds of this kind are considered Impact Wounds.

Mau

This attack requires 3 Degrees of Success or more in a Melee Attack or Grapple - 3d6 damage per Degree of Success in Melee Attack. Piercing attack.

Pack/Flock/School/Pod/etc.

These beasts hunt in large numbers. Increase the number of beasts in the encounter by d6 + the Outbreak Level.

Pounce

A beast that is active can double the d6 roll for their movement. Unless the beast uses this modified movement to successfully enter grapple, the beast will count as being 'Knocked Prone' at the end of their movement. If this movement ends in grapple, it immediately initiates a surprise round of Grapple Checks with a +25 bonus to Strength. Defending players can only use Defensive Weapons if they are equipped. Only beasts that are 'Fast' can use this Horror Trait.

Punne

Requires a Melee Attack or Grapple with 3 or more Degrees of Success which does 1d6 damage per Size per Degree of Success. This counts as a bludgeoning attack and creates 'Impact Wounds'. With a broad swipe, a running charge, or a piercing strike, this beast is able do massive amounts of damage to a single target.

Kam

Against Zombies; ZK% is 15% plus an additional +10% per Size of the beast.

Against The Living: Characters must pass a Perception check or be Knocked Prone. If the beast so chooses,

this attack can knock back all characters in

grapple and melee range in addition to knocking them prone.

- Charging: Counts as an impact wound, 2d6 damage.

- Swiping; Counts as an impact wound, 1d6 damage.

- Piercing: Counts as both an Impact wound and a Flesh wound. 2d6 damage.

Against Vehicles: May affect beast (beast suffers 1 successful

ZK% per every 20 points of damage done).

- Charging: Id6 damage to vehicle per Dos. May 'Wreck' vehicle as per normal vehicle damage rules.

- Swiping: If a headshot is rolled, this attack can 'Topple' a

vehicle of Size 3 or less, essentially flipping the vehicle

over 180 degrees and destroying it.

- Piercing: 1d6 damage to vehicle per Dos. 50% chance of

immediate Wreck of vehicle (in addition to normal

vehicle damage rules) to represent piercing of a

critical component.

Against Structures: May affect beast (beast takes 1 ZK per every 5 points of structure damage done).

- Charging: 1d6 damage to structure,

- Swiping: 1d3 damage to structure (2d3 damage if structure point is critical).

- Piercing; 1d6 damage to structure,

Scent, Superb

When determining ZE%, add 10% per level of Perception the Smell' sense instead of the normal 5%.

Silent/Stealthy 'Per - Spot' checks are made at +5 Dibbiculty (-1 per Size of the beast) to spot this beast.

Thanat Osis

The zombie beast is capable of playing dead. At the end of any Encounter with a beast with this Horror Trait, make another E% immediately that will result in the same kind of beast from the previous Encounter.

Track

Fleeing a Zombie Encounter with these beasts will increase the Difficulty of the subsequent 'Per - Navigation' check by 1.

Tough

The zombie beast requires I successful ZK% per Size, but their considerable strength is diminished by taking such serious damage instead of being killed outright. The beast will

not be killed with a successful ZK%; instead, they will reduce their Strength by 25 and continue fighting. If this reduces their Strength to Ø or less, then the beast is killed normally.



A bison charged our parked truck



The truck didn't stand a chance

Vehicle Impact Damage

Light and Medium vehicles, or any vehicle of Size 3 or less will automatically take 1d3+1 damage points upon impact with this beast if going fast enough to warrant a ZK% to be made to see if the beast is injured or killed.

Venon, Death

The deadliest of venom can result from Grapple or a Melee attack with 5 or more Degrees of Success - the poison is so powerful that it will kill a survivor unless treated within 1d3 Time,

Venon, Pain

Pain Venom can result from any kind of attack. It will not cause any damage, but the survivor will count as being in Pain for d6 Time per Degree of Success in the attack.

Venon, Paralyzing

Paralyzing Venom can result from Grapple or a Melee Attack - A 'Str - Endurance' check will be required with 1 Difficulty per Degree of Success in the attack, or else the character becomes paralyzed. All Str and Per checks will automatically fail. If this is successful with 5 or more Degrees of Success, then the survivor will die. Otherwise they will be paralyzed for Idlø Time per Degree of Success in the attack.

Venon Spitting

Any venom attack that does not require a Grapple or a Melee Attack can be delivered with a successful ranged attack. It uses the range increments of thrown weapons.

Very Tough Apply the effects of 'Tough'. In addition, these beasts shrug off small arms fire with some bullets unable to even penetrate their skin. They are immune to anything under. 45 cal, shotguns and short to medium bludgeoning, piercing and slashing weapons.

Expanded Beasts Section

In the Outbreak: Undead Core Rulebook, several samples of zombie beasts were presented, but they were, at best, generalizations of the animals they once were. The staggering variety of the animal kingdom means that one category can potentially have dozens of different kinds of zombie beasts resulting from them, despite sharing the same general traits. For this reason, we are including an expanded section of the zombie beasts as they appear in the Core Rulebook for further clarification as to what kinds of zombie beast result from the animals that are native to the biome where your scenario takes place.

Beast Entries

A beast entry will read as follows:

Name of Beast

Type of zombie animal

Type: Zombie category/environmental feature Size: Size of the beast Strength: Strength of the beast Defense: The grappling/ranged defense Virus: The amount of Viral transmitted Speed: Speed of zombie Perception: Perception of zombie Sense: Available senses to the zombie

Attacks/Special:

Special rules



Drakes

This beast category covers the larger reptiles. The immense pressure of the larger varieties' clenched jaws break bones and drag animals many times the beast's own size with tremendous force. Larger varieties of this beast are able to "death roll", where it rolls like a corkscrew, this attack will rip flesh and tendons from bone in a single twist.

Drake - Small

Examples: Iguana Type: Environmental Feature

Special:

Scavenger - A 'Drake, Small' will eat or render inedible 1 Food from your Food Store when encountered. This beast will preferably go after Perishable Food.

Drake - Medium

Examples: Monitor Lizard Type: Standard Size: 0 Strength: 5 Defense: G-0/R-2 Virus: 1 Speed: Med (Lv. 3) Perception: Low (Lv. 2) Sense: H/S/V (10/20/10)

Attacks/Special:

Scent

Drake - Large, Land

Examples; Komodo Dragon Type: Standard/Unique Size: 1 Strength: 20 Defense: G-3/R-1 Virus: 1 Speed: Med (Lv. 3) Perception: Low (Lv. 2) Sense: H/S/V (10/20/10)

Attacks/Special:

Scent

Drake - Large, Aquatic

Examples: Alligator/Crocodile Type: Standard/Unique/OBM Size: 2 Strength: 30 Defense: G-5/R-5 Virus: 1 Speed: Slow (Lv. 2) Perception: Low (Lv. 2) Sense: V

Attacks/Special:

Armored

Aquatic (salt or fresh water)

Bite - 0-2 DoS (2d6 damage)

Gore (Death Roll) - 3+DoS - (d6 damage per size per DoS)

Silent/Stealthy - Only applies when submerged Stalker - Only applies when submerged Vicious - (+d6 damage, reflected in profile)


Hellcats

Hellcats are zombie felines. They have some of the largest range of size in the animal kingdom from being as small as house cats to large hunting cats that are both stealthy and extremely strong. They both are slient and possess large fangs and retractable claws. Even the smaller varieties of wild Hellcats will pose a threat to the unwary survivor.

The largest and most deadly of the world's hunting cats fall into this category. They can be solitary or can be found in large prides. Those found in prides usually have the females act as primary hunters. Prides of lions are such effective predators that they can collectively bring down prey as large as elephants in those rare moments when they hunt in packs. Typically, they are solitary hunters and are exceptional in this regard. A solitary Hellcat is by necessity extremely stealthy, being able to get the drop on even highly perceptive prey.

Domesticated - Small

Examples: Tabby, Siamese Type: Environmental Feature Habitat: Any Terrestrial

Special:

Commotion - A 'Hellcat, Small' will be quickly dealt with or chased off, but not before generating 1 Risk.

Wild

Hellcat, Wild - Small

Examples: Bobcat, Lynx, Ocelot Type: Standard Size: 0 Strength: 10 (damage special) Defense: G-0/R-3 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome

Attacks/Special: Bite - 3-5+ DoS (2d6 damage) Claws - 0-2 DoS (d6 damage) Hearing, Superb Pounce Silent/Stealthy Stalker Vicious (+d6 damage, reflected in profile)

Hellcat, Wild - Medium

Examples: Cheetah, Mountain Lion, Panther, Puma Type: Standard/Unique Size: 1 Strength: 25 (damage special) Defense: G-1/R-3 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome

Attacks/Special: *Bite* - 3-5+ DoS (2d6 damage) *Claws* - 0-2 DoS (d6 damage) *Hearing, Superb Pounce Silent/Stealthy Stalker Track Vicious* (+d6 damage, reflected in profile)

Hellcat, Wild - Large

Examples: Lion, Tiger Type: Unique/OBM Size: 1 Strength: 35 (damage special) Defense: G-3/R-3 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome Attacks/Special: *Alpha Apex Predator Bite* - 3-5+ DoS (2d6 damage) *Claws* - 0-2 DoS (d6 damage) *Fearsome Hearing, Superb Pounce Silent/Stealthy Stalker - Solitary only Track Vicious* (+d6 damage, reflected in profile)



Taking this was probably the most terribying thing I've ever done.



Hellhounds

Hellhounds are zombie canines. They are routinely some of the most numerous and deadly of the zombie beasts due to the sheer number of domesticated dogs that would become ferocious predators once turned into zombies. Even more deadly are the wild varieties of such beasts, which are already effective hunters. Unlike some zombie beasts, Hellhounds retain their pack instincts, which makes facing them on an individual basis rare, often taking the form of stumbling upon a zombie dog that was abandoned or left to its own devices.

Domesticated

This variety of Hellhound has thankfully been bred to be a much less threat to humans. However, they can still be dangerous by drawing unwanted attention and be large enough to cause serious harm.

Dog, Small

Examples: Chihuahuas, Dachshunds, Toy Breeds Type: Environmental Feature Habitat: Any Terrestrial Biome (possibly excluding the coldest or hottest of regions)

Special:

Commotion - A yappy 'Hellhound - Dog, Small' will be quickly dealt with or chased off, but not before generating 1 Risk.

Dog, Medium

Examples: Doberman Pinschers, German Shepards, Pit bulls Type: Standard Size: 0 Strength: 10 (d6 damage) Defense: G-0/R-2 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome

Attacks/Special: Bite - 0-5 DoS Pack/Flock

Track Scent, Superb

Scent, Superb

Dog, Large

Examples: Great Danes, Mastiffs, Rottweilers, St.Bernards, Type: Standard Size: 1 Strength: 15 (d6 damage) Defense: G-0/R-2 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome

Attacks/Special: Alpha Bite - 0-5 DoS Pack/Flock Scent, Superb Track

Wild

These are hellhounds that have not had the 7,000 years of domestication that has been done to their more docile canine cousins. They are still feral and hunt for their food instinctively. The zombie virus only serves to make them voracious pack hunters that don't know the meaning of fear or pain.

Hellhound, Wild - Small

Examples: Coyotes, Foxes Type: Standard Size: 0 Strength: 10 (d6 damage) Defense: G-0/R-2 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome

Attacks/Special:

Bite - 0-5 DoS Pack/Flock Scent, Superb Skittish Stealth Track

Hellhound, Wild - Medium

Examples: Hyenas, Jackals Type: Standard Size: 0 Strength: 25 (2d6 damage) Defense: G-0/R-2 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (40/20/20) Habitat: Any Terrestrial Biome

Attacks/Special:

Bite - 0-5 DoS Pack/Flock

Scent, Superb

Track

Vicious (+d6 damage, reflected in profile)

Hellhound, Wild - Large

Examples: Timber Wolves, Dingoes Type: Standard Size: 1 Strength: 35 (2d6 damage) Defense: G-0/R-2 Virus: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: H/S/V (20/40/20) Habitat: Any Terrestrial Biome

Attacks/Special: *Alpha Bite* - 0-5 DoS *Pack*/Flock *Track Scent, Superb Vicious* (+d6 damage, reflected in profile)



Nightmares

Nightmares are the hooved mammals that have succumbed to the zombie virus. They are among the most dangerous of the land creatures to be turned in such a way. Their living selves are often skittish (barring some notable exceptions), so utterly losing their fear of humans makes them large and especially dangerous.

The smaller varieties of Nightmare are only marginally less dangerous than the larger versions. They are typically strong and fast, lacking only in the larger Nightmare's durability. They occasionally sport horns or cloven hooves which can land devastating attacks against lightly armored characters and even damage vehicles.

The Nightmare is a creature that is both fast and powerful. Some especially deadly varieties have horns, but all of them have muscular legs that allow them to travel fast as well as deliver crushing kicks and ram attacks. These varieties are occasionally found in large herds which makes them an even more deadly opponent to face, as you are literally staring down a charging wall of muscle and bone when they collectively decide to attack.

The largest and most dangerous of the Nightmare varieties, these hooved terrors trample everything that stands in their path. They are not only gigantic in stature, they are also aggressively territorial and often have large and powerful horns. The herd beasts such as wildebeest, bison, and yak are probably the most dangerous.

An individual Nightmare is deadly enough, but the sheer number found in the herds of these creatures makes them an almost unstoppable force. The solitary giants that make up this variety are also deadly, as they are used to fighting not only for mates, but to defend their territory against trespassers and other predators.

Nightmare - Small

Examples: Alpacas, Deer, Gazelles, Goats, Ibex, Ponies Type: Unique/OBM Size: 2 Strength: 30 Defense: G-4/R-4 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: H/S/V (15/15/15)

Attacks/Special:

Bite - 4+ DoS (2d6)

Kick/Horns - 0-2 DoS (d6 [pi] damage)

Vehicle Impact Damage

Nightmare - Medium

Examples: Antelopes, Bovines, Camels, Caribou, Elk, Horses, Zebra

Type: Unique/OBM Size: 3 Strength: 50 Defense: G-5/R-5 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: H/S/V (15/15/15)

Attacks/Special:

Bite - 4+ DoS (2d6)

Gore - [Beasts with antlers/horns only] - 3+ DoS (2d6 [Pi] Damage, +1d6 dam per DoS beyond 3)

Kick - 0-2 DoS (d6 dam per character DoF)

Tough

Vehicle Impact Damage

Nightmare - Large

Examples: Bison, Cape Buffalo, Giraffe, Large Breed Horses, Moose, Wildebeest , Yak Type: Unique/OBM Size: 4 Strength: 65 Defense: G-6/R-6 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: H/S/V (15/15/15)

Attacks/Special:

Bite - 4+ DoS (2d6)

- Crush 5+ DoS (Crush This Crush attack is not as frequently fatal as with other beasts, so a character gets a +50% chance to their BR% to resist it. If they pass, they are not killed, but cannot make any actions other than 'move' next turn.
- Gore [beasts with antlers/horns only] 3+ DoS (2d6 [Pi] Damage, +1d6 damage per DoS beyond 3)
- *Kick* 0-2 DoS

Ram - 3-4 DoS (6d6 [BI] damage)

Vehicle Impact Damage





The moose was 10 feet at the shoulder



Raptors

The name is only somewhat of a misnomer. Raptors describe only birds of prey. The reason it's only somewhat of a misnomer is that infected birds all become birds of prey, only some are much better at doing so. They gather in flocks and harass survivors for miles, showing no sign of slowing or stopping. Whatever damage, they do not cause on their own, but will be done by other zombies that are alerted to their presence by the incessant cawing and screeching to finish the job.

Raptors, Swarm

Type: Standard Size: 0 (special, swarm) Strength: 5 per Size as indictated by the 'Swarm' rule Defense: G-0/R-4 Virus: 0-1 Speed: Very Fast (Lv. 5) Perception: High (Lv. 4) Sense: V/H

Habitats: Any

Attacks/Special:

 Alert - A successful ZE% check using the 'Vision, Superb' bonus will cause 1d6 more zombies to enter the Encounter than normal along with a swarm of Raptors. This will continue each time a successful ZE% is passed until all the Raptors in the Encounter are killed.

Bane (Flame Weapons, Shotguns)

Dive Attack - A character only gets a single melee attack against a Raptor swarm as it comes in to dive attack, even if the character is allowed more.

Flight

Pursue - Fleeing a zombie Encounter with Raptors will cause them to follow you, continuing to add their 'Vision, Superb' bonus to subsequent ZE% rolls and their 'Alert' bonus to the number of zombies players encounter as long as players move in plain sight. Hiding in buildings will not cause them to go away. The Raptors will simply wait outside and make noise. This negates the benefit of Resting/Laying Low by allowing zombies to still use their 'Listen' sense even if the characters do not move or perform any actions during periods of Time. Zombies still may not use their Vision sense, however.

Resistance (Rifle Weapons, Bows/Crossbows, Piercing Weapons)

Skittish Swarm





Raptors, Large

Type: Standard Size: 0 Strength: 10 Defense: G-0/R-7 Virus: 0-1 Speed: Very Fast (Lv. 5) Perception: High (Lv. 4) Sense: V/H

Habitat: Any

Attacks/Special:

Silent Hunter - Raptors of this size benefit from striking from the sky unnoticed. A 'Per -Spot' check will be required to avoid the first round of combat with this beast from being in a Surprise Round.

Bane (Flame Weapons, Shotguns)

Dive Attack - Diving adds +10 to a Raptor's Strength when diving in to attack. Attacks cause Slashing damage. A character only gets a single melee attack against a 'Raptor, Large' as it comes in to dive attack, even if the character is allowed more.

Flight

Pursue - Fleeing a zombie Encounter with Raptors will cause them to follow you, continuing to add their 'Vision, Superb' bonus to subsequent ZE% rolls as long as players move in plain sight. Hiding in buildings will not cause them to go away. The Raptors will simply wait outside and make noise. This negates the benefit of Resting/Laying Low by allowing zombies to still use their 'Listen' sense even if the characters do not move or perform any actions during periods of Time. Zombies still may not use their Vision sense, however.

Resistance (Rifle Weapons, Bows/Crossbows, Piercing Weapons)

Vision, Superb



Serpents

Serpent, Small Examples: Garden Snakes

Not physically threatening, but for some they are fear-inspiring nonetheless. Snakes of this size may potentially be poisonous, which is possibly the only threat this beast could pose.

We had a ranger, thank goodness... Someone

who knew how to handle these things

Type: Environmental Feature Special: Venom - various

Habitat: Any but Tundra/Arctic/Antarctic

Serpent - Medium

Examples: Coral Snakes, King Cobras, Rattlesnakes

Many snakes fall under this category. They are potentially in possession of extremely deadly poison that can paralyze, blind, or kill a human within a very short period of time.

Type: Standard/Unique Size: 0 Strength: 5 Defense: G-0/R-2 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: S/V (30/15)

Habitat: Any but Tundra/Arctic/Antarctic

Attacks/Special: Scent, Superb Venom - various

Serpent, Large

Examples: Anaconda, Boa

These snakes are the only type that can pose a sizable threat; while containing no poison, large Boas and Anacondas have been reported to eat children and some adult men whole. Comfortable in the water, they are a very real threat in their natural domain. They fall under the category of 'constrictors' which means their primary mode of hunting involves grappling their prey into submission, wrapping their bodies around them and literally crushing the life out of their victims.

Type: Unique/OBM Size: 2 Strength: 40 Defense: G-1/R-2 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: S/V (30/15)

Habitat: Rainforest, Wetlands

Attacks/Special:

Constrictor - A character that loses a grapple with a 'Snake - Large' with more than 3 DoF will be 'Constricted'. A Constricted character will be unable to free themselves from a grapple and will continue to take damage each turn as if they lost a Grapple with d6 Degrees of Failure. A character with limbs free is able to make attacks with +2 Difficulty against the snake. A character will automatically 'Panic' if they spend more than 1 turn Constricted.

Fearsome

Scent, Superb

Bane - Slashing Weapons



Simian

Simian - Small (lesser) Examples: Lemurs, Rhesus Monkeys

The smallest of the simian varieties are made up of the lesser primates. They do not have the strength of their larger cousins, but they are shockingly agile. Attacks from them would rarely be fatal, but they could transmit an infection.

Type: Environmental Feature Special:

When Encountering 'Simian, Lesser' beasts, choose one (or more) of the following special rules to apply:

Commotion - The screeching and hollering of the smaller apes echoes throughout the forest. They will be quickly chased off, but not before generating 1 Risk.

Theft - The smaller apes will pester the survivors and will occasionally get away with taking something. If the characters are carrying Resource, then 1 Resource is taken. If none are available, then they will take one object of CU 1 or less and run off into the forest with it.

Scavenger - The smaller apes will eat or render inedible 1 Food from your Food Store when encountered. This beast will preferrably go after Perishable Food.

Bite - The smaller apes may be aggressive and may attack characters. They will inflict 1d3 Health damage and require a BR% to see if any Viral is added as a result.

Habitat: Rainforest (Forest Canopy, Wetlands)

Simian - Medium

Examples: Bornean Orangutans, Chimpanzees, Sumatran Orangutans

These primates are numerous, agile and strong. They are rarely solitary and are highly social animals. Their habitats vary wildly as many different biomes are capable of supporting one or more of the species of primate that would fall under this category. They have sharp incisors and elongated arms capable of climbing at an exceptional speed. Type: Standard Size: 1 Strength: 30 Defense: G-1/R-1 Virus: 1 Speed: Med (Lv. 3) Perception: High (Lv. 4) Sense: H/S/V (20/20/20)

Habitat: Rainforest (Forest Canopy, Wetlands)

Attacks/Special: *Bite* - 0-2 DoS (d6 damage) *Climb Grapple Pummel* - 3+ DoS (d6 damage per Size per DoS) *Skittish*

Simian - Large (greater)

Examples: Eastern Lowland Gorillas, Mandrils, Mountain Gorillas, Western Lowland Gorillas

The great apes of the world are large and strong, and are among the rarest of all primates. They have powerful limbs and opposable thumbs, which gives them a degree of dexterity. They are also extremely intelligent, capable of even communicating with humans with the proper training. The zombie version of these creatures makes them especially deadly, as they are already many times stronger than a human and are agile despite their enormous size.

Type: Unique/OBM Size: 2 Strength: 45 Defense: G-2/R-0 Virus: 1 Speed: Med (Lv. 3) Perception: High (Lv. 4) Sense: H/S/V (20/20/20)

Habitat: Rainforest (Montane, Tributaries, Wetlands)

Attacks/Special: Alpha (Silverback) Fearsome Grapple Pummel - 3+ DoS (d6 damage per Size per DoS) Vehicle Impact Damage



Swine

These beasts are among some of the most well-adapted on the planet. They are omnivorous and have a rapid reproductive rate. Given the opportunity, they can also grow to tremendous size. Wild hogs are territorial and ill-tempered. They have adapted extremely well to any environment they take residence in. They are also voracious eaters and are capable of consuming a tremendous amount of food.

Swine, Small

Examples: Domestic Hogs Type: Template Size: 1 Strength: 20 Defense: G-2/R-2 Virus: 1 Speed: Med (Lv. 3) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Forest, Wetlands

Attacks/Special:

Scent,Superb

Thick Skinned

Swine, Medium Examples: Bearded Pigs, Warty Pigs Type: Template Size: 2 Strength: 30 Defense: G-3/R-3 Virus: 1 Speed: Med (Lv. 3) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Forest, Wetlands, Savanna

Attacks/Special: *Aggressively Territorial* Scent,Superb

Thick Skinned Vehicle Impact Damage Very Tough

Swine, Large

Examples: North American or Razorback Boars, European Wild Boars, Warthogs Type: Template Size: 2 Strength: 30 Defense: G-3/R-3 Virus: 1 Speed: Med (Lv. 3) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Forest, Wetlands, Savanna

Attacks/Special: Aggressively Territorial Gore Scent,Superb Thick Skinned Vehicle Impact Damage Very Tough



Titans

The Titans in the Core Rulebook were subject to a generalization of three uniquely majestic and dangerous animals combined into one entry. Here we hope to expand upon them to give each their due respect for being not only the largest living land animals, but also the fact that they are uniquely adapted to life in some of the more hostile climates on earth.

Juggernaut

Examples: African Elephants, Asian Elephants

As the largest living land animal, the elephant makes for a nearly unstoppable wall of muscle, tusk and bone when they lose the ability to feel pain from becoming zombies. Caution is required when dealing with living varieties, but once undead, their threat increases several times over. They are protected by thick hides and strong bones making most weapons used against them completely useless.

Type: Unique/OBM Size: 4 Strength: 100 Defense: G-12/R-12 Virus: 1 Speed: Med (Lv. 3) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Desert, Grasslands, Rainforest, Savanna

Attacks/Special:

Armored

Crush - 5+ DoS (BR% or Instant Death)

Easy to Hit

Fearsome

Kick - 0-2 DoS (2d6 damage)

Ram (charging, swiping) - 3-4 DoS (damage special)

Scent

Thick Skinned Vehicle Impact Damage Very Tough

Behemoth

Examples: Hippopotamus

Of the creatures of Africa, few animals are as aggressive or as dangerous as the hippopotamus. It is thought that the Biblical creature Behemoth was modeled after these gigantic beasts. They have jaws that open exceptionally wide, and have large tusks that can skewer a man. Their size and their ability to submerge in water make them deadly, and their territorial nature will ensure that the limited waters of some of the driest places on earth will be fiercely guarded. Their skin is exceptionally thick and they have not been poached to the level of the Elephant or Rhinoceros, so their numbers are still relatively high. This makes them arguably the most dangerous animals in Africa.

Type: Unique/OBM Size: 4 Strength: 80 Defense: G-10/R-10 Virus: 1 Speed: Med (Lv. 3) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Desert, Grasslands, Rainforest, Savanna, Rivers/Rapids, Lake

Attacks/Special:

Aggressively Territorial

Armored

Fearsome

Ram (charging)

Crush - 5 DoS - BR% or instant death. Being in the water will not allow a BR% chance at saving, however an attack with the proper amount of DoS against a character in a boat will not result in a Crush, but it will capsize the boat. A Behemoth cannot use this attack while on land.

Scent, Superb

Silent/Stealthy - An additional 1 Difficulty is added if it is submerged to 'Per - Spot' checks to find a Behemoth. Submerged Behemoths also add +2 to both their Grapple and Ranged defense.

Thick Skinned

Vehicle Impact Damage - This functions in shallow water as well as on dry land when attacking boats.

Very Tough

Ramad

Examples: Black Rhinos, Indian Rhinos, Javan Rhinos, Sumatran Rhinos, White Rhinos

The endangered Rhinoceros is an especially dangerous zombie opponent. They have thick skin and have long, bony horns that have sadly brought them to the edge of extinction, as they are the target of poachers for their horn. Nevertheless, the remaining rhinos being turned into zombies will have their opportunity to exact revenge on those that have brought their species to almost complete ruin. Their threat is compounded by their inability to feel pain, having no need for food or water and already protected by some of the thickest skin and bone existing in nature.

Type: Unique/OBM Size: 4 Strength: 90 Defense: G-10/R-10 Virus: 1 Speed: Med (Lv. 3) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Desert, Grasslands, Rainforest, Savanna

Attacks/Special: Armored Fearsome Ram (Piercing) Scent Thick Skinned Tough Vehicle Impact Damage Very Tough



Ursus

The Ursus are large and strong zombie bears, who are very difficult to kill even when living without exceptionally high-powered weaponry. They have a broad Habitat despite their familiar territory being encroached upon by humans. Their possible Habitat ranges from forests to the harsh, cold tundra and the ice floes of the arctic.

Ursa - Small

Examples: Black Bear

The smallest of the ursus varieties, these bears are nimble enough to climb trees and strong enough to put up a decent fight.

Type: Standard/Unique Size: 2 Strength: 40 Defense: G-6/R-6 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Boreal Forest

Attacks/Special: *Bite* - 0-2 DoS (2d6 dam) *Gore* - 3-4 DoS (d6 dam per size per DoS) *Scent Vehicle Impact Damage*

Ursa - Medium

Examples: Brown Bear, Polar Bear

Even the medium varieties of these beasts are still exceptionally large and particularly dangerous. Thankfully, these beasts are solitary by nature.

Type: Unique/OBM Size: 3 Strength: 60 Defense: G-7/R-7 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Any but Desert, Grassland, Antarctic

Attacks/Special:

Bite - 0-2 DoS (2d6 damage)

Fearsome

Gore - 3-4 DoS (d6 damage per size per DoS)

Scent

Vehicle Impact Damage

Very Tough

Vicious (+d6 damage, reflected in profile)

Ursa - Large

Examples: Grizzly Bear, Kodiak Bear

The largest and most dangerous of Ursus, these represent the most enormous of the varieties of bears.

Type: Unique/OBM Size: 3 Strength: 80 Defense: G-8/R-8 Virus: 1 Speed: Fast (Lv. 4) Perception: Med (Lv. 3) Sense: H/S/V (15/30/15)

Habitat: Any but Desert, Grassland, Antarctic

Attacks/Special: *Bite* - 0-2 DoS (2d6 damage) *Fearsome Gore* - 3-4 DoS (d6 damage per size per DoS) *Scent Vehicle Impact Damage Very Tough Vicious* (+d6 damage, reflected in profile)



Vermin

Rodents have been humanity's silent enemy for thousands of years. Even in present day, billions of dollars worth of crops are destroyed each year by swarms of these Vermin, driving entire nations into economic ruin and starvation. They took a more sinister role during the Middle Ages, being host to the carrier fleas of the bubonic plague. In the wake of a zombie outbreak, the Vermin remain our hidden enemy, having gorged themselves on the abandoned food stores to become numerous. They have not only depleted food sources, they have also feasted on the bodies of the dead to become carriers of infection, and are seemingly without number.

Vermin, Swarm

Examples: rats, mice, squirrels

Type: Standard Size: 0 (Special, Swarm) Defense: G-0/R-3 Viral: 0-1 Speed: Fast (Lv. 4) Perception: High (Lv. 4) Sense: V/S (20/40)

Habitat: Any but Desert, Tundra, Arctic, Antarctic

Attacks/Special:

Movement - A swarm of Vermin, while being fast and perceptive can only move 10' a turn.

Scent, Superb

- Pounce Some Vermin varieties (squirrels) can leap greater than their normal movement. They have the 'Pounce' Horror Trait as described in the 'Horror Traits' section.
- Living Encountering Living versions of these beasts will not fight or cause damage, but they will rapidly devour 1d6 Non-Perishable Food. Encountering them in your Stronghold will reduce Viability by 1.

Swarm

Flee - Zombie Encounters with only Vermin can be fled from without penalty, or adding Time if the Survivors flee across bodies of water, in vehicles or to higher floors within a building.

Vermin, Swarm (Flying)

Examples: bats

Type: Standard Size: 0 (special, swarm) Strength: 5 per Size as indictated by the 'Swarm' rule Defense: G-0/R-4 Virus: 0-1 Speed: very fast (Lv. 5) Perception: high (Lv. 4) Sense: V/H (20/40)

Habitat: Caves, Rainforest

Attacks/Special:

Bane (Flame Weapons, Shotguns)

Dive Attack - A character only gets a single melee attack against a flying Vermin swarm as it comes in to dive attack, even if the character is allowed more.

Flight

- Nocturnal A swarm of flying Vermin will not be encountered during the day. If characters are hiding from them in buildings, waiting until daylight will result in the end of the Pursue rule.
- Pursue Fleeing a zombie encounter with a flying Vermin swarm will cause them to follow you, continuing to add their 'Hearing, Superb' bonus to subsequent ZE% rolls as long as players move in plain sight. Hiding in buildings will not cause them to go away, unless they wait until daylight periods of Time.
- Resistance (Rifle Weapons, Bows/Crossbows, Piercing Weapons)

Swarm

Hearing, Superb - A flying Vermin swarm has superb hearing. When determining the ZE% result, add 10% per level of Perception for the Hearing sense as opposed to the normal +5%.

Vermin, Medium

Examples: badgers, skunks

Type: Standard Size: 0.5 Strength: 10 Defense: G-2/R-2 Virus: 1 Speed: Med (Lv. 3) Perception: Low (Lv. 2) Sense: H/S/V (10/20/10)

Habitat: Boreal Forest, Grassland, Savanna

Attacks/Special: Bite Scent, Superb Vicious (+d6 damage, reflected in profile) **Vermin, Large** *Example: wolverines and other such mammals*

Type: Standard Size: 1 Strength: 20 Defense: G-3/R-1 Virus: 1 Speed: Med (Lv. 3) Perception: Low (Lv. 2) Sense: H/S/V (10/20/10)

Habitat: Grassland, Savanna

Attacks/Special: *Bite* - 0-2 DoS *Gore* - 3+ DoS (d6 dam per size per DoS) *Scent, Superb Vicious* (+d6 damage, reflected in profile)



Aquatic Beasts

Barracuda

Examples: Australian Barracudas, Sawtooth Barracudas, Sharpfin Barracudas, Yellowstripe Barracudas

These fearsome looking fish have razor sharp teeth that jut from their scaly mouths. Similar to their fresh-water relatives, the piranha, these fish are capable of tearing a man to pieces with relative ease.

Type: Standard Size: 0 Strength: 10 Defense: G-2/R-2 Virus: 1 Speed: Medium (Lv. 3) Perception: Low (Lv. 2) Sense: V (10)

Habitat: Marine

Attacks/Special:

Aquatic (salt water)

Bite

Pack

Vicious (+d6 damage, reflected in profile)

Dolphin

Examples: Bottlenose Dolphins, Chinese White Dolphins, Short-Beaked Common Dolphins, Long-Beaked Common Dolphins

Considered by some to be the most intelligent creature next to humans, the Dolphin's potential danger lies in its numbers, and the devastating ram attack with its short, tough snout.

Type: Standard Size: 1 Strength: 15 Defense: G-3/R-6 Virus: 1 Speed: Very Fast (Lv. 5) Perception: High (Lv. 4) Sense: V/H (20/40) Habitat: Marine (Freshwater or Saltwater)

Attacks/Special:

Aquatic (salt water, freshwater)

Echolocation

Ram

Sea Serpents

Examples: Moray Eels, Mud Eels, Snake Eels, Spaghetti Eels

An eel is an elongated predatory fish that hides in rocks and coral to strike at prey that swim past.

Type: Unique/OBM Size: 1 Strength: 15 Defense: G-2/R-2 Virus: 1 Speed: Med (Lv. 3) Perception: Low (Lv. 2) Sense: V (10)

Habitat: Marine (Freshwater, Saltwater)

Attacks/Special: *Aquatic Bite - 0-5+ DoS*

Kraken

Examples: Giant Squid, Vampire Squid

The only thing worse than a giant creature of the sea attacking you or your ship is the threat of that beast pulling you down into the depths with a lightning fast swipe of its slimy tentacles. With a beak that can injure whales, avoidance is the best course of action upon encountering these beasts, which until recently were dismissed as mere legend.

Type: Unique/OBM Size: 2-4 Strength: 75 Defense: G-10/R-10 Virus: 1 Speed: Very High (Lv. 3) Perception: Low (Lv. 2) Sense: V (10)

Attacks/Special: Aquatic (saltwater) Bite Crush Darkvision Ram (swiping only) Stalker

Leviathan Examples: Blue Whale, Killer Whale, Narwhal

The immensity of these aquatic titans alone puts fear in many a smallboat captain. Add to this an aggressive desire to harm, and you'll be headed for dry land from the first sighting of a tail fin cresting the horizon.

Type: Unique/OBM Size: 5 Strength: 150 Defense: G-15/R-15 Virus: 1 Speed: Medium (Lv. 3) Perception: High (Lv. 4) Sense: V, H (20/40)

Attacks/Special:

Aquatic (salt water) Bite (Killer Whale varieties only) Echolocation Ram (piercing if Narwhal) Tough

Ray

Examples: Guitarfishes, Manta Rays, Skates, Stingrays

These unassuming giants are very docile, being filter feeders. They are distant relatives to sharks so they thankfully lack mouthfulls of teeth. However, their sheer size can make them a formidable opponent if one is ever angered.

Type: Standard Size: 2 Strength: 25



Defense: G-3/R-3 Virus: 1 Speed: Fast (Lv. 4) Perception: Low (Lv. 2) Sense: V (10)

Attacks/Special: Aquatic (saltwater) Ram (Piercing)

Pinnepeds

Examples: Fur Seals, Giant River Otters, Sea Lions, Walrus

Sea lions are surprisingly deadly. Their name implies that a sea lion is a fast and efficient predator. This is a very true statement. Sea lions are unmistakable predatory. Otters, however have a distinctively tamer public perception due to their smaller cousins being playful and cute. Giant otters, however, go by a much more sinister nickname: river wolves. Being compared to lions and wolves is not an accident. These are ferocious sea mammals and they are, under no circumstances, to be underestimated.

Type: Standard Size: 1 Strength: 20 Defense: G-3/R-6 Virus: 1 Speed: Very Fast (Lv. 5) Perception: High (Lv. 4) Sense: V/H (20/40)

Attacks/Special: Aquatic (salt water)

Vicious

Swordfish

Examples: Marlin, Swordfish

These creatures of the deep are agile and some of the fastest animals in the sea. Their main diet consists of assorted smaller fish. However, one would not want to be on the pointed end of its large piercing snout even though it isn't used for hunting in that fashion.

Type: Standard Size: 1 Strength: 10 Defense: G-2/R-3 Virus: 1 Speed: Fast (Lv. 4) Perception: Low (Lv. 2) Sense: V

Attacks/Special:

Aquatic (salt water)

Maul

Ram (Piercing)

Volturnus

The most primal and terrifying denizens of the deep, Sharks create a unique fear in those swimming alone in the dark waters of the ocean. Ranging in size, aggressiveness and lethality, a deadly blow can be had in one bite.

Volturnus, Lesser

Examples: Bull Sharks, Hammerhead Shaks, Tiger Sharks

Type: Unique Size: 2 Strength: 40 Defense: G-6/R-6 Virus: 1 Speed: Very Fast (Lv. 5) Perception: Very High (Lv. 5) Sense: S/V (25/25)

Attacks/Special:

Apex Predator

Aquatic (saltwater)

Bite - 0-2 DoS (2d6 damage)

Blood on the Wind - applies to blood in water

Gore - 3+ DoS (d6 damage per size per DoS)

Stalker

Track

Vicious (+d6 damage, reflected in profile)

Volturnus, Greater

Examples: Great Whites

Type: Unique/OBM Size: 2 Strength: 70 Defense: G-6/R-6 Virus: 1 Speed: Very Fast (Lv. 5) Perception: Very High (Lv. 5) Sense: S/V (25/25)

Attacks:

Apex Predator

Aquatic (salt water)

Bite - 0-2 DoS (2d6 dam)

Blood on the Wind - applies to blood in water

Gore - 3+ DoS (d6 dam per size per DoS)

Pounce - A volturnus, greater can add additional movement only when attempting a grapple, but will suffer no penalties for not reaching their target in the turn with the additional movement. Stalker

Thick Skinned

Track

Vicious (+d6 damage, reflected in profile)



Beasts as One Big Monsters

Some beasts are big and nasty enough as-is without any further additions of rules for OBMs. Some particularly large examples of the beasts found in this chapter take on the role of OBM simply by virtue of being large and especially terrifying. There might be a need for some additional terror in your campaign where one particular beast becomes an embodiment of the survivors' nightmares. A distinctive, uniquely large and powerful beast repeatedly terrorizes them by attacking seemingly at random and with no greater motive than to inflict the maximum amount of physical and psychological damage.

Such a beast will still use the framework of one of the beasts provided in this book as a template and the additional rules for creating an OBM in the Core Rulebook can be added to the beast to produce such a distinctly horrifying creature. Horror Traits can then be added to make them even more deadly. While not necessary, we recommend adding 'Stalker' as a Horror Trait. Giving the OBM beast a unique name also distinguishes them from the beasts they once were. We provide here two examples: The Sasquatch and the Jabberwocky.

Sasquatch

OBM Template added to Simian - Greater Size: 2 Strength: 45 Defense: G-2/R-0 Virus: 1 Speed: Med (Lv. 3) Perception: High (Lv. 4) Sense: H/S/V (20/20/20)

Habitat: Rainforest (Montane, Tributaries, Wetlands)

Attacks/Special: Fearsome Grapple Pummel - 3+ DoS (d6 damage per Size per DoS) Stalker Vehicle Impact Damage

Jabberwocky

OBM Template added to Drake - Large (Aquatic) Type: Standard/Unique/OBM Size: 2 (5) Strength: 50 Defense: G-7/R-7 Virus: 1 Speed: Medium (Lv. 3) Perception: Medium (Lv. 3) Sense: V Attacks/Special: Armored Aquatic (salt or fresh water) Bite - 0-2 DoS (2d6 damage) Gore (Death Roll) - 3+DoS - (d6 damage per size per DoS) Silent/Stealthy - Only applies when submerged

Stalker - Only applies when submerged

Vicious - (+d6 damage, reflected in profile)

A Final Note about OBMs in Outbreak: Wild Kingdom

The One Big Monster template is not restricted to the big and terrifying beasts of the world. A unique take on it is to apply the template to a Vermin swarm. This elevates them from a mere nuisance to a predatory terror capable of hunting creatures much larger than the individual beasts that make up the swarm. The additional bonus 'Size' means that they will do much more damage and can potentially get more dangerous if an encounter with them goes on too long. The range of opportunities for original and uniquely dangerous threatening OBMs is even broader when applied to the wild kingdom. We recommend experimentation to further expand upon the options this new setting provides.



Equipment in the Wild Kingdom

In the Outbreak: Undead Core Rulebook we explored a vast array of options for gear and possible items in which to include in your Resource Catalogs. In Outbreak: Wild Kingdom, we have taken this a step further and provided you with a exotic array of options and items more commonly used in the wilderness than in the cities. The key thing to keep in mind is almost all of these items are subject to 'Rarity', due to the fact that there is a rapidly growing culture that considers exploring the great outdoors a hobby instead of a necessity. Most gear to use in the wild can only be found in specialty shops or acquired online or by custom order. Keep this in mind as you provide your survivors with gear they may want.

As difficult as it may be to locate some more exotic pieces of wilderness survival gear, some places have them available purely by necessity, with the region being inhospitable otherwise. This means that a Value for some items may be not be any higher than their CU would indicate, even if it is an exotic piece of gear. You may only need to increase the necessary DoS in a 'Per - Search' check to find such equipment only if it's very out of place. It would not be uncommon to find cold weather gear in a region that is cold, however, using it to barter with someone who is lacking in such a necessary piece of equipment will allow a character to use it as leverage to demand a higher Value in return for trade.

Food

Before we had preservation options for our food (canning, chemicals, salting), food spoiled often and quickly. Out in the wild, unless preserved, Food will go bad before it usually has a chance to be eaten. This realistic element prevents the 'hoarding' of Food in a Stronghold, and makes the day-to-day food gathering all the more important, and the reality of starvation that much more real. In Outbreak: Undead all 'Food' is considered 'Non-Perishable' unless stated otherwise. In order for 'Perishable' Food to become 'Non-Perishable', it has to be altered or changed in order for it to continue being eaten.

Perishable Food Items

Any 'Food' that results from successful missions or otherwise awarded from hunting or gathering counts as being 'Perishable Food'. This Food can sustain 1 Pop or 1-3 characters (depending upon the scale of the scenario) normally. However, it can only be used the day it was gathered in. Any leftover will go into storage, and the Food will begin to rapidly spoil. At the end of each day, after all the characters have declared how much Food they will distribute among the survivors and Population, roll a d3 (potentially adding Enviornmental modifiers. That amount of Perishable Food is lost to spoilage. The rest becomes part of the Stronghold's 'Perishable Food' store.

Note that there are some missions or items that allow for Perishable Food to be preserved as regular Food.

Non-Perishable Food Items

This is Food as described by the *Outbreak: Undead* Core Rulebook. This Food lasts until it is eaten. Some items or missions allow for Perishable Food items to become Non-Perishable by means of drying, salting or otherwise preserving.

Gear

Air Canister, Climbing/Diving CU: 1 Degradation: 0.5

Each Time used, the Degradation roll is

required. This may be used to either provide oxygen for 'Diving Gear' or by itself for high altitude climbing.

Table 4.1 Altitude

High

8,000 - 12,000 feet (2,438 - 3,658 meters),

Characters may need Air Canisters. If they've lived at high altitutdes (see the 'Acclimated' skill in Chapter 2), they may not need it.

Very High

12,000 - 18,000 feet (3,658 - 5,487 meters)

Characters only with high Tiers in the 'Acclimated' skill can afford to go this high without any additional air.

Extremely High 18,000+ feet (5,500+ meters)

Even the most experienced mountaineers with a lifetime of experience cannot withstand this altitude without additional air.

Anti-Venom

CU: 0.5

Reduce the DoS requirement for being Poisoned by 1d6 when making a 'Str - Endurance' check to metabolize poison. This will not work on every kind of poison. Rather, it will most likely work on a few kinds of venom. Such a distinction will be clearly indicated on the packaging.

Bait

CU: 1 Degradation: 3

In addition to the rules for Bait in the Core Rulebook, Bait can add +25 to the 'Objective' to any Hunting mission.

Bear Bag

CU: 1

This bag can be suspended in a tree to prevent it from being looted by wild animals. When making any E% checks or when encountering any beast that takes Food, this result is prevented and the food remains safe. Any other effects that might result by carrying Food around will remain, however.

Bear Trap

CU: 2

This can be used in conjunction with the 'Snare Trap' mission to be effective against beasts Size 2 or greater.

Camping Backpack

CU capacity: 8

This heavy duty backpack is built to bear heavy loads when packed properly. If 1 Time is spent preparing this backpack, it can carry up to up 12 CU of equipment; 3 of these items may be CU 2 and 1 item may be CU 3. It is not required to spend the 1 Time each time the bag is used, unless the inventory of the bag changes significantly. Increase maximum Cargo by 2 for the sake of determining encumbrance.

Canoe

CU: 4

Can be used to travel across terrain with the River/Rapid, Lake terrain features. Each Time the riders are required to make a successful 'Str - Endurance check', if the check results in a Catastrophe, roll a 'Per - Balance' check or be capsized. Can carry 5 CU worth of equipment that is CU 2 or lower.

Canteen

CU: 1

Degradation: equal to Environmental Modifiers due to Temperature (See Table 5.1)

This gear allows a character to remain hydrated so it reduces Difficulty penalties for extreme heat to 0. The more extreme the temperature, the faster the canteen will be depleted, as indicated by the Degradation. The canteen can be rationed to provide a partial benefit by reducing Difficulty not to 0, but by 1 point per Degradation put on the

I saw a blue backpack with several large tears in it. Maybe a black bear? The owner was nowhere to be found, but several prints suggested a struggle. There were some traces of blood and large shells on the ground, but no real evidence of the victim other than what I was holding. However, it was an unusual set of tracks that struck me as odd; ones made by a domesticated dog. I had gotten pretty familiar with what the local wold population tracks looked like, and these were distinctly different, even from the younger members of the packs. The toes weren't elongated and the weight was favoring the front paws, which suggested the dog was sniffing while it was walking, I'm sure whatever the creature was, the backpack belonged to its master. I thought for a moment the benefit of having a companion such as that, but pushed the idea out of my mind when considering having to haul it up to the treefort every single night ... in addition to the evidence in my hand that proved that having such a companion was by no means sure safeguard against attack.



canteen. The roll to see if the canteen is depleted is made any time the bonus is used to reduce the penalty that would otherwise be incurred by high temperature. Degradation points can be removed when a character reaches a source of fresh water.

Climbing Gear

CU: 1

If not moving faster than Crawling speed through terrain requiring 'Str - Climb' checks to navigate, characters with Climbing Gear and all other characters travelling with them get a +25 to their 'Str - Climb' checks. In addition, failing such checks will not immediately result in plummeting to one's demise. Instead, it will only delay the party 1 Time.

Climbing Shoes

BR: 10%

Reduce the Difficulty of 'Str - Climbing' and 'Str - Balance' while climbing by 1. Reduces difficulty of 'Str - Endurance' checks by 1.

Cold Weather Gear

CU: 2 Defense: +5 BR%: +35%

This heavy gear protects against harsh cold. It grants the following bonuses/penalties:

- +25 to 'Per Survival' checks in cold weather.
- +50 to 'Str Endurance' when resisting effects from cold.
- +1 Difficulty for all 'Str Leaping, Climbing, Swimming)' checks due to the extreme bulkiness of the gear.

Cooler (Large)

CU: 3

Has a CU capacity of 8 as long as the individual items are 2 CU or less. This prevents 'Perishable Food' from spoiling for D3 days with 1 Resource dedicated to Ice.

Cooler (Small)

CU: 2

Has a CU capacity of 4, as long as the

individual items are 1 CU or less. This prevents 'Perishable Food' from spoiling for d3 days with 1 Resource dedicated to Ice.

Compass

CU: 0.5

Characters may add +10 to Perception to "Per-Navigation' checks. Combined with a 'Map' of the area this bonus is increased to +30.

Cooking stove

CU: 1

Degradation: 3

This gear is a 'Source of Heat' for cooking, Reduces the Difficulty of the 'Campfire Cooking' Mission by 2. 1 Resource of fuel 'Propane' or other appropriate Fuel will automatically remove all Degradation points from this item.

Disposable Heating Pads CU: 0.5

Reduces the Difficulty of 'Str - Endurance' checks by 3 when suffering under the conditions of extreme cold. This bonus extends to any 'Per -Survival' checks when it comes to shelter. Can be used for 10 Time before the effects wear off. *One time use*

Diving Gear

CU: 2 Defense: +5 BR%: +10%

This suit is designed to allow a character to survive underwater for a time. A character with this may remain submerged so long as their air canister holds out. This gear includes fins, a mask and a wet or a dry suit. Wearing this on land adds +2 Difficulty to all actions taken.

Duck Call CU: 0.5

Grants a +10 bonus to the Objective of 'Hunting, Waterfowl' missions.

Fishing Pole

CU: 1

This gear is a prerequisite for the 'Fishing'

mission. The pole is fairly flimsy and only good for river or lake fishing. It can only yield 1 Food with a success in the 'Fishing' mission.

Hammock

CU: 1

Can be used in treetops to create shelter with a successful Per - Survival check. Mist netting can be applied to this item to prevent Encounters with insects while inside of it.

Harness

CU: 1

Made of durable straps that surround the torso and secured to ropes or lines, a harness can give a character suspended in the air or at a height a great feeling of safety in their climbs. A half harness surrounds the thighs and pelvis, whereas a full harness will include the chest and/ or arms. These bonuses can be combined with Climbing Gear.

- Half Harness +5 to 'Str Climb' checks, +5 to 'Will - Resist Panic' for Height checks.
- Full Harness +10 to 'Str Climb' checks, +10 to 'Will - Resist Panic' for Height checks.

Harpoon Gun

CU: 2 Lethality: 30/10/0 FC: 0.5 Durability: Medium

This weapon uses thrown weapon range incriments. It can only function in underwater environments.

Headlight

CU: Special

This item technically has a CU of 1, but when being worn counts as a 'Flashlight' with a CU of 0, uses 'Batteries'.

Hot Weather Gear

CU: 2 BR%: 15 This outfit consists of lightly colored full body clothing designed to protect the wearer from extreme heat, specifically the damaging effects of the Sun. The outfit has multiple air pockets, which makes it breathable, and typically includes a wide brimmed hat. This outfit grants the wearer the following bonuses:

+25 to 'Per - Survival' and 'Str - Endurance checks in hot weather.

Hydrocortisone Cream

CU: 0.5

Degradation: 1

Prevent the effects of 'Fauna - Stinging/Biting' and 'Flora - Irritating' biome features.

Ice Axe

CU: 2 Lethality: 30 FC: 1 Durability: Medium

This vicious looking pair of lightweight axes grants a +20 Strength bonus to 'Str - Climb' when scaling icy surfaces. They must be used as a pair to grant this bonus. Individual axes can be used as weapons, which would reduce their CU to 1, but they will be unable to grant a bonus to climb icy surfaces as normal unless used in pairs. Using these as weapons counts as 'Gross Misuse'.

Kayak

Single seater - CU: 3 Double seater - CU: 4

Can be used to travel across terrain with the River/Rapids, Lake terrain features. Made of strong and positively bouyant plastics. Counts as a 'Whitewater Craft'. Each Time the rider(s) are required to make a successful 'Str - Endurance' check. If the check results in a Catastrophe, roll a 'Per - Balance' check or be Capsized. However, this lightweight hull is easily rightable and can be flipped back over from within the water with a successful 'Str - Lift' check. The single seater has 1 CU of storage space inside the hull, and the double seater has 2 CU of storage space inside the hull. This hull space is secured, and items inside will not be lost if 'Capsized'.

Knives

Any wilderness survival expert will tell you that a good knife can be the difference between life and death out in the wild. All knives in the OU world can be used to aid in 'Per- Survival' checks. Though some are better then others. As is reflected in the table below.

Kitchen/Decorative knives - 5% Pocket knives - 10% Fixed Blade - 15% Bowie Knife - 20% Locking Blade/Survival Knife - 25%

Note that a GM should require that a player states how they are using the knives to claim these bonuses. Simply possessing them is not sufficient to warrant a bonus to all 'Per - Survival' checks.

Obviously, a bonus can only be claimed once, regardless how many knives a player has in their possession.

Leash/Reins

CU: 0.5 - 1 (for riding animals)

Grants a +10 bonus to the Objective of 'Animal Training' missions and 'Emp - Animal Training/ Handling (animal)' checks while the animal is on the leash or reins. At least one hand must be dedicated to holding the leash or reins to grant the benefit to the check. This also adds +2 to the Difficulty of an animal's 'Escape' attempt.

Life Vest

CU:1

Grants a +25 bonus to 'Str - Swim' and 'Str - Endurance' when swimming.

Magnesium Flint

CU: 0.5 Degradation: 0.1

Reduce the Difficulty by 5 for 'Per - Survival' checks when attempting to create a 'Source of Heat'.

Map

CU: 0.5

Characters may add +10 to 'Per - Navigation' checks. Combined with a 'Compass' this bonus is increased to +30.

Mist Netting

CU: 1 per 500 square feet

Swarms of flying beasts or insects cannot pass through this netting. If in a location with allenclosing mist netting, discount E% that result in an Encounter with 'Fauna - Disease Carrying, Poisonous, Stinging/Biting'.

Non-Perishable Food

CU: 1

This is Food that is packaged in such a way that it is highly resistant to spoilage, being in jars or in cans. This is Food as described in the Core Rulebook. It is only to serve as a distinction between it and the Perishable Food.

Paddle

Single - 1 CU Double - 2 CU

A long pole with a flattened or smoothed edge at the end that creates propulsion by drawing the paddle through the water and pushing it away from the watercraft. Paddles are typically made of wood or plastic. Both paddles require two strokes, one on either side of the craft, to create forward motion, but the advantage of the double paddle is that one does not need to move in order to be in position for the second stroke. Canoes and Rafts typically use the single paddle, whereas Kayaks typically use the double paddle. The single paddle can be used as a medium bludgeoning weapon, and the double paddle can be used as a long bludgeoning weapon; however, using them this way counts as a 'Gross Misuse'.

Pastime

CU: 1 Degradation: 0.5

This object will keep a person's interest while they trek across the occasionally desolate landscape of the post-apocalypse. Most commonly, this is a book or a small, but entertaining game. The Degradation represents the progress a character makes as they read through the book or tire of the game they brought. Each use of this item will prevent the negative effects of a biome with 'Desolate' as a feature. A Pastime that has fully degraded can be passed along to another character for them to take advantage of it. However, games that are played collectively among the group of survivors cannot do this, as they tire of the game together.

Note: A particularly treasured book can be regarded as a 'Security Blanket' as described in the *Outbreak: Undead* Core Rulebook. This represents a sacred text or a particularly favored book that a character can take advantage of over and over and may have read several times throughout their lives, both pre and post zombie apocalypse. As a Pastime, the Degradation for such examples of this equipment is increased to 1, but after one month, the character can take advantage of it again as if they had found a new Pastime.

Perishable Food

CU: 1

This food will only sustain characters or Population on the day that it was gathered. After distributing Perishable Food for the day, the remaining Perishable Food is spoiled at a rate of d3 per day. Some factors can increase or decrease the rate of spoilage such as Environmental Modifiers and encounters with certain kinds of fauna.

Pet Food

CU: 1

Degradation: 1 per Size of animal

This food is specifically geared towards one sort of animal and can be eaten by pets. A bag of considerable size can have more than 1 CU worth of food in it. This food can be consumed by humans too, but it requires a 'Willpower' check. This provides Food for 1 day and counts as 'Non-Perishable Food' for purposes of storage and spoilage.

Raft (white water)

CU: 4

Can be used to travel across terrain with the River/Rapid, Lake terrain features. Made of inflatable plastic air sacks on a solid plastic deck. Counts as a 'Whitewater Craft'. Each Time the rider(s) are required to make a successful 'Str - Endurance' check. If the check results in a Catastrophe, roll a 'Per - Balance' check or be Capsized. Can carry up to 6 CU worth of equipment, only one of which can be CU 4. This craft can carry up to 8 characters, however, each character past 4 takes up 1 CU of space for equipment. So the Max Load is 4 characters and 6 CU of gear, or 8 characters and 2 CU of gear.

Shark Bite Suit CU: 2 Defense: +5 BR%: +75%

This suit is designed to prevent the teeth of sharks from penetrating the skin. It has obvious benefit for use against zombies, but being designed for use in the water means that wearing it outside of the water will increase the Difficulty of 'Str - Endurance' checks made by +1.

Snowshoes

CU: 1

Allows a character to move faster through the snow when on foot. They are allowed to move at Normal speed through the snow while wearing these, although All-Out Sprinting is impossible without a 'Per - Balance' check.

Sport Fishing Pole CU: 1

This gear is a prerequisite for Fishing missions but is equipped with multiple features that allow it to be used in deep water and can handle fish of exceptional size. There is no limit to the amount of Food a 'Fishing' Mission can provide when using this pole.

Sunscreen

CU: 0.5 Degradation: 1

This application is used to help prevent damage from the sun by blocking harmful UV rays. Most SPF is only the duration of how long it protects. Sunburn reduces any damage caused by 'Sunburn' to 0. It can only be applied once per Time, and must be applied each Time for this effect to take place. This does not prevent other heat-related damage due to lack of water or food.

Tackle

CU: 1

Degradation: 1

This can be used to add +10 to the 'Objective' of any Fishing mission.

Tent

CU: 2

This gear will reduce Environmental Modifiers of a location by 2 when making a 'Per - Survival' or 'Str - Endurance' when Resting.

Tranquilizer Gun

CU: 2

A hit from this weapon will slow a target down if not knock it prone entirely. The strength of the sedative will vary (as will its effectiveness against zombies) but a target will have to make a 'Str -Endurance' check with a Difficulty equal to the Degrees of Success in the attack plus whatever modifiers due to the strength of the sedative per turn. If the target fails, it will be considered 'Knocked Prone' for the duration of the encounter. A GM may increase the Difficulty of this check by a number equal to the targets' Size. Zombie targets may be immune to the effects entirely, however zombies with the 'Biologically Alive' trait do not.

This dart can be fired from any gun that is specially created to fire such ammunition. Lethality of these weapons are 15/25/40 for Rifles and 30/20/10 for pistols, skills/defense/size/ modifiers should be applied as normal

Trekking Poles

CU: 2 Lethality: 5 Durability: Medium

Reduces the difficulty of "Str - Climbing" checks and 'Str - Endurance' checks by 1 as they relate to climbing and long distance hiking. Counts as 'Gross Misuse' when being used as a weapon. Counts as a Medium Piercing Weapon

Winter Gear CU: 1 DEF: +2 BR: 15%

Reduces the Difficulty of 'Str - Endurance' checks by 3 when dealing with 'extremely cold' weather. Can also reduce the Difficulty of 'Per -Survival' checks by 2 for checks rolled attempting to 'Rest' in extreme cold weather. Increases the Difficulty of all 'Str - Climb/Swim' checks as the bulky material makes movement more difficult.

Zip Line

CU: 2 (Cable and Block tackle)

This device consists of a sturdy steel cable and a block and tackle set, which connects to the line. When secured at an angle from height the zip line provides a fast and reliable means to get to the ground. The block and tackle is then attached to a handle (included), or it can be further attached to a half-harness or full harness (not included). Characters attempting to hold onto the handle must make a 'Str - Endurance' check, or risk fall damage from the height they are at. Typically, the standard steel cable are stainless and the inch thick cable can have a load of up to 300 lbs on the cable at any one time. An industrial strength steel cable can be purchased, which holds up to 500 lbs, but at the additional cost of 2 more CU. The standard length is 250 ft, and additional sections of 250 ft can be purchased for 1 additional CU each.

I've been almost 2 months in the forest by now, and I can tell you Hell would be a welcome alternative to this. The Tree Haven I've build for sleeping and 'mild' escape from the elements so far has held up. The mosquito netting in my hammock keeps most bugs off me, and so far none of the undead have been able to see me among the tree cover. However, my nights are still sleepless, I still can see Paul's face in my mind at times. The birds also keep me awake as well. Most of my days are full of collecting whatever edibles I can identify from my old handbook. Berries, mushrooms, and roots are in abundance here, I already was a vegetarian, but I've found myself living quite well on this limited diet. Also finding potable water is usually pretty easy as there is a nice stream not too far from my tree, and I use it to fill whatever receptacle I can find among the wreckage of civilization. That leaves just the zombies and beasts that come across my Way.

CHAPTER 5

Gamemaster's Section

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When to use the rules in this book

Any scenario can utilize the rules in this book, but some require it more than others. A scenario that takes place at Outbreak Level 3 or 4 can have the forces of nature begin to reclaim the towns and cities. Given enough time, human presence will almost become completely erased from existence, as buildings and homes exposed to elemental forces gradually decay and break down. A fantastic amount of maintaining needs to be done in order to keep nature from eroding, decaying and destroying what we've built. Once that system is no longer in place, the environment will reclaim what land was taken. The further along in the process this is, the greater the ability to use the rules in this book in your scenario.

Scenario Construction

In order to utilize the content of *Outbreak: Wild Kingdom*, a Gamemaster must determine how much exposure to the elements their players are going to be subjected to. In some cases, where there is a strong infrastructure remaining from human civilization, only a few environmental features would need to be utilized in order to best represent the zombie outbreak in the area that you want. Perhaps zombie beasts do not plague the characters, but if a scenario takes place in the ruins of a city or town that is in an otherwise inhospitable wasteland, the effects of the adverse climate and weather would be a crucial element to your outbreak scenario.

The fullest utilization of this book is in scenarios that take place in the untamed wilds or the recently reclaimed cities where the natural world has begun the process of reclaiming the territory from humanity. Here, beasts can be as great, if not a greater threat than zombies, and where the punishing forces of nature can break the resolve of even the hardiest of players.

Encounter Checks (E%)

As mentioned in Chapter 1, Encounter Checks (E%) may require that you rely upon an entirely different system than what you are used to using for the *Outbreak: Undead* Core Rulebook.

Because the scenario construction of the Core Rulebook assumes that the players are facing a single, overriding enemy (zombies that are considered Standard), generalized Encounter Tables are easy to utilize across multiple scenario types. However, the potential for *Outbreak: Wild Kingdom* to take place in the wilderness or in areas overrun with wildlife makes use of the word 'Standard' to describe one opponent laughably impossible to apply. A diverse ecosystem can also provide an extraordinary amount of potential threats, such to the level that Standard becomes a fairly meaningless term.

To accommodate for this, a Gamemaster cannot always rely upon a 'Standard' model for E% checks. Instead, a Gamemaster is given the opportunity to create a customized E% Table based on the region where the Outbreak Scenario takes place. The required E% to produce an Encounter with something harmful can be based on the most abundant thing in that particular biome; in some cases, this can be endless expanses of nothing.



Foraging

Foraging is usually a temporary boost of nutrition that yields very little in the form of Food that can be stored. The Food commonly comes in the form of nuts, berries, edible plants, and sometimes even in the form of clams, lizards and insects (which are good sources of protein).

Prerequisite

Successful Scouting mission that reveals plants or natural resources that can be harvested, or Dense Plant Growth or Verdant biome feature.

Objective

This requires a successful 'Per - Survival' check that can use modifiers based on the seasons, weather conditions, and OL respectively.

Time 1d3 Time

Success

The party finds 1d3 - 1 to a minimum of 1 food that can only be used within a day of the mission. This is usually best used for the players who are on a larger mission and don't want to use up Stronghold reserves.

Failure

The party cannot find any foragable Food, or what is available is inedible.

Special

Patience - A player may piggyback this mission on itself without penalty.

Slaughter

This mission involves slaughtering a domestic animal for Food and other resources.

Prerequisite

One or more domestic animals are slaughtered and cleaned for Food. Sometimes other raw

materials can be gathered in such a way.

Objective 'Per - Survival' check.

Time 1d3 Time

Success

Generate 1d3 Perishable Food and 1 Resource per Size of the beast to a minimum of 1 Perishable Food and 1 Resource.

Failure

The animal does not produce as much Food as thought. It will only produce 1 Perishable Food per Size.

Special

Resource - The Resource gathered from this mission can only be used for creating simple gear or Stronghold Upgrades.


Hunting/Fishing Missions

Hunting is a difficult but rewarding element of finding Food out in the wild. It requires persistence, patience, and a keen sense of perception. Success at hunting can vary wildly due to the type of game, the equipment available, and the time of year. Many types of hunting can't even be completed without the right resources. Because of this, this mission is divided into several sub-categories.

Fishing

Prerequisite

'River/Rapids' or 'Lake' biome features or any aquatic biome, Fishing Equipment, or 10 Essentials, or 1 Munition.

Objective

This requires a successful 'Per - Survival' check that can use modifiers based on the seasons, weather conditions, and OL respectively.

Time

d6 Time

Success

The party successfully fishes 1d3 + 1 Perishable Food.

Failure

The party is unable to catch enough fish or catches fish too small to sustain themselves. Subsequent missions can be attempted with the appropriate Time and prerequisites without penalty (excluding environmental modifiers).

Special

The Ones that Got Away - If the 10 Essentials or any other fishing kit was used for this mission, roll Degradation for each mission (success or failure) to represent any lost hooks and broken lines whilst fishing.

Ice Fishing - Attempting this mission in any biome that features the 'Extremely Cold' Biome Universal Special Rule will add 1d6 per Environmental

Modifier to the Time requirement for this mission.

Speed Fishing - Requires 1 Munition. By strapping a stick of dynamite or other Munition to a heavy weight and then pitching said explosive into the water, one can potentially blow fish from the water. A successful check will reduce the required time to complete this mission by 1d3+1 Time (to a minimum 1 Time for the mission). However a failure will result in the 'Don't Try This at Home' special rule, and will cause a character to take 2d6 damage per Degree of Failure.

Patience - This mission can be piggybacked on itself without any penalty.

Hunting, Water Fowl

Prerequisite

'Game Birds' biome feature, wetlands or shallow aquatic biome, Shotgun (and ammo) or Bow (and bolts).

Objective

This requires a successful 'Per - Survival' check that can use modifiers based on the seasons, weather conditions, and OL respectively. A character may add their Ranged Attack bonus to this check.

Time

d6 Time

Success

The party successfully hunts 1d3 + 1 Perishable Food.

Failure

The party is unable to catch enough (or any) Water Fowl to sustain themselves. Subsequent missions can be attempted with the appropriate Time and prerequisites without penalty (excluding environmental modifiers).

Special

Ammo Spent - If a firearm was used to complete this mission, roll a d3 for each Food found. This was the amount of ammo spent in the process of acquiring this Food. If a Bow and bolts were used, cut this number in half (rounding down) to determine the number of bolts that were unrecoverable or damaged in the process.

Cold - Attempting this mission in any biome that features the 'Extremely Cold' Biome Universal Special Rule will add 1d3 per Environmental Modifier to the Time requirement for this mission.

Duck Hunt Master - A 'Headshot' on this mission will result in an additional +d3 Perishable Food found and only one ammo spent per Food found.

Hunting, Land Fowl

Prerequisite

'Game Birds' biome feature, Shotgun (and ammo) or Bow (and bolts).

Objective

This requires a successful 'Per - Survival' check that can use modifiers based on the seasons, weather conditions, and OL respectively. A character may add their Ranged Attack bonus to this check.

Time

d6 Time

Success

The party successfully hunts 1d3 + 1 Perishable Food.

Failure

The party is unable to catch enough (or any) Land Fowl to sustain themselves. Subsequent attempts can be piggybacked on this mission with the appropriate Time and prerequisites without penalty (excluding environmental modifiers).

Special

Ammo Spent - If a firearm was used to complete this mission, roll a d3 for each Food found. This was the amount of ammo spent in the process of acquiring this Food. If a Bow and bolts were used, cut this number in half (rounding down) to determine the number of bolts that were unrecovered or damaged in the process.

Retrieval - Having a trained dog to fetch the downed Land Fowl will reduce the time of this mission by 1 per dog used to a minimum of 1 Time for the mission.

Found the Nest! - A 'Headshot' in the Objective will result in an additional +d3 Perishable Food found, and only one ammo spent per Food found, as this Food can also account for the animal's eggs.

Hunting - Big Game

Prerequisite

'Herd Animals' biome feature, Firearm (and ammo) or Bow (and bolts).

Objective

This requires a successful 'Per - Survival' check that can use modifiers based on the seasons, weather conditions, and OL respectively. A character may add their Ranged Attack bonus to this check.

Time

2d6 Time

Success

The party successfully hunts 2d6 Perishable Food that can be used within two days of the mission. With salt or other preservatives this Food can be used within one month of the mission.

Failure

The party is unable to catch enough (or any) Large Game to sustain themselves. Subsequent missions can be attempted with the appropriate time and prerequisites without penalty (excluding environmental modifiers).

Special

Heavy Ammo spent - If a firearm was used to complete this mission. If this happens, roll a d6 for each Food found. This was the amount of ammo spent in the process of acquiring this Food. If Heavy or Massive cartridges were used, instead roll d3 for each Food found. If a Bow and bolts were used, cut this number in half (rounding down) to determine the number of bolts that were unrecoverable or damaged in the process.

Stampede! - A Catastrophe in the check will have startled the herd. If hunting 'Herd Animals', then all characters are required to make a 'Str - Endurance' check or this mission will lead the animals to charge. Roll an attack for the animals, using the rules for the Horror Trait 'Crush'. The animals will make a single collective Crush attack in this way before continuing onward, away from the characters.

Hunting - Small Game

Prerequisite

'Small Game' biome feature, Firearm (and ammo), or Bow (and bolts), or 1 Resource or 10 essentials.

Objective

This requires a successful 'Per - Survival' check that can use modifiers based on the seasons, weather conditions, and OL respectively.

Time d6 Time

d6 lime

Success

The party successfully hunts 1d6 Perishable Food.

Failure

The party is unable to catch enough (or any) Small Game to sustain themselves. Subsequent missions can be attempted with the appropriate time and prerequisites without penalty (excluding environmental modifiers).

Special

Ammo Spent - If a firearm was used to complete this mission, roll a d3 for each Food found. This was the amount of ammo spent in the process of acquiring this Food. If a Bow and bolts were used, cut this number in half (rounding down) to determine the number of bolts that were unrecoverable or damaged in the process.

Trap - A mission in hunting small game can result not from the hunting efforts of the characters, but by the construction of a trap. Each trap will require 1 Resource and each one has a chance of success equal to 10% per Degree of Success in the Prerequisite check of this mission. The check can benefit from the bonuses of the Survivalist skill.



Jim has been separated from the group for a while now, but he's a tough guy and it's quiet, so I'm sure we would have heard a scream by now if something had happened. Nighttime had shown to be no safer in many cases, so we decided to go gather and get fruit from some of the larger orange and apple trees that were in the backyard of various houses at dusk. A pack of wild dogs, if you could call them dogs, cornered us and nearly took us all as a meal. If Paul hadn't had that torch to help us navigate the back alleys, we probably would have all been eaten. Walter, suffering such a fate in broad daylight, still hangs as a grim reminder that death can come from anywhere and at any time. However, that was yesterday, this is today.

As far as food goes, we still have a few pieces of jerky left, and Jim did set up a few snares to see if he could catch a rabbit or two. It took a while, being nearly 15 years since boy scouts. We counted our meager blessings that we all had some degree of experience in this; it's certainly paying off now. However, setting the traps took up the better part of the day, and now we really needed to find shelter before the sun went down. "Shelter first then food, idiots..." Mike reminded us... as if we weren't all painfully aware of this. But damn it, we were just so hungry it was hard to think of anything else. It took most of my energy not to retort with this very line, but I was actually too tired and starved to really argue... especially with someone who was right.

We had a few options; find a tree and sleep there, or build some sort of camouflaged lean-to. Both sounded terrible. Sure a lot of the animals that had been attacking us couldn't climb, but what if one of us fell while we were asleep? What if we woke up to find that same pack of wild doys had been waiting at the base of our tree the entire night? At the same time, a lean-to was only a thinly veiled attempt at hiding our emaciated bodies from the creatures of the night at this point. It'd be like putting ourselves in a damn sandwich bag.

Why couldn't it just be zombies?

Campfire Cooking

Prerequisites

Food gathered from either Hunting Missions or Foraging. A source of Heat. 1 Resource (Fuel).

Objective

'Per - Survival' check. Equipment like matches, lighters and other fire-starting/cooking gear can add their bonus to this check.

Time 1 Time

Success

1 Perishable Food per Degree of Success can become Non-Perhishable Food.

Failure

1 Food is ruined or rendered inedible by cooking per Degree of Failure. This is reduced by 1 per Tier of Survivalist or Cooking skills. A Catastrophe will result in 'Food Poisoning'.

Special

Buffet Style - Characters can piggyback this mission on top of itself without any penalty. The piggybacked mission will ony require 1CU of additional Fuel for the fire or the expenditure of additional Fuel for cooking stoves. This can be gathered automatically or pending a check as deemed appropriate by the GM.

Use The Entire Animal - A Headshot will result in d3 Resource in addition to the success. This cannot apply to yields of a Fishing mission. This Resource can only be spent on the construction of simple equipment or Stronghold Upgrade mission Prerequisites.

Sushi Doesn't Get Fresher Than This - Some foods don't need to be prepared in order to eat. It is the GM's discretion (and careful research) to determine what this is. As an alternative, a GM can also allow a 'Str - Endurance' or 'Will - Check' if he/she feels the player attempting to eat food raw may have difficulty. The Billy Goat skill will add their allowed bonus to this check.

Food Poisoning - The players who eat the

prepared food will count as being poisoned for 4d6 Time, as the Food was either prepared wrong or the players believed the Food was safe and it was not.





Tag 'em!

Prerequisite

Successful 'We know this Much' mission. Colorful or bright item, or something that creates loud noises that can be secured to the animal.

Objective

This is similar to the 'Bell the Cat' mission in the Core Rulebook, however, this mission can also be used to track Beasts to their packs and even to their hideouts/dens. With the right weapon/ammo, this mission can be done with a successful ranged attack (with a +10% modifier per size of the creature, as it is not necessarily aimed to kill). A successful grapple check with the beast will result in an automatic success.

If the animal is Size 3 or greater, the tag can be ingested, but can only be audio based. This will vary depending on the Zombie animal and the GM's discretion how this is done. If the item is electronic, then battery life and size of the animal should be taken into account, so this mission's Success would only apply until the battery's Degradation roll indicates that it no longer functions. Thankfully, dedicated trackers are designed to persist for months.

Time 2 Time

Success

Players receive a 20% bonus to Perception checks against creatures with the tag. This includes creatures with the 'Stalker' rule. If the tag was audio based this bonus is increased to 50%. Also, this grants a 10% visual and a 30% audio bonus to any 'Per - Tracking, Survival' checks as it relates to the tagged creature.

Failure

The tag is not secured.

Special

Stick, Damn You! - If the tag has been attached via a ranged attack, there is a 30% chance that the tag may fall out of its own accord. A -5%

modifier can be taken for each DoS that the required ranged attack yielded.

Lose them in the River

Prerequisite

Risk generated. 'River/Rapid' biome feature. Optional: Watercraft.

Objective

Either a 'Per - Navigation' or 'Str - Swimming' check. If a watercraft is available, a 'Per - Drive (watercraft)' will suffice. Environmental Modifiers apply.

Time 1 Time

1 mile

Success Reduce Risk by 2d6.

Failure

Disoriented. A Catastrophe will result in 'Up A Certain Creek'.

Special

Disoriented - By trying to lose their pursuers in the river, the characters have inadvertently gotten themselves lost. Increase Time by the Degrees of Failure in the Objective.

Up A Certain Creek - The extent of the disorientation is more than just a few miles off course. This will not increase the Time spent by a mere 1 per Degree of Failure in the check. It will instead be an increase in Time by 1d10 + Environmental Modifiers.

Natural Strongholds

Caves

Structure: 6 Viability: 0 (1 if artificial light is brought in) Population: 1 Science: 0 Culture: 0 Morale: 2

Special

Hidden - Vigilantes attempting to follow survivors back to this Stronghold will have a hard time picking the Stronghold out easily. As such, players fleeing encounters with Vigilantes will only add 1d3 Risk instead of the normal 1d6.

Well Fortified - Due to the natural defensive bonus of Caves, this Stronghold receives +2 Structure points, which is reflected in its profile. Morale is also increased by +1 due to this Stronghold's population feeling extremely well protected; this is reflected in the profile.

Treetops

Structure: 5 Viability: 4 Population: 1 Science: 0 Culture: 0 Morale: 3

Special

Privileged Position - Due to the natural defensive bonus of height that Treetops provide, this Stronghold receives +1 Structure point, which is reflected in its profile. Morale is also increased by +1 due to this Stronghold's population feeling extremely well protected; this is reflected in the profile. This Stronghold cannot be 'Breached' when resolving 'All out Defense' missions, so long as all the access points contain a removable entrance. However, any excess number of zombies from the 'Trailing Zombie Roll' as a result of the mission continues to linger until they have been disposed of. This rule excludes any zombies with 'Sentience' or beasts that have the Horror Trait 'Climb'.

Constructed - This Stronghold is not naturally occurring. It is a hybrid of a strong natural foundation combined with multiple man hours to construct and secure a fortress in the tree canopy. This Stronghold must be constructed by undertaking the following mission:

Prerequisite

30 Resources, 3 Population (minimum), at least 1 with the Contractor/Construction Worker/Welder profession.

Objective

Chance of success is 5% per point in participating Population (Mobilized Work Force) with a bonus of 5% per additional Resource spent beyond what was required by the Prerequisite. Each population as a Mobilized Work Force assisting with the creation of this Stronghold who has the Contractor/Construction Worker/Welder profession will also add 10% to the required Objective of the roll as if they were doing a Stronghold upgrade or Equipment Manufacture mission.

Time

25d10+5 Time. -1 Time (to a minimum of 1 Time) for each Mobilized Work Force assigned to this mission, excluding the population required for the prerequisite.

Success

The Treetops Stronghold is created with the Structure profile given above.

Failure

The Stronghold is not created and 50% of the Resource used to create it are wasted (rounded up). This mission may be attempted again with the remaining Resource.

Special

Faulty Construction - If a 'Catastrophe' is rolled, the GM can elect to have the players think the

Stronghold is created successfully; however, if any point of structure damage is done to the structure, or alternatively after 20d10 Time, the structure collapses in a cascading failure. All population and players take fall damage from the height the Treetops Stronghold was placed at. 50% of all items, Food and Resource are destroyed (rounding up).

Camouflaged - By spending an additional 5 Resource, and 1d6+2 Time, players can add the following special rule to their Stronghold: Vigilantes attempting to follow survivors back to this Stronghold will have a hard time picking the Stronghold out easily. As such, players fleeing encounters with Vigilantes will only add half as much Risk rounding down to a minimum of 1.

Stronghold Upgrades

Foxhole/Dugout

Prerequisite

1 Population (Mobilized Work Force), Soft ground and a Shovel, or any material that can be piled up enough to create a small barrier (sand bags, concrete rubble, felled trees, etc).

Objective

'Str - Endurance' roll.

Time

1d6+3 Time. -1 Time (to a minimum of 1 Time) for each Mobilized Work Force assigned to this mission, excluding the population required for the prerequisite.

Success

A Foxhole or Dugout is created. Add +5% Will bonus to ranged attack when firing from behind it as it can provide a steadier hand and a mental feeling of protection. This is lost once any hostile happens to come within close range.

Failure

The Foxhole is not deep enough or piled high

enough and is not created. This mission can be repeated ad-naseum until completed, subsequent missions still require a roll and the appropriate amount of Time.

Special

Fortified Position - This type of fortification was made to protect one particularly against blast damage. Reduce any blast damage by 2d6 when players are held up in this fortification. Formations can be used in this upgrade and provide the Will bonus to the entire group.

Camouflaged - As long as this upgrade completely submerges a player, vigilantes attempting to follow survivors back to this Stronghold will have a hard time picking up the trail. As such, players who flee into this upgrade will only add 1d3 Risk instead of the normal 1d6.

Rushed Position - This mission can be rushed and only require 1d3+1 Time; however, the position only affords 2% Will bonus and removes 1d6 blast damage as a result.

Kennel/Pen

Prerequisite

1 Population (Mobilized Work Force), 2 Resource per Size of the animal the Kennel or Pen is for (to a minimum of 2). Animals Size 3 or greater require 10 Resource per Size.

Objective

'Perception' check with any bonuses due to 'Animal Handling/Training' skills.

Time

1d3 Time per Size of the animal the Kennel or Pen is for.

Success

A comfortable, but secure holding area is created for one animal. The animal has an increased Difficulty of 3 when attempting an 'Escape'.

Failure

The pen is not secure. The animal will not be given Difficulty penalties to their Escape checks,

which will not be known to the players until the animal successfully escapes.

Special

Fool me once... - If an animal fails an Escape with a Catastrophe, and the kennel or pen is faulty as per 'Failure' rules, then the animal's failed escape attempt will result in revealing the weakeness in the structure of the pen that the animal attempted to exploit in their escape attempt. A character may attempt this mission again with a +10 bonus and will require additional Resource equal to 1 per Size of the animal being contained in the kennel or pen.

Tree Hammer

Prerequisite

3 Population (Mobilized Work Force). 1 Large Bludgeoning or Large Piercing Weapon, 3 Resource.

Objective

Strength check for Mobilized Work Force, and a 'Per - Survival' check for the one laying the trap.

Time

2d6+1 Time. -1 Time (to a minimum of 1 Time) for each Mobilized Work Force assigned to this mission, excluding the population required for the prerequisite.

Success

The Tree Hammer is successfully created and set. Any Zombie, Beast, Living or Vehicle triggering this trap will have the trap sprung on them with a ZK% of 60%, 4d6 Damage to The Living, or d6+2 Damage to Vehicles.

Failure

The Tree Hammer is not created and 50% of the Resource, or the Large Bludgeoning or Large Piercing Weapon is destroyed. This mission may be attempted again with the remaining Resource.

Special

Crushed Like a Tin Can - By combining two Tree Hammers one can create a more lethal trap. Each

trap must be constructed and rolled seperately, with +2 Difficulty to each Objective roll. The traps are placed opposite each other for the purpose of determining location. Two Tree Hammers constructed this way will have a ZK% of 85%, do 10d6 Damage to The Living, Vehicles of Size 4 or less are considered 'Wrecked', and Vehicles of Size 5 or greater take 2d6+2 Damage.

Reset - This trap can be re-set with 2 Population and 1 Time.

Pitfalls

Prerequisite

2 Population (Mobilized Work Force), Shovel or Pickaxe for 'Hard ground'.

Objective 'Str - Endurance' roll.

Time

1d6+1 Time for Soft Ground. 2d6 +2 Time for Hard Ground. -1 Time (to a minimum of 1 Time) for each Mobilized Work Force assigned to this mission, excluding the population required for the prerequisite.

Success

Any Zombie falling into this trap will have a ZK% of 10%, or Fall Damage for The Living and Beasts. How soon it springs and what it holds can vary depending on the OL and biome. It is suggested that the GM makes an E% check to determine the victim of the trap, which could indicate multiple different things with the same DoS or DoF.

Failure

The hole is not deep enough, or the sides aren't supported or it is easily escaped.

Special

Auto-Reset - The basic trap is essentially a dangerous hole in the ground one can fall into, and thus never needs to be re-set to be dangerous again. Only 1 Time and 1 Resource needs to be spent to cover/bait the trap again.

Camouflaged - By covering up the danger of this trap, the trap becomes ever more deadly. To camouflage a Pitfall, 1 extra Generic Resource and extra Time must be spent in the creation of the trap. A successful 'Per - Spot' check must be made at +2 difficulty to spot this trap. This can be re-set with 1 population and 1 Time.

Kill it with Fire! - Adding ignitable oil/gas to the pit will make Pitfalls much more deadly. Any Zombie, Beast, or Living in this trap when the the trap is ignited will become 'Engulfed'. This can be re-set with 2 CU of fuel and 1 Time.

Poisoning the Well - A pit may have a mix of zombie beasts and uninfected beasts. The zombie beasts will attack the uninfected ones and render them inedible as food. The chance of this happening is 5% per OL.

Punji Pit - Combine pitfall with Spear trap. Can also utilize the 'Kill it with Fire!' special rule, but this destroys the sharpened sticks used to form the punji stakes.

Spear Trap

Prerequisite

2 Population (Mobilized Work Force). 2 Resource and at least 1 medium piercing weapon. (Optional: +2 Resource to apply the 'Barbed' rule).

Objective

'Str - Check' for Mobilized Work Force, and a 'Per - Survival' check for the one laying the trap.

Time

1d3+2 Time. -1 Time (to a minimum of 1 Time) for each Mobilized Work Force assigned to this mission, excluding the population required for the mission's Prerequisite.

Success

This trap is more effective against living creatures than the undead, a success will yield a more lethal trap that provides a 10% ZK for zombies, and 4d6 damage to Beasts and The Living for each piercing weapon the trap comprises of.

Failure

The trap is ineffective or unstable. This mission can be attempted again but 1 Resource is wasted.

Special

Impaled - Any creature attempting to free themselves from this trap must make a 'Str -Check' with a Difficulty equal to the 'Difficulty to Manufacture' table in the Core Rulebook (end of Chapter 8). Failure will result in 2d6 additional damage.

Barbed - Barbs on the piercing item will add an additional 2 Difficulty and cause an additional 4d6 additional damage if failed.

Tree Snares (Large)

Prerequisite

2 Pop (Mobilized Work Force), 1 Pop (Trap snare layer), 1 Resource used for Rope, Bear trap.

Objective

'Str - Check' for Mobilized Work Force, and a 'Per - Survival' check for the one laying the trap.

Time

1d3 Time. -1 Time (to a minimum of 1 Time) for each Mobilized Work Force assigned to this mission, excluding the population required for the prerequisite.

Success

Create a large sized snare that can be used to grab and suspend targets. How soon it springs and what it holds can vary depending on the OL and biome. It is suggested that the GM makes an E% based on biome and available zombies to determine what it captures, randomizing when an E% check to determine the victim of the trap, which could indicate multiple different things with the same DoS or DoF.

Failure

The tree is either too weak or too strong. The ground is unable to support the anchor to hold down the trap. A Catastrophe will result in the trap appearing to be set, but will not go off when the time is needed.

Special

Reset - This upgrade can be taken again without the use of the 1 Resource for rope if previously successful. Add Degredation (1) to the rope after a successful reset.

Tasty Incentive - 'Bait' can be added to this mission to make the likelihood of capturing something specific or having the trap spring quicker. Reduce the frequency of the check by half (twice a day). Once a 'Success' has been achieved, remove 'Bait'.

Tear you limb from limb - There is a chance that with the rotting flesh of the undead that the sudden force of being pulled into the air simply tears the limb out of its socket rather than suspend it. If one of the undead is caught, add 10% per OL (or by GM's discretion) to the possibility that it will simply create a 'Partitioned' or weakened zombie beast instead, and that players will only discover a rotting limb from the trap.

Also, Food! - This upgrade can be used for hunting purposes as well. It yields the appropriate amount of Food for the capture game based on the Resource Catalog provided for the appropriate biome or region.

Mark Territory

Prerequisite

1 Population

Objective

'Per - Navigation', this is different then the 'Post Your Colors' Stronghold Upgrade, as it is suppose to be an active deterrent for animals (primarily mammals).

Time

1 Time

Success

If predatory mammals are included in the biome, reduce the DoS by 1 for the chance of an encounter.

Failure

The scent actually makes animals curious about the smell, or it was done too close to camp and is interpreted as a sign of fear. Increase the DoS by 1 for the chance of an encounter.

Special

Maybe something bad? Maybe something good? -This mission has a chance of doing the opposite of its intended effect as it varies from animal to animal. Apex Predators would potentially react adversely. This mission has no effect against zombies or zombie beasts.

Tree Ledge

Prerequisite

1 Population and 1 Resource of building materials.

Objective

'Per - Build' check to secure a ledge or similar supportive structure to a tree trunk elevated above the ground. This may also require a 'Str -Climb' check as well depending on if certain tools are available or not.

Time

1 Time

Success

The Tree ledge is secure, 'Per - Spot' checks against anyone on the ledge have an increased Difficulty of 2.

Failure

The ledge is not secure enough or the tree is too weak to hold the materials. The Resources are wasted. This mission can be attempted again. A 'Catastrophe' will result in the 'False Sense of Security' rule being applied.

Special

Pre-Built - There are consumer brand 'Tree



Ledges' that hunters use for waiting out prey. If these can be found, it takes a 'Per - Survival' Check to mount it but requires no additional Resource. They are considered to be 'Rare' and should only be available in Resource Catalogs for hunting stores in the appropriate biome.

False Sense of Security - The ledge appears to be stable, or the tree strong enough, but fails only after a little while inside it. The Tree Haven is destroyed and players take falling damage.

Waystones/Milestones/Signposts

Prerequisite 4 Resource

Objective 'Per - Navigation'

Time

1 Time per Mile

Success

A character within the radius of the constructed Waystone, Milestone or Signpost will be able to make 'Per - Navigation' checks without the 'Disorienting' biome feature as a penalty.

Failure

The waystone, milestone or signpost is not prominent enough to attract the attention of those using them as landmarks to navigate.

Special

Natual Landmarks - Although rare, sometimes a natural landmark will exist to dot an otherwise featureless or convoluded landscape. If this is the case, then a landmark communicated to those navigating in the area will be able to benefit from this without requring the check to be made. If these features are numerous, then chances are, the landscape itself wouldn't fall under the 'Disorienting' category to begin with.

Biomes

Universal Special Rules and Environmental Modifiers

In the Core Rulebook, a player was subject to Environmental Modifiers under all circumstances. It was assumed that GM discretion was used to determine whether or not such modifiers applied to the checks being made. One of the benefits of Outbreak: Wild Kingdom is that the environment rules are made much more specific in the form of Biome Universal Special Rules. These rules dictate whether or not (and for what kinds of checks) Environmental Modifiers apply to. The biome entry itself will dictate what sort of Environmental Modifiers apply, ranging from 1 to as high as 5. The higher the number, the more extreme the climate or more deadly the surroundings. This means that a special rule that states that Environmental Modifiers are added to 'Per - Search' checks will vary in the amount of Difficulty added based on the Environmental Modifiers the region has.

In addition to this, some special rules will add or negate Environmental Modifiers under specific circumstances or for certain checks. Such distinctions will be made in the entries themselves.

Biome Universal Special Rules

Global environments are not so atypical; repeats of temperatures, climates and geography are common across the world. These Biome Universal Special Rules reflect standard environmental modifiers or rulesets that affect a particular region. The reason why the rule applies may be different, but the effects they produce may be the same, so occasionally they will be organized into categories.

Arid

The region is so dry and inhospitable to plant life that the biodiversity of the area is to be highly specialized to that environment if it is to exist at all. In this case, it is a safe assumption that humans have not adapted to this exceptionally dry region. Arid climates need not be hot, they can also be arid and deathly cold (such as in the Gobi Desert). Arid regions have their Viability reduced by 2 during all seasons and by an additional 3 during the winter and summer months. This also means that Environmental Modifiers can be applied to 'Per - Survival' checks.

Caves (Naturally occurring, Mineshaft)

This biome features caves of varying size and depth. This can provide a natural shelter from the elements, but it is likely that any number of animals already have the same idea. Many animals feature 'Caves' in their 'Habitat' entry for this reason. For those characters that manage to find and defend a cave and make it their Stronghold, they will get +1-5 to the Structure of the Stronghold. Those caves that are old mines will get a further increase of +2 to Structure due to the system of rails and elevators that people can make use of as a further deterrent to any outside invaders.



Table 5.1 Ice/Cold and Extreme Heat

The presence of extreme weather will be a constant danger to the characters exposed to the elements. This takes the form of more than just mere environmental modifiers.

Each day (20 Time) make a check based on the environmental modifiers (i.e. if the total environmental modifiers are +4 Difficulty, then the d% would have to turn up a 20 or less). If this check is successful, then the temperature drops enough to increase the environmental modifiers by 1 (see the following section on Temperature). If this check fails, the temperature remains constant. If the failure is a Catastrophe, the temperature increases enough to reduce the Difficulty by 1.

If for whatever reason the temperature is warm enough to not require any additional Environmental Modifiers, then the temperature will not increase further.

Temperature

This supplement features 'Temperature', which will serve as the basis of not only general survivability, but will constitute as an 'Environmental Modifier' at certain extremes. Articles of cold weather gear can offset these penalties in addition to granting a bonus to 'Per - Survival' or 'Str - Endurance' checks.

Temperature (Fahrenheit/Celsius/Kelvin) - Modifier - description

| | Temperatures higher than these |
|---|--|
| are considered un-survivable: | are considered un-survivable: |
| +5 Difficulty -112 F / -80 C / 193 Kelvin | +5 Difficulty 120-125 F / 48-51 C / 323-326 Kelvin |
| +4 Difficulty -94 F / -70 C / 203 Kelvin | +4 Difficulty 115-119 F / 44-47 C / 319-322 Kelvin |
| +3 Difficulty -49 F / -45 C / 228 Kelvin | +3 Difficulty 101-114 F / 38-43 C / 312-318 Kelvin |
| +2 Difficulty -22 F / -30 C / 243 Kelvin | +2 Difficulty 95-100 F / 35-37 C / 309-311 Kelvin |
| +1 Difficulty -32 F / 0 C / 237 Kelvin | +1 Difficulty 90-94 F / 32-34 C / 305-308 Kelvin |

A 'Str - Endurance' check for extreme weather can prevent these Environmental Modifiers from having any effect on any other check that the characters might have to take that would be negatively impacted by the Environmental Modifiers. Make this check at the beginning of each Encounter and every period of Time exposed to the elements.

Note that appropriate gear or attire can negate or greatly reduce the Difficulty modifiers of more extreme temperatures.

| Frostbite/Sunburn |
|---|
| A character will sustain damage from frostbite or sunburn whenever they are forced to make |
| a 'Per - Survival' check if they are exposed to extreme cold or heat. Failing this check will |
| inflict Idlø Damage per DOF in the 'Per - Survival' check. A character can substitute a 'Str - |
| Endurance' check as normal, but the difficulty will be increased by the Environmental Modifer for |
| temperature. This damage from will count as a Flesh Wound that effects the extremities first |
| (hands, feet, nose). |

Dense Plant Growth (Plant Type, i.e. Scrub, Vines)

Navigating through dense plant growth is extremely difficult. All movement is reduced to Crawling speed when navigating through it. It will also generate an additional point of Noise due to the greenery that must be broken and moved through in order to progress. Using established trails will mitigate this somewhat, which will be up to GM discretion. Some gear can also effectively allow passage through this sort of terrain.

Although not always, this feature will allow 'Foraging' missions to take place in the region with dense plant growth.

Desolate

A predominant feature of this biome is the tremendous lack of anything. Any region that suffers from this lack of biodiversity will have their Environmental Modifier increased by 1 or more. This isolation can potentially cause other issues too, such as adding the Environmental Modifer to Empathy checks, but that is up to the creative liberty of the GM to determine the extent of stress that sort of isolation puts on a group of survivors.

Disease: Water

While freshwater may be more drinkable than salt water, even the most abundant of freshwater streams, rivers or lakes can potentially contain water bacteria that may be uncomfortable, if not potentially fatal when consumed, especially considering there may be the remnants of zombies further upstream. When players drink from a diseased water source the GM can make a 'Str - Endurance' roll in secret. A 'Catastrophe' will lead to some type of waterborne disease. The most common being giardia. Still water (nonflowing water) is more likely to have this Universal Special Rule, so add +1 or more Difficulty to the 'Str - Endurance' check in this case. Characters that spend the Time and take appropriate measures to purify their water source in some way, such as boiling it or using iodine tablets, will mitigate the need for this check or grant tremendous bonuses to it.

Diminishing Resources (Season)

During certain seasons (normally summer), the food and water of the surrounding region will become extremely scarce. This scarcity can be to such a degree that predators and prey may share the same water hole at the same time. During this time, the Risk generated by spending Time on any Foraging, Fishing or Hunting mission will be increased by an additional +1 Risk per Time during that mission.

Disorienting (Dunes, Dense Jungle, Featureless terrain)

The terrain is either featureless and repetitive, or is so dense and convoluted that navigating it is much more difficult than normal. Add Environmental Modifiers to all 'Per - Navigation' checks made in this biome. This penalty can potentially be offset by certain skills and gear.

Extremely Cold (Season)

The Winter season in this biome will almost certainly result in frostbite and exposure for humans.

All characters will suffer penalties for Cold and will take Environmental Modifiers to their 'Str - Endurance' checks and 'Per - Survival' checks. Consult the Temperature Chart (Table 5.1) for the complete rules regarding this extreme temperature.

Extremely Hot (Season)

The Summer season in this biome is almost unbearable to live in, let alone work in. During the peak times of the day when it is the hottest (Time 4-6), players have to make a 'Str - Endurance' check with the region's Environmental Modifier to do anything other than be 'Inactive'. Consult the Temperature Chart (Table 5.1) for the complete rules regarding extreme temperature.

Fauna, Carnivorous

This region is host to animals that have little to no problem eating humans under the right circumstances (piranhas, ant swarms, swarms of rats); however, they are not in a significant enough number nor are they significant enough in size to warrant an actual Encounter. Instead, wandering through a region with this sort of hazard will inflict 1d6 damage per Degree of Failure in a 'Per - Navigation' check when navigating through it. Roll a 'Per - Survival' check; the damage is offset as if the 'Per - Navigation' check rolled one less DoF per DoS in the 'Per -Survival' check. Likewise, some skills or gear can prevent damage. This can also result from a failed 'Per - Survival' check to represent inadvertently settling down in a region full of small, carnivorous creatures. The region or specific part of the region where such creatures live can be further detailed with parenthesis next to the 'Fauna, Carnivorous' entry in the biome's 'Special' section.

Fauna, Disease Carrying

This region is host to disease carrying creatures. Under most circumstances, these diseases can be treated. However, in especially wild areas of the world or during the events of an outbreak, the means to treat such diseases may not be immediately available. The presence of such insects will decrease the Catastrophe threshold for 'Per - Survival' checks by 1. The region or specific part of the region where such creatures live can be further detailed with parenthesis next to the 'Fauna, Disease Carrying' entry in the biome's 'Special' section.

Fauna, Poisonous

This region has small, but highly poisonous creatures living within it. These stings and bites go beyond mere pain and venture into the realm of being deadly, especially considering the possible lack of proper medical treatment for sustaining such an injury at the hands of such dangerous creatures. If a character rolls a Catastrophe in a 'Per - Navigation, Survival' check, then they are stung/bitten/exposed to the poison of a very deadly animal. The character will die if left untreated. Due to the severity of this sort of hazard, it is important to detail where in the biome such a creature exists, much less what kind of creature it is to begin with. Such distinctions (should they exist) can be further detailed in parenthesis after the 'Fauna, Poisonous' entry of the biome's 'Special' section. Some examples of these tiny, but extremely deadly animals are

as follows: the poison arrow frog, coral snake, rattlesnake, stonefish, blue ringed octopus, box jellyfish, cone snail, scorpions (some varieties, i.e. deathstalker), and the Brazilian wandering spider.

Due to the exceptionally deadly nature of this hazard, there are options to save oneself from its effects.

Resulting from a failed ...

· 'Per - Survival' check allows a BR% or a

'Str - Endurance' check depending upon what is inflicting this poison. To metabolize the poison with a 'Str - Endurance' check, a character is required to get DoS in the check equal to 10. This is, under most circumstances, impossible, but various Anti-Venoms can assist in this (but not always). The character will take 1d6 damage per DoS they failed to meet with their 'Str - Endurance' check. Failing the 'Str - Endurance' check will also result in the taking of additional



damage equal to 1d6 per DoF in their 'Str - Endurance' check.

 'Per - Navigation' check allows a 'Per -Survival' check to recognize the cues, markings, or territories of the dangerous creature that lives in the region (i.e. hearing a rattlesnake rattle, recognizing the colorings or markings of poisonous animals). Succeeding in this check will avoid the effects of the poison, but navigating around the location will increase by an additional 1 Time.

Fauna, Stinging/Biting

The region is host to any number of creatures that make life just a little more unbearable. Thankfully (deadly allergy aside) these stings and bites are rarely fatal, but they produce a tremendous amount of pain. This will cause a character to be in 'Pain' until the sting or bite is treated. This can result from rolling a 'Catastrophe' in any 'Per - Navigation, Survival' check. The region or specific part of the region where such creatures live can be further detailed with parenthesis next to the 'Fauna, Stinging/ Biting' entry in the biome's 'Special' section.

Flash Floods

There is a chance that players may have made shelter in areas where Flash Floods are prevalent. Players must make a 'Per - Survival' check when determining where they wish to set up shelter. This is in addition to any other 'Per-Survival' checks they need to make to create camp. Failure to identify an area prone to Flash Floods could result in lost gear and even death. However, the signs of Flash Floods are usually given following a heavy rain. It is the GM's discretion to determine how Flash Floods will be accounted for in their biome when setting up their campaign.

Fire Hazard (season)

These locations are susceptable to fire. If any fire is set in the location, deliberately or as a result of a Catastrophe of a check involving a character creating or using fire, the fire will consume the location, reducing its Viability to 0, During the fire, the Environmental Modifier is increased by +5. When the blaze dies down, add +3 to the Environmental Modifer of the location to represent the life being scorched from the region.

Fishing

The region has schools of food-fish that can be caught with a little effort and the right gear... and perhaps some patience. Fishing missions can be attempted in regions with this biome feature. This may be restricted by season if the fish migrate to spawn.

Flora, Irritating

The plants of the region are stinging or cause itching. Increase the Difficulty of all 'Per - Navigation' checks by 1.

Flora, Poisonous

All 'Foraging' missions taking place in this region have a decreased Catastrophe theshold by 1, requiring one less Degree of Failure to count as a Catastrophe.

Game Birds

The biome is host to game birds which allow the 'Hunting - Game Birds' mission to take place. It can be either waterfowl or landfowl.

Hard Soil

The ground is considered to be 'Hard Soil' for the purposes of some missions. Only pickaxes, or similar high durability piercing equipment, or mechanical tools will be able to penetrate the ground for the purposes of creating shelter or building/anchoring structures without taking Environmental Modifiers as a penalty.

Hibernation

During the winter months, the largest and potentially most dangerous animals are in hibernation and cannot be encountered normally with a successful E% check. When building an E% table, the animals that hibernate should be indicated in parenthesis after their entry. Large 'Apex Predators' will often times be among the hibernating animals, even if not specifically listed in a Hibernation entry.

Migratory Animals (type)

The biome is an important stop, or is the ultimate destination of a large group of migratory animals. This will prevent a biome's Environmental Modifiers from being added to



hunt these animals during the seasons they are present. This parenthesis will indicate what kind of animal can be hunted in this fashion. It can be one or more of the following: Herd Animals, Game Birds, Spawning Fish.

Herd Animals

The biome is host to herds of large game. They have evolved to stay in herds for protection. This will allow the 'Hunting - Big Game' mission to take place.

Marshland

The region has a dense vegetation as well as a high water table and can feature hazards such as quicksand, which is rarely deadly on its own depending on depth, but leaves one stranded and vulnerable to the elements and predators. It is densely populated by mosquitoes and can be inhabited by marshland predators. This natural impediment will reduce all movement through it to Crawling speed unless riding in a vehicle that is built for travel through such areas.

Rivers/Rapids

A river can be a minor inconvenience or or it can become a raging rapid, making even the most athletic swimmer's fate almost certain death. Proper gear can allow it to be ridden, but more advanced rapids would require experience in doing so. Crossing it either requires a 'Per - Balance' check in order to jump from rock to rock or proper rafting gear and a 'Per - Drive (whitewater craft)' check. All checks made in regards to rapids are equal in Difficulty to the 'International Scale of River Difficulty' of the rapid. Consult Table 5.2 to see what class of river is encountered. Class 1 being fairly easy with Class 6 being next to impossible even with all the training and preparation possible. 'Per - Survival' checks made in this region to find water are automatically successful. Proper gear can extend this bonus to apply to all 'Per - Survival' checks. In addition, the Viability of any nearby Stronghold is increased by 3. Note that some rivers/rapids may be seasonal, and as a result would not provide any additional special rules during the months it is dried up.

This feature will sometimes allow the 'Fishing' mission to be taken.

Rocky Terrain

This biome is characterized by high, dangerous mountains and stony soil. 'Per -Balance' and 'Str - Climb' checks will become familiar checks to the players. Failing either of these will force a character to slide down whatever surface they are climbing if they are not secured properly. Sometimes this is just a huge inconvenience, but more often than not, it's life-threatening. These checks will need to be made each period of Time when moving faster than Crawling speed, or whenever the GM feels it necessary.

Steep Slopes (cliffs, moulin)

Encountering a region with this feature requires that a character make the same checks for crossing 'Rocky Terrain' or fall. Characters have the option of circumventing it by finding another route, but this will require 1d6 extra Time to be spent doing so.

Thin Air

All characters not using stored oxygen will find their ability to breathe greatly impaired. This takes the form of adding the Environmental Modifiers to all 'Str - Endurance' checks. If the characters use stored oxygen, then they will not take penalties to their 'Str - Endurance' checks due to the thin air.

Verdant (Season)

The terrain is blessed with an abundance of plant life. Sometimes this is year-round, but more often than not, it's seasonal. A 'Verdant' biome will not grant Environmental Modifier penalties for any 'Per - Survival' checks made while within it when finding Food or water. Likewise, all Strongholds established in or near such areas can increase their Viability by 5 - the normal Environmental Modifiers to a minimum of 1.

Zombie

This is a sub-category of Fauna. In addition to causing damage/stinging/poison, it will also inflict 1 Viral on a character that encounters it. So, for instance, a school of infected piranha will have an entry described as such: 'Fauna - Carnivorous (River, Zombie)'.



Table 5.2 International Scale of River Difficulty

Class I - Easy - +0 - 1 Difficulty Waves small; passages clear; no serious obstacles.

Class II - Medium - +2 Difficulty Rapids of moderate difficulty with passages clear. Requires experience plus suitable outfit and boat.

Class III - Difficult - +3 Difficulty Numerous Waves, high, irregular; rocks; eddies; rapids with narrow and clear passages, that requiring expertise in maneuvering; scouting usually needed. Requires a good operator and boat.

Class IV - Very difficult - +4 Difficulty Long rapids; high, irregular waves; dangerous rocks; boiling eddies; best passages difficult to scout; scouting mandatory first time; powerful and precise maneuvering required. Demands an expert boatman and an excellent boat with quality, well-maintained equipment.

Class V - Extremely difficult - +5 Difficulty Exceedingly difficult, long and violent rapids, following each other almost without interruption; riverbed extremely obstructed; big drops; violent current; very steep gradient; close study essential but often difficult. Requires the best person, best boat, and best outfit specially suited to the situation. All possible precautions must be taken.

Class VI - Class U - Not Possible Formerly classified as "Unrunnable" by any craft. This classification has now been redefined as "unraftable" due to people having recently kayaked multiple Class VIs around the world. In game terms, attempting a run of this class of river is on par with your character committing suicide.

Biomes

The following pages will be an important reference for Gamemasters when creating their Encounter tables. It will have any relevant information that a Gamemaster would need to build a catalog of environmental hazards and features. There is also a list of potential plant and wildlife that could be found in such a region. Of course, additional research into what plants and animals could be found there could yield additional information that could be of use. The reason being is that these biomes are generalized across the entire planet, and there's far more biodiversity than what could be found in the pages of this book so these are generalizations.

Entries will be presented like this:

Name of Biome

A brief summary of what typifies a biome that can provide additional information that could be of use.

Summary

Elevation: The typical elevation this biome is found at. Sometimes, biomes are not elevation-specific.

Temperature: The extremes of Summer and Winter in regards to temperature.

Possible Plant Life: Possible plants that could be found at this biome.

Possible Animal Life: Possible animals that could be found at this biome, zombie or otherwise.

Environmental Modifiers: This denotes how extreme the climate is. Any Environmental Feature or Hazard that a biome has that states "add Environmental Modifiers", this is the modifier that is added to whatever check the entry indicates.

Biome Features/Environmental Hazards:

This entry lists the special rules that apply to this biome. They tell what kinds of checks Environmental Modifiers are added to as well as what other features the biomes have.

Alpine

Derived from the Latin word for 'high mountain': 'alpes', the alpine biome is characteristically windy, cold and very high in elevation, typically 10,000 feet above sea level or higher. The low O² and CO² concentration at this altitude stagnates the variety of plant and animal life typically found in abundance in other biomes. As a result, the plants are typically perennial ground cover. The animals have adapted to the thin atmosphere and cold weather by evolving enlarged lungs and insulating layers of fat and fur, as well as featuring shorter legs and ears to prevent further heat loss. They are also typically migratory, venturing to other biomes when the weather makes the alpine regions inhospitable to all but the hardiest of low-growing plant life. There is typically no insect life at this temperature and altitude. Indeed, all animal life is quite literally by necessity mammalian in this cold, dry region.





Summary

Elevation: 10,000+ feet above sea level

Temperature: Summer: 10-15° C Winter: below freezing

Possible Plant Life: Lichens Possible Animal Life: Alpaca, Alpine Marmot, Mountain Goats, depending upon region: Tiger/ Mountain Lion/Cougar (Apex Predator, Migratory)

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Extremely Cold (Winter, Spring, Fall) Migratory Animals (Herd Animals, Small Game) Rocky Terrain

Thin Air

| | 2 million and a second |
|--|--|
| | |
| Alpine Zione Zonbie Threat Lev | el: Yery Low |
| Although it can be different between Oubre | |
| zombie will likely find such harsh terrain unn | |
| make the attempt will sometimes find ways | |
| unlikely. If any zombie is to be encountere | d, it will either be a zombie beast from an w |
| animal evolved to travel and live in such te | |
| have attempted to scale the rocky terra | |
| found their way into chasms and crevasses | |
| another route, or serve as a natural bot- | |
| navigate the terrain. | |
| | Temperature drops by about 10° C for every 1000 meters the higher you go. |
| × | |

Chaparral

This coastal biome is almost entirely unique to the state of California and the Baja peninsula as well as the Fynbos of South Africa and the Mediterranean islands of Sardinia and Corsica. A chaparral is characterized by dense scrub growth and a Mediterranean climate (mild, wet winters and hot, dry summers). The 'cismontain' variety of chaparral are practically unnavigable when mature, featuring not only dense plant growth but steep hills that are frequently ravaged by forest fires started by lightning and by humans. Desert chaparral are not as dense as cismontain with a less dense ground cover, but the individual shrubs do achieve a greater height, which makes them less of a burden to navigate.





Elevation: 3500–4500 ft. Temperature: Summer: over 100° F (38° C) Winter: below freezing

Possible Plant Life: Drought-resistant scrubland

Possible Animal Life: Small/Medium sized Hunting Cats (Lynx to Mountain Lions), Coyote, small birds (Quail), Jackrabbits, Rattlesnakes

Environmental Modifiers: High (+3-4 Difficulty)

Biome Features/Environmental Hazards:

Dense Plant Growth (Scrub)

Extremely Hot (Summer)

Fire Hazard (Summer)

Hard Soil

| | North Contraction |
|--|-------------------|
| | 14 |
| Chaparral Zione Zonbie Threat Level; Low | |
| A human zombie will have the exact same difficulty as a living human when trying | |
| to make their way through the dense scrubland of a chaparral. Although they will | |
| not fall victim to heatstroke or dehydration, the first wave of zombies after an | - |
| outbreak is likely to be bogged down. A large number of zombies, however, will be able the | |
| to trample such growth by sheer weight of numbers. In general though, avoiding a | 2 |
| few zombies in a chaparral should prove especially easy considering the amount of noise | |
| they will make as they make their way through the scrub, Zombie beasts will pose | |
| a unique threat as there are a few predators that live in these regions that are | <u></u> |
| quite dangerous, notably the mountain lion, but in zombie form the coyote is quite | |
| dangerous as well. | |
| 0 | |
| | - |
| | |

Desert

Covering 1/5 of the planet's dry land, the deserts of the world are characterized by hot, dry summers and very low rainfall. This stagnates the abundance of plant life that is usually required for a diverse ecosystem. Yet, some plants and animals thrive in these otherwise inhospitable regions. Reptiles, small mammals as well as some birds are adapted to the harsh climate.

The desert biome is broken down into 4 subcategories: hot and dry, semi-arid, coastal and cold. The hot and dry variety are the ones most iconic to the biome. The seasons are generally warm all year and very hot in the summer with the winter bringing little rain. Semi-arid deserts feature less harsh summers and moderate rainfall during the winter months. Many plants also feature the means to gather moisture during the night by condensation, and many animals take advantage of the cooler nights, and as a result are nocturnal in order to escape the heat. Coastal deserts have plants that take advantage of sudden, heavy rainfall followed by long periods of dry spells with either elaborate root systems and/or broad, fleshy leaves that retain moisture.





Many animals have similar adaptations that take advantage of such sporadic rainfalls. Cold deserts are found in the antarctic and nearctic regions, as well as Greenland. They share the sparse plant growth of their hotter, drier desert types despite the higher rainfall and colder climate.

Elevation: varies

Temperature: varies by sub-category

Hot and Dry/Semi-Arid: Summer: 43.5-49° C Winter: -18° C

Semi-Arid deserts have more rainfall but have similar temperatures to a hot and dry desert. These climates can shave off the most extreme of the temperatures.

Coastal:

Summer: 38° C Winter: 5° C Cold: Summer: 30 °C Winter: -40 to 0 °C

Possible Plant Life: Cacti, hardy grasses, Scrub, Sage

Possible Animal Life: Bat, Coyote, Hawk, Owl, Rattlesnake, Vulture

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Arid

Extremely Hot (Hot and Dry, Semi-Arid and Coastal Deserts)

Extremely Cold (Cold Deserts)

Featureless (Dunes)

Rocky Terrain (Cliffs, Canyons, Mesas)



Glacier

Glaciers are the most powerful eroding forces on the planet. The massive wall of ice can carve a valley out of solid rock and deposits the sediment it eroded as it recedes back until the next ice age. They are awe-inspiring and can be seen as pictured to the right as being a natural barricade that fresh meltwater flows from, or it can be a vast, seemingly unending sheet of ice with spires of mountains (called nunataks) occasionally breaching the perfect sheet of white. Just knowing that the nuntaks are the very tops of mountains should give the impression of just how thick and vast a glacier can be. The glaciers themselves have virtually no plant life, which means there is no animal life either, although an expanse of ice can sometimes serve as a natural transit across a deep valley for animals; it is rarely a place where animals will stay due to the lack of food and the extreme cold.

A glacier is categorized by its shape (confined or unconfined) and temperature. They vary in temperature and whether or not they produce meltwater or move, but each variant is at least below freezing all year round. Although the summer months may recede them slightly, the





overall temperature of the glacier makes such seasonal losses almost negligable except in Antarctica where the glaciers sometimes triple in size during the winter and recede in the summer every year. The animals of the region have learned to synchronize their mating seasons with the accessibility provided by this rapid and dramatic change in terrain. Tundras are often found near glaciers, but while a tundra can temporarily become a very habitable place, the glacier is an impenetrable wall of ice the entire year, leaving no toe-hold for significant plant or animal life to develop a sustainable population.

Elevation: varies

Temperature: Summer: 10-15° C Winter: below freezing

A glaicer can get above freezing temperature, but the ice will still be cold enough to remain solid. Meltwater will flow through moulin, carving holes in the ice

Possible Plant Life: None

Possible Animal Life: None

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Arid

Disorienting (featureless)

Extremely Cold

Moulin

These are ice chutes created by meltwater that can drop suddenly from the surface, sometimes hundreds of feet. Falling into one will cause damage and will warrant a 'Rescue' mission in order to be freed from it.

Rocky Terrain (Cliffs, Canyons, Mesas)

Glacier Zione Zonbie Threat Level; Lov

Not only are glaciers for from any population centers, the ability to climb up their faces and navigate the mountains and valleys the glaciers carved over millions of years means that zombies have virtually no chance of penetrating this area of the wilderness. Unfortunately, this goes the same for humans as well. Many regions of a glacier are all but unreachable except by helicopters, which during a zombie outbreak will be starved for fuel. This does not even mention the frigid temperature a survivor must deal with when living on or near a glacier, and with no natural food source, a glacier proves itself to be a secure, but temporary refuge at best.



Rainforest

The majority of these biological regions

rest on or around the Equator. It is estimated that over half of the world's flora and fauna populations are found in this ecologically diverse biome. The biodiversity here is so rich that over a guarter of modern medicines found their roots (quite literally) in the rainforest. They are also a hotbed of evolutionary warfare, where the plants and animals have developed sophisticated and sometimes deadly adaptations in order to survive. Even the tiniest insects and frogs have painful and deadly venom that they utilize, so it is not a place where humans should tread lightly. The three largest rainforests can be found in the Amazon River basin in South America, the Zaire Basin of Africa and the Indo-Malaysian archipelago. They are characterized by exceptionally heavy rainfall and high humidity in addition to extremely dense





plant growth.

Elevation: Varies by region Temperature: Summer: ~34 °C Winter: Rarely drops below 20°C

Possible Plant Life: Canopy Trees, Ferns, Flowering Plants, Palms, Vines

Possible Animal Life: Alligators, Crocodiles, Bats, Boa Constrictor, Eagles, Gibbons (lesser apes), Gorilla, Insects, Panther, Parrot, Orangutan, Sloth, Tiger, Toucan

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Dense Plant Growth

Disorienting (thick plant growth)

Wet

Disease - Water

Marshland

Fauna - Carnivorous (insect swarms, piranha)

Fauna - Poison (poison arrow frogs, scorpions)

Fauna - Stinging/Biting (spiders)

Rivers/Rapids

Small Game

Verdant

| | 200 |
|--|------|
| Rainforest Zione Zonbie Threat Level; Nediun | |
| The zombies attempting to make their way through a rainforest will have the same | |
| problems that a human would have attempting the same beat. However, most of | |
| the threats that a human faces in this terrain are not of any consequence to | Nigh |
| zombies. They will march through the dense growth (the only actual impediment to | |
| their progress) without any fear of predators or the numerous poisonous animals | - |
| and plants that live in this biome. Zombie beasts have an even larger advantage as the dense plant growth provides all of the concealment they would require to get | |
| the drop on unsuspecting survivors. Only the considerable difficulty of navigating the | |
| thick undergrowth is what keeps zombies from total domination of this biome. | |
| | |
| | |

Savanna

Savannas are grasslands with scattered trees. They primarily are located in Africa and contain almost one-half of the entire continent's ecosystems. They can also can be found in India, Australia, and South America. They are a great environment for larger hoofed mammals to graze, and of course, the predators that often prey on them. It is a place of evolutionary extremes in order to survive. Long-necked giraffes pick at the top branches of the sparse trees, giant elephants, hippos and rhinos, despite their size and massive food intake requirement, thrive on the sometimes sparse resources available. Herds of herbivorous, hooved mammals like Cape Buffalo, gazelles and zebra, also thrive in this hot and dry climate.





Elevation: 200 - 3,300 ft Temperature: Summer: 48°C Winter: 28°C

Possible Plant Life: Elephant Grass, Eucalyptus, Jackalberry tree, Umbrella thorn acacia

Possible Animal Life: Cape Buffalo, Cheetah, Elephant, Gazelle, Hippopotamus, Lion, Meerkat, Kangaroo, Rhinoceros, Salt Water Crocodile, Gliders, Wallabee

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Arid

Extremely Hot

Fauna - Poisonous (Spiders, Snakes, Scorpions)

Fauna - Stinging/Biting (Bees, Spiders, Snakes, Scorpions)

Flash Floods (Winter)

Grassland

Herd Animals (buffalo, elephants, gazelle, impala, zebra)

Rocky Soil



| Savanna Zione Zonbie Threat Level; Medium | - |
|--|-----------|
| The Biome provides very little hindrance for zombie movement. Predators and plant | |
| life provide no restriction to their ability to get from place to place. Heat and | |
| dehydration are of no concern. A savanna commonly has very little human population | |
| occupying it. Animals (and therefore Zombie beasts), however, are prevalent. | 1. Sec. 1 |
| Savannas near population centers can pose a much greater threat. | - |

Taiga/Boreal Forest

Commonly referred to as the 'Needleleaf Forest' biome. The word "Taiga" is the Russian word for forest. The ecosystem involved in each area of the Taiga can vary greatly, however, it often exists south or at the foot of most tundra biomes. The winters are very cold, which leads many animals to either hibernate or migrate as the summers are often warm, and rainy. It also is a place where Evergreens grow thin and close to each other, making for difficult travel over long periods through the forests.





Elevation: Varies Temperature: Summer: 15°C Winter: -25°C

Possible Plant Life: Pine, White Spruce, Douglas Fir.

Possible Animal Life: Bear, Elk, Owl, Wolf, Rabbit, Squirrel.

Environmental Modifiers: Varies (Winter +4 Difficulty, Summer +1 Difficulty)

Biome Features/Environmental Hazards:

Extremely Cold (Winter)

Hibernation (Bears)

Migratory Animals (Game Birds, Herd Animals, Small Game)



Temperate Forest

Also described as "Deciduous Forest", this is a multilayer biome similar to the rainforest, as both contain a 'Canopy' and 'Forest Floor' that provides abundant plant and animal life. It has a very defined four seasons, which most of the animals are present for. They frequently hibernate for the winter as it tends to be very cold. Most prey animals migrate away or likewise hibernate. Temperate forests usually have pretty even rainfall throughout the year which allows for a flourishing ecosystem, even during the hottest months of the year.





Game Birds

Elevation: Varies greatly

Temperature: Summer: 28°C Winter: -15°C

Possible Plant Life: Conifers, Hickory, Huckleberry, Lichen, Maple, Oak, Shrubs, Sweet Gum

Possible Animal Life: Black Bear, Coyote, Deer, Eagles, Mice, Platypus, Wolves

Environmental Modifiers: Low (+2 Difficulty)

Biome Features/Environmental Hazards:

Dense Plant Growth

Extremely Cold (Winter)

Fauna - Stinging/Biting (Bees, Ticks)

Herd Animals (deer)

Hibernation (bear)

Rivers/Rapids

Small Game

Steep Slopes

Verdant (Spring)

Tenperate Forest Zione Zonbie Threat Level; Very High

Large populations exist in areas around Temperate Forests, and many of these biomes exist as state parks and recreational areas. There is little restriction in movement (though it does provide good warning as zombies walk through the shrubs). Population centers in general are sometimes extremely close, being no more than a few days' journey by foot. It is precisely why this region is given a Very High designation.
Tundra

Tundra takes up about 20% of the worlds land based terrain and is the coldest and driest biome. It is located in the northern hemisphere only, and exists between 55 and 75 latitude north and the Antarctic. They are often treeless and cold. Life can be rich in the Tundra, but usually is stark and hidden. It is sometimes called the "snowy desert" because despite all the water that exists in the form of snow around it, the air is often dry and contains little moisture. During the summer months, the vast icy plains of the arctic regions thaw, exposing a vast grassland that has been laying dormant beneath the ice. During these few months of the year, the sun is strong enough to cut through the snow and allow the expansive grasslands to grow. Migratory birds flock there which supports some larger predators, but few are of any significant size to harm a human. It is this ability to transform into a much more habitable region that is what differentiates it from the "Cold Deserts" described earlier in the Deserts section.





Elevation: 10,000 to 15,000 feet, These can exist at sea level in the arctic/antarctic regions

Temperature (average): Summer: 10°C Winter: -50°C

Possible Plant Life: shrubs, sedges, mosses, lichens, and grasses.

Possible Animal Life: Arctic Fox, Arctic Wolf, Caribou, Ducks, Elk, Rabbit, Oxen, Mice, Fox, Polar Bear, Walrus

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Antarctic

90% of the world's ice is contained in the southernmost continent. It is so remote that most animals that live there are migratory birds that nest on the bare rock exposed, jutting upwards as the tops of mountains (buried under ice in some places a mile deep). The end of the summer months brings the planet's greatest seasonal shift and most animal life departs from the frozen continent. Some animals, like the penguin, will spend their entire lives there, having adapted to the land ruled by ice.

Arctic

Unlike the Antarctic, the Arctic is connected to landmasses with more warmer temperatures that allow for a variety of animals to take residence there. Mammals, both predator and herbivore, reside there instead of just migratory birds. However there are still a variety of migratory birds that nest in the Arctic region. Among the various larger animals are the polar bear and the musk ox.

Arid

Extremely Cold (Spring, Winter, Fall)

Hard Soil (permafrost)

Ice Holes (Frozen Bodies of Water only) The ice can be kept at bay in pockets of the ice sheets due to powerful currents. Swimming in these has +1 Difficulty for currents in addition to the temperature of the water.

Moulin (Glacier only)

These are ice chutes created by meltwater that can drop suddenly from the surface, sometimes hundreds of feet. Falling into one will cause damage and will warrant a 'Rescue' mission in order to be freed from it.

| Fundra Zione Zonbie Threat Level; Low/Medium | |
|--|-----|
| The biome provides very little hindrance for zombie movement. Predators and plant | |
| ife provide no restriction to their ability to get from place to place. Cold and | |
| lehydration are of no concern. Tundra has a limited human population occupying it, | 129 |
| and the chance of them wandering into the wilderness is unlikely. | N. |
| | 2 |
| | |

Temperate Grassland

Temperate Grasslands define most of the prairie of North America, as well as the Veldt of Africa and the Steppes of Russia. The temperature varies wildly and has a very well defined four seasons that cause many animals to go into hibernation in the winter or be very migratory. Rainfall is seasonal, so drought can be common. However the soil is much richer, and allows for a vibrant plant population to grow especially rapid during the wet months. Grasslands cover 1/4 of the earth, existing where there is rain, but not enough to sustain anything but grass. The central Asian grassland extends 1/3 of the way around the planet. The Tibet Plateau is the highest and one of the driest on earth due to its proximity to the Himalayas. This illustrates the incredible diversity of climates that can fall under this biome category.

Possible Animal Life: Eagles, Elephants, Fox, Hawks, Hogs, Hooved Herd animals (Bison, Gazelle, Wildebeest, Yak), Horses, Lions, Ostrich, Prairie dogs, Rabbits, Rhino, Skunks, Snakes, Wolves, Zebra

Environmental Modifiers: Moderate (+3 Difficulty)

Biome Features/Environmental Hazards:

Disorienting (Featureless)

Extremely Hot (Summer)

Extremely Cold (Winter)

Elevation:

Temperature: Summer: 38°C Winter: -20°C

Possible Plant Life: Flowering Plants, Grasses, Oak, Willow





Zombies can be spotted in grasslands without too much difficulty, and the human density of population around these biomes aren't as heavily concentrated. However, the same can be said for zombies spotting potential food. In general, encounters with large numbers of zombies will be few and far between. Aquatic Biomes

There will be limited attention given to the aquatic biomes compared to the terrestrial ones, as they are not natural habitats for humans. Nevertheless, there are many places on land where bodies of water, tidal forces, and other such features have a significant effect on the nearby territory. However, survival in areas where the ocean or rivers are the dominant terrain features requires certain knowledge.



Coral Reef

Coral reefs supply entire ecosystems with food and protection. Despite not existing deeper than 150 meters (due to the lack of sunlight for photosynthesis), they contain over 25% of all marine life and are consdiered to be the rainforests of the sea. This is an incredibly apt description, as the ecological importance of such a region cannot be overstated. The reef itself is made from layers of the remains of sedentary plant and animal life that gives the reef numerous places for fish and underwater plant life to live. the protective nooks and crannies of the rocks have made most denizens of the reef small in order to hide from larger predators. The reef is also home to some of the world's deadliest marine animals such as the great white shark and the highly poisonous cone snail. Not to mention that the reef itself is sharp and deep lacerations are not uncommon to those who venture into reefs that also feature violent tidal forces.





Temperature: Ideal is 26–27 °C Summer: 38°C (at the absolute highest) Winter: 13 °C (at the absolute lowest)

Possible Plant Life: Algae, Kelp, Sea Grass

Possible Animal Life: Barracuda, Eel, Jellyfish, Ray, Shark, Turtle

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Sharp Coral

Unless wearing appropriate protection, the chance of cutting oneself on coral is likely when navigating through the shallow waters. Players must make a 'Str - Swim' check when navigating through the reefs or suffer 1d6 slashing damage that cannot be reduced by Defense. Boats are not able to enter this Biome unless it is a small rowboat or schooner, and even then there is a strong chance that the coral will breach the vessel.

Strong Currents

When making 'Str - Swimming' checks across periods of Time, add the Environmental Modifier to the Difficulty of the check.

| Coral Reef Zione Zonbie Threat Level: Low | |
|--|---|
| Most zombies will have a great deal of trouble navigating through the coral reefs | |
| without either cutting themselves into ribbons or getting stuck on the many tight | |
| and constricting rock faces where limbs and feet can get caught. This does however | |
| provide a great environment for 'sleepers' to take form. Many of the creatures | |
| cannot travel further then the wedged place they have put themselves in. The | 2 |
| shallow waters will allow for people to usually see any zombies coming, | |

Estuaries

Estuaries are the places where saltwater merges with fresh. They usually are contained in deltas leading out from major rivers or streams to the ocean. The estuaries usually provide a unique form of life because the creatures have to be able to live in both salt and freshwater. There are abundant numbers of birds and reptiles, as they do not need to specialize in surviving in fresh or salt water to the extent an amphibian or fish would. Insects thrive there for much the same reason.





Depth/Elevation: Sea Level

Temperature: Summer: 15 °C Winter: 5°C

Possible Plant Life: Cattails, Saltgrass, Marshgrass, Mangroves

Possible Animal Life: Alligator/Crocodiles, Birds, Crustacians, Freshwater sharks. Fish

Environmental Modifiers: Moderate (+3 Difficulty)

Biome Features/Environmental Hazards:

Fauna - Disease Carrying

Fauna - Stinging/Biting

Flash Floods

Marshlands



Estuary Zione Zonbie Threat Level; High

Estuaries commonly are home to vast populations of humans as well as animals, as it is commonly where trade and commerce stations are. While Marsh lands and swamps provide inhibiting movement to humans, the same cannot be said for zombies. In fact, more often than not, these territories remove a huge advantage that people have over the undead; mobility. The swamps and estuaries can also be home for large predatory animals living right below the shallow water as well.

Freshwater

Freshwater simply covers all of the natural (and man-made) water bodies in the world that are not the ocean. As a result, the map below would just be a systems of lines and blobs to represent rivers and lakes. Freshwater biomes are not localized to any particular area in the world but there are some places where they are more common than others.

Depth/Elevation: Varies Temperature: Varies

Possible Plant Life: Brine-Spike, Deerflower, False Ivy, Myrtle ,Swampfrond, Tamarack, oyhrt shore plants as determined by the biome

Possible Animal Life: Alligator/Crocodile, Freshwater Eel, Manatee, Muskrats, Minks, Otters.

Environmental Modifiers: Low (+2 Difficulty)

Biome Features/Environmental Hazards:

Disease: Water

River/Rapids







| Freshvater Zione Zonbie Threat Level; Medium | |
|---|---|
| Freshwater can vary from the most remote to the most urban populated centers. | |
| The ground itself provides very little cover and often the water is not deep enough | |
| to fully hide the undead. This can vary depending on the region that surrounds the | |
| freshwater. Some freshwater lakes are extraordinarly deep, which provides a stable | 3 |
| ecosystem to the surrounding region by providing constant fresh water. This depth | |
| and could potentially hide and trap zombies, slowly poisoning the water. | - |

Freshwater Wetlands

The difference between wetlands and other bodies of water is the fact that wetlands are commonly shallow standing water that carries large amounts of plant life above and below the surface. The ground is usually soft and easily manipulated and is usually very humid. Freshwater and Saltwater wetlands only vary in some of the animal life it supports and its concentration of salt.





Elevation: Varies Temperature: Summer: 4°C Winter: 22°C

Possible Plant Life: Algae, Brine-Spike, Cattails, Deerflower, False Ivy, Myrtle, Swampfrond, Tamarack

Possible Animal Life: Crane, Duck, Fish, Goose, Muskrats, Minks, Otters

Environmental Modifiers: High (+4 Difficulty)

Biome Features/Environmental Hazards:

Disease: Water

Fauna - Disease Carrying

Fauna - Poisonous

Fauna - Stinging/Biting

Game Birds

Marshlands



Freshvater Vetlands Jione Zonbie Threat bevel: Medium Wetlands tend to be high enough to completely immerse a person in water. The only difference is that often the water is disturbed around such movement. With a boat, mobility is good, but it can be capsized by underwater undead. The ground is often soft and can be difficult and exhausting to travel for long periods. On a more positive note, most of the time the tree cover is open enough one can spot the undead from a distance.

Marine

The Marine biome is essentially all of the world's oceans. This covers nearly 71% of Earth's surface and contains most of the life on the planet. We know more about deep space than we know about the depths of the ocean. Because of this, it is a wild, vast, and completely inhospitable to humans.





Elevation: n/a

Temperature: Summer: 15°C (Shallow Tropical waters) Winter: 4°C (at the bottom)

Possible Plant Life: Algae, Kelp, Seaweed

Possible Animal Life: Fish, Dolphin, Jellyfish, Seal, Saltwater Alligator/Crocodile, Shark, Squid, Walrus, Whale

Environmental Modifiers: Very High (+4-5 Difficulty)

Biome Features/Environmental Hazards:

Arid (seawater)

Strong Currents When making 'Str - Swimming' checks across periods of Time, add the Environmental Modifier to the Difficulty of the check.



| Nariae Zione Zonbie Threat Level; Low | |
|---|----|
| Except for zombie beasts, there is little chance (except for the odd floating corpse | |
| or bottom dweller) to be intercepted out in the open oceans. Flotsam and other | |
| wreckage as well as derelict ships can provide such havens. The chance of pirates and | |
| marauders is much more likely than a zombie encounter. | |
| | |
| | 10 |

Region Reference Sheet

| Region: | |
|---|---|
| Elevation: Temperature: Summer: Winter: Local Plant Life: | Environmental Modifiers: Biome Features/Environmental Hazards: |
| Local Animal Life: | |
| Encounter Table | |
| DoS Encounter | DoF Encounter |
| Resource Catalog | |
| DoS Resource Found | DoS Resource found |

CHAPTER 6 The Fair King 200

FAIR KING ZOO

The Fair King Zoo!

Estimated Time: 2-4 Hours Recommended Players: 3 to 6 Experience Level - Medium/High

Campaign Summary

Victory Condition

- +3 SP Defeat The Director
- +3 SP Defeat 'Pogo' (Panda OBM)
- +2 SP Escape the Fair King Zoo

Victory Sub-Conditions

- +1 SP Cleanse (destroy) all the 'Hellhound - Hyenas' in the Zoo.
- +1 SP For each beast enclosure purged of beasts (destroyed by the players, not relocated outside of the park via The Director).
- +1 SP For each 'Clue' discovered about the nature and the events surrounding the Fair King Zoo.
- +1 SP Re-securing the Fair King Zoo by locking down all entrances and exits to the exterior of the park. After the Fair King Zoo has been purged of beasts and locked down in this manner, it can be used as a Stronghold.

Note that these are bonus Scenario Points (SP) earned by characters completing the Fair King Zoo as part of a larger campaign that players can spend or use in the normal fashion. This is separate from the SP earned throughout the course of the campaign (which is more of a GM tool to chart progress, unlike these that are rewarded to characters upon the mission's completion) although there is significant crossover in the two. Many items gathered (i.e. some Notes) count as Clues and earn SP for characters at the conclusion of the scenario (as described in the campaign summary) in addition to allowing a GM to add SP to a character's total for the purposes of charting the players' progress. Likewise, some objects that grant SP to chart progress are not clues, meaning they only chart progress in this scenario (i.e. the 'Keys'). SP are earned collectively as a group.

Pick a template and add Photojournalist on top of it (eg: Ex-Army Ranger + Photojournalist).

Outbreak Level Varies (Contained)

Scenario Opponents

Please note these are the recommended base opponents at the Fair King Zoo, however, GMs are encouraged to add more opponents as they see fit.

Zombies (beasts)

Hellcats, Hellhounds, Raptors, Simians, Titans (Juggernaut), OBM: Ursa (Panda)

Vigilantes

The Director - Scientist, Chamberlain, Civilian, The Controller OBM template (see 2011 Annual for the expanded OBM profile)

Available Vehicles Jeep - "Fair King Zoo Official jeep"

New Weapons Shotgun - 'Military Grade' Harpoon Launcher + Tether Tranquilizer Gun

For Players (Template Characters)

Players that play as Template Characters have the following rules apply:

- Players can add the 'Photojournalist' or 'Conservationist' (Civilian) types and all benefits of either type to their characters for free to fall in line with the scripted events in this campaign.
- Starting Equipment (playing stand-alone)
 2 CU (cannot be spent on any equipment with a FC). Playing as part of a larger campaign will allow a character to bring in whatever they normally have available to them.
- Bonus equipment: Camera and Lighter

For Gamemasters

We recommend that GMs do a thorough read through of all the information (for both players and GMs) in this packet prior to running this campaign.

The Director

The main villain in the Fair King Zoo is known as The Director, and will be referenced throughout the campaign.

Encounters

All Encounters, with the exception of Hellhound E%, are scripted Encounters, and thus E% rolls do not need to be made in individual beast enclosures. All beasts within enclosures have scripted Encounters when they attack player groups. GMs should still roll E% whenever players or party members are outside of buildings while in the park for the Hellhounds (or Raptor flocks) that will inevitably engage the players should they spend too long wandering around between buildings. If playing with The Director OBM, GMs should describe the beasts in every Encounter as wearing electronic collars or devices of some sort.

Re-starting

This campaign is extremely difficult. As such, player groups can re-start their campaign from the beginning of any scripted Encounter (eg: entering any new beast enclosure) with the previous weapons/ammo they had at the completion of the last enclosure. GMs can give parties having an extremely difficult time improved health at these "save" points at their discretion.

Adding/Subtracting Difficulty

In addition to the ability to re-start Encounters, GMs are able to skip Encounters, such as removing the Simian or Hellcat Encounters. The GM can simply elect to move the players to the next location and advance the story line and scripted Encounters to the next Encounter in line in the mission list. To increase Difficulty add the 'Aviary' to the list of possible locations of The Director in the campaign. There are also plenty of enclousures that we have not provided rules for that a GM could devise their own diabolical Encounter with The Director's twisted pets.

Targets for Beasts During Encounters

Randomization of targets is important. Assign a number (1-6) to each player and roll a d6 to determine targets for the round.

Resources in the Park

Search checks outside of buildings (if you're crazy enough to attempt them) will only reveal at most 1 Resource per Search check, regardless of Degrees of Success. None of these resources found can have the 'Weapon' or 'Tool' descriptor when 'Purchasing'. The Director made quite sure his "experiments" (eg: you) couldn't outwit him in his own backyard. The resources can be basic bludgeoning, piercing and slashing weapons (this represents the smashing of park benches, doors, windows or whatever players can get their hands on), however, be mindful that with only 1 Resource to spend on it, it's likely to not be anything greater than medium sized.

Cell Phone Jammers

Cell phone jammers are located throughout the park. The Director installed these in the PA speakers located throughout the park. Players attempting to access their cell phones will recieve "No Service" error messages for both cellular and data communications. Satellite phones, however, will not be affected.

Computer Access/Security Systems

Command and control of the park is done through a computer access system located in the sub basement of the Colosseum, and has been jury rigged by the Director to the Observation Room on the north side of the Colosseum overlooking the central ring. All electronic doors and cage locks can be controlled with access to this system. The security cameras are tied into this secure network along with the PA system. The Director himself carries a Tablet Computer with remote access to the central computer terminal. He is able to access any system while he has this Tablet Computer. If the survivors should ever accquire The Director's Tablet, it will count as both 'Bait' and a 'Noisemaker' to The Director or zombies/beasts in his Phalanx.

Resource

Resource found in a location can only be spent at that location, generic or unspent Resource cannot be gathered from a location. The best possible scenario is that a location's Resource Catalog has been purchased from to the point of exhaustion because of the amount of Resource gathered that allowed the characters to find everything available at that location. This will almost certainly be leftover Resource in this situation, which is why in this scenario, there is no such thing as Generic Resource.

Risk

Risk is only factored for the Fair King Zoo when leaving its walls. Only the last outdoor encounter counts towards Risk for this purpose. Any previous exterior Encounters or any interior Encounters do not increase risk for the purposes of determining risk. Note: this is only when the exterior perimeter of the Fair King Zoo is intact. Once the perimeter is no longer secure (any open doors/gates leading to the outside world), Risk is factored as normal. The first time the perimeter is breached, Risk is not factored in retroactively.

Progression

This scenario runs best when certain Encounters are completed before others. Player groups are likely to fare better if they acquire the items and equipment from the various enclosures in the order presented in this campaign. This is represented by earning Scenario Points by finding various helpful items and clues. If they do so, then they will be appropriately armed and informed when facing larger/tougher beasts. To aid the GM in "directing" the players along the proper route without overtly telling them where to go, we have presented some sample 'Blockages' that can deter players from going into areas too far advanced for the players to handle at any particular point. Blockages can flat out deny players access to a certain building or enclosure or can simply suggest alternative, safer routes.

Example 'Blockages'

- Packs of 'Hellhound Hyenas' are territorial towards a particular enclosure or building, and must be defeated or lured away in order to get past them to a new part of the Zoo.
- Locked doors to various enclosures will only open with a special 'Key' found in one of the enclosures.
- A building or enclosure that is 'Engulfed' by fire, which must be put out before access to that building can be granted.

Keys, Clues and Scenario Points

As part of this campaign, progress is measured by Scenario Points which will enable other locations to be accessed and will allow more options for players. In this campaign, there are physical representations of Scenario Points in the form of Keys and Clues. Keys add Scenario Points and allow other areas of the zoo to be accessed, and clues will allow more of the horrific story behind the events at the Fair King Zoo to be revealed. For this reason, such items will be available for purchase on each location's Resource Catalog and the resulting clue or key will have an appropriate (or recommended) description. Clues often take the form of notes but they can also be objects of interest that are required to be documented by photograph or by some other means. Specific notes will have their contents written in the entry for the location itself.

Sample Location Resource Catalog

The entry for a location's Resource Catalog reads like a normal Resource Catalog with the required Degrees of Success (DoS) in a 'Per - Search' check required to find whatever it is being purchased. They are purchased using the same rules for purchases with Resource in the core game: 1 per CU of the item. Restrictions of Specialization and Rarity do not apply to these Resource Catalogs as such things are already accounted for.

Some entries on the Resource Catalog are not available for purchase, rather they are 'photo opportunities' (abbreviated 'Photo" in the entry). This indicates that the characters have stumbled across an important clue and need to document it, preferably by photograph, but other creative means can be utilized too. In the sample location Resource Catalog below, the "Directory" entry is available for SP, but only counts as a 'Clue' if a photograh or some other documentation is taken. Despite requiring documentation in order for players, to cash in on potential SP for Victory Sub-Conditions, the information presented by having discovered the 'Photo Op' can be revealed to players and SP can be awarded for the purposes of progress within the campaign itself.

| Fair King Zoo Front Gate | | | | |
|--------------------------|-------------------|----------|---------------------|--|
| DoS | Name | Deg. | Effect/Type/CU cost | |
| 0-1 | Fireman's Axe | only one | Gear, 2 CU | |
| | Directory (photo) | n/a | +1 SP, 'Clue' | |
| | Note #1 | only one | +1 SP | |



The Fair King Zoo

Structure: 9

20 ft high concrete walls, razor wire, and powered remote locks tied to a central computer system.

Viability: 5

Powered via a photovoltaic system on the roofs of various buildings inside the Zoo and tied to a series of four generators located under the Colosseum.

Science: 6

Animal Health Labs, Medical Bay, The Director's personal Laboratory located under the Colosseum, and a Motor Pool.

Population: 0

(must be added)

Morale: 0 (must be added)

Culture: 1 (pleasing zoo grounds)

Playing Fair King Zoo as a Stand-Alone Scenario

The Fair King Zoo campaign mission structure is a series of 'Piggybacked' Escape missions between the various Encounters in each of the beast enclosures. Fair King Zoo is essentially a series of cage matches designed to test player skill. However, GMs are not limited to running the Fair King Zoo campaign this way and are encouraged to use elements of the Fair King Zoo campaign in any way they see fit.

Playing Fair King as Part of an Existing Campaign

Recommended OU Level - 2 Recommended players - 3-8 Difficulty - Hard/Expert

Possible Story Hooks

The method of introducing the Fair King Zoo as part of your greater campaign can be, but is not restricted to the following:

- The Zoo can be stumbled upon during a Scout mission.
- After the characters lose their Stronghold due to a failed 'All Out Defense' mission, their 'Escape' mission brings them to the Zoo where they attempt to start a new Stronghold (but must clear it of zombies first).
- Players decide to investigate why no human zombies are ever seen wandering the grounds of the Fair King Zoo.
- The characters notice that there is a substantial increase in zombie beasts recently, and a 'We Know This Much' mission allows characters to determine that they are coming from the Fair King Zoo.
- A group of survivors that you are on good terms with and meet with regularly to trade and exchange information, has gone missing. Gunshots and screams cut through the eerie silence that normally settles over the post-apocalyptic landscape, emerging from the high stone walls of the Fair King Zoo (can have 'Rescue' mission parameters as a result).
- The thick walls and high vantage point of the Fair King Zoo is mistakenly thought to be a safe place to hide or establish an improved Stronghold.
- Rumor has it that the Director of the Fair King Zoo did not evacuate Tri-County... perhaps he's still at the Fair King Zoo?

The Fair King 200 ...

Your party approaches the Zoo. The Zoo clearly shows its age as ivy grows on the thick 20 foot high concrete walls that surround it. Some say it used to be a prison built back in the twenties. No matter what, its walls were distinctly built to keep things in. You squint through the darkness and can barely make out razor wire on the top. It's unclear whether or not this was always a part of the building, or if it was added during the course of events of the last several weeks. A broken sign hangs above the entrance:

"Welcome to the Fair King Zoo."

The gate is indeed unlocked, and there seems to be no one around other than the eerie caw of black crows perched in a nearby tree.

Walking into the main gates, the first thing that stands out is a directory, which shows the grounds of the Fair King Zoo. Moss and other foliage has grown over it, and the distinct black brown color of blood is scattered around the cracked concrete.

Fireman's Axe

A Fireman's Axe is lodged into the directory, stained with crimson blood.

Directory

Attached is a sign, marked with black pen. There are black "O's" marked on certain exhibits.

- Panda Sanctuary
- Penguin Cove
- Savanna Lion Reserve
- Monkey Hut
- Colosseum
- Aviary

The Panda Sanctuary seems to be the nearest enclosure. In the distance, it appears as if the door is cracked eerily wide-open.

Unsettlingly close, you hear the unmistakeable sounds of barking, whimpering and howling.

GMs: E% roll for Hellhounds.



| Fair King Zoo Front Gate | | | | |
|--------------------------|-------------------|----------|---------------------|--|
| DoS | Name | Deg. | Effect/Type/CU cost | |
| 0-1 | Fireman's Axe | only one | Gear, 2 CU | |
| | Directory (photo) | n/a | +1 SP, 'Clue' | |
| | Note #1 | only one | +1 SP | |

Note #1 HE'S LET THEM ALL LOOSE, I WILL FIND HIM AND KILL HIM!

Directory





The Panda Sanctuary

Scripted Event - Pandamonium

| | Same In |
|---|-------------|
| | |
| Inside the Panda Sanctuary | |
| The room seems small. 10 ft by 10 ft, if I had to guess. There's a lar | rge glass |
| window adjacent to this viewing room, peering into the larger panda exhi | |
| The panda is clearly visible sitting in the habitat that is too small for | |
| large creature. Clearly experimentation has been done on this poor cre | cature, as |
| evident by its gigantic mass. You judge its weight at least three time | |
| the largest panda you've ever seen. The hulking creature lies listlessly | on its back |
| staring at me. A small placard to the side of the viewing window stat | |

'Per - Listen, Spot' check ...

Successful: You hear a loud metallic click, as the locking mechanism on the steel door you just walked through mysteriously slides itself into place.

- +1 DoS: As there are no visible exterior locks on the doors. Who could be controlling them, and why did they just lock you in?
- +2 DoS: You notice a lone security camera high up along the ceiling. It suddenly stops panning and seems to focus on you as you enter the room. You can hear the whir of the servos as the camera zooms in.

The lights flicker. Suddenly, two monkeys drop from the ceiling inside the cage on opposite sides of "Pogo". Each monkey is wielding a kitchen knife in each paw, and they agitatedly hop around the panda, shrieking a horrible demonic cry.

The Monkeys

You look closely at the monkeys and notice that something is terribly wrong with these monkeys. Large pieces of their fur has been ripped off in sections. One of the monkeys is missing an eye, as if torn out, and black liquid oozes from the socket and drips down its face, yet it doesn't seem to notice. Dried blood is caked onto their incisors.

"Pogo" utters a low guttural defensive growl, which only seems to make the monkeys more excited and dangerous...and that's when the lights go out.

'Will - Resist Panic' check

Players who do not have flashlights (or who do not turn them on immediately) must make a 'Will -Resist Panic' check.

In pitch blackness you can only hear the awful cries of what must be the monkeys attacking the

panda. You can literally hear sinew being ripped from flesh and bone. The glass in front of the cage shatters.

Any person within 5 ft of the glass takes 1d3 damage.

An ear piercing shriek is heard and then as

suddenly as they went out, the lights return. The panda, and the lesser Simians are gone. Blood stained glass lies on the floor at your feet.

The security camera above stares motionlessly at you...

All doors in the room are locked, and the only feasible way out is through the panda cage....



Inside the Panda Sanctuary

To the roof

With a successful Strength check, players can climb the tree to reach the roof. The roof is barren (no resources available, even with a successful search check), but allows a view of the rest of the zoo. With a successful 'Per - Spot' check players can see their location relative to the surrounding buildings. In the northwest of the zoo sits a large Colosseum, taller than any of the other buildings. If the players get 3 DoS or better, they see a group of what appears to be dogs (at least 3-4) on the prowl off in the distance. Regardless, the players will hear a chattering sound that pierces the quiet. Players can see a few of the buildings from this vantage:

 A large dome shaped building down the pathway about a quarter of a mile away has a large smiling penguin adorned atop it.

- A large outdoor pen that appears to be a Savanna. (Hellcats)
- A enclosure that houses a large hut in the middle with several tall trees. (Simians)

Fireman's Axe

In the small 5x10 feeding/storage room, a Fireman's Axe lies on a lone pine table, as if placed there purposely.

Penguin's Cove Brochure

Next to the Axe sits a brochure for "Penguin's Cove" and tucked inside is a complex diagram for what appears to a be large Air Conditioning unit

Another door on the opposite wall is the only other door in this room. A placard says...

"Wear your smile when out and about with our guests, and have a nice day!"

| DoS | Name | Deg. | Effect/Type/CU cost |
|-----|----------------|----------|---------------------|
| 0-1 | Fireman's Axe | only one | Gear, 2 CU |
| 2 | Penguin's Cove | only one | +1 SP |
| | Brochure | | |

The Zoo Grounds

| You peek your head out of the door. It looks quiet and you cautiously step | |
|--|---|
| outside. You hear unintelligible chittering followed by a low growl from around the | |
| corner. Whatever vicious animal has just made that noise, it knows you're there. The | |
| pounding of multiple feet can be heard as a pack of vicious hyenas tear around the | 2 |
| corner, | - |
| | |

A note to GMs and Players

Every Encounter not in a building is a Hellhound Encounter. As Hellhounds have a E% of 70%, it is advised that players sprint between buildings if they wish to avoid them. Players are also advised to not attempt to flee without the following: 1. Being properly equipped - The walls of the Fair King Zoo (as seen from the entrance and the roofs of buildings) are 20 ft high, solid concrete with razor wire at the top. The main gate is made of inch thick steel bars, and the lock appears to be electronically sealed in nature. This is locked remotely by the director as soon as the players entered the Panda Sanctuary. 2. Disposal/ Eradication of the Hellhound threat - Doing any actions other than fighting or fleeing from the Hellhounds is notoriously difficult within the exterior grounds of the Zoo due to the high E% of the Hellhounds and their Vicious nature. Players are advised to deal with the Hellhound threat before attempting to flee the Zoo.

Hellhounds - Medium (Hyenas)

Size: 0 Strength: 10 (+d6 damage) Defense: G-0/R-2 Virus: 1 Speed: Fast (Lv 4) Perception: High (Lv 4) Sense: H/S/V (10/40/20) = 70%

Attacks/Special

Attraction: Uninfected Zebra Meat - 'Hellhounds - Hyenas' have the 'Attraction' Horror Trait as

described in the Core Rulebook to Uninfected Zebra Meat.

Chittering - Hyenas have a disturbing guttural chittering reminiscent of the laughing cries they once had in their mortal lives. Similar to the 'Chatterbox' subtype of their human counterparts, Hyenas have 1 sense level lower for their hearing sense (reflected in profile), but as such, players must pass a 'Will - Resist Panic' check prior to each encounter with them.

Hunt in Packs - A 'Hellhound - Hyena' pack is not something to be triffled with. They look small, but their numbers make them deadly. (3 per pack minimum + an additional d6 Hellhounds per Encounter.)

Outdoor Animals - Hellhounds roam the grounds at all times, but do not enter buildings unless access points are left wide open or there is potential food or an attraction source easily seen/ smelled from the outside.

Scent, Superb - When determining ZE%, add 10% per level of Perception to the 'Smell' sense instead of the normal 5%.

Track - Fleeing a zombie Encounter with Hellhounds will increase the Difficulty of the subsequent 'Per - Navigation' check by 1. *Vicious* - All 'Hellhounds - Hyenas' have the 'Vicious' Horror Trait, which grants them an additional +d6 Damage already reflected in the profile.

Campaign Specific Special

How many are there?! - There are 4 packs minimum (see Hunt in Packs above) that roam the Zoo grounds at all times (randomly generated at the GM's discretion) + an additional 1d3 packs.

Bait the Dogs - 'Hellhounds - Hyenas' have the 'Attraction' Horror Trait to uninfected Zebra Meat. Uninfected Zebra Meat can be harvested at two locations within the Fair King Zoo - from the corpses of dead Zebras at the Zebra Pen or at the Lion Reserve. By spending 2 Resource (gates/ chains/etc), players can trap the Hyenas back in their original enclosure by luring them with the 'Zebra Meat'.

Do the Master's Bidding - If playing with The Director OBM, these Hyenas are all wearing electronic collars. The Director can purposely send these Hellhound to players' locations and purposely initiate Enounters. However, he can only control one pack at a time in doing so.

Extermination - There are a finite number of Hellhounds in the grounds that can be destroyed. Furthermore, players can attempt to 'Pick Fights' with more groups of Hellhounds by generating Noise. An additional 'Pack' of Hellhounds will join the encounter if they chose to do this. Additional E% checks are rolled as normal for high perception beasts, and if another Encounter (at 70%) is rolled, then another pack of Hellhounds joins the fray regardless if players chose to 'Pick Fights' with the dogs. If all packs of Hyenas are killed, no more will harass the players in their travels throughout the Zoo. However, surviving multiple Encounters with Vicious Hellhounds is not particularly easy.

We have to run!! - With a clear destination in mind, players can avoid Encounters with the Hellhounds by moving at 'Speed - Double Time' in order to escape. This represents the Hyenas immediately chasing the players, but by sprinting, players are able to get to their destination and slam the doors shut before the dogs can get inside. Players must have knowledge of the location they are moving to (via a map, brochure, or directory) and pass a 'Perception - Navigation' check. Failing the naviagtion check will result in E% check as normal. Someone yells, out of breath, "Are you sure this is the right way?!" and then the familiar and all too fearsome chittering can be heard in the distance, followed by the pounding of multiple feet...

| So coll | |
|---|---|
| A large dome shaped building. It lies about a guarter of a mile away, and a large | |
| smiling penguin sits atop it. | |
| You enter the glass double doors to the front room of Penguin Cove. This small 10 | |
| ft x 10 ft room is bordered on either side by two steel doors with small plexiglass | |
| windows covered in a light frost. This room seems to be the ante chamber between | |
| the outside world and the cold enclosure for the penguins. Against the back wall | |
| is painted a caricature of a penguin with a little too wide smile grinning back at | |
| you. The caricature smiles lifelessly at you creepily, almost as if to taunt you | |
| to venture further in. The condensation on the windows obscures your vision to | |
| the other side, but it appears dark and cold. The steel doors, though cold to the | |
| touch, are unlocked and swing freely open. | |
| | |
| The Penguin Exhibit itself is freezing, You exhale and can see your breath on th | 2 |
| frigid air. The cooling unit that kept the penguins comfortable is clearly working | |
| overtime and has bled into the main viewing area with thick clouds of icy mist | |
| belching from the ventilation ducts, and frost clinging to every available surface. | |

Environmental Modifiers: Each action requires a 'Str-Endurance' check with +1 Difficulty due to extreme cold while in the Penguin Exhibit.

This frigid icebox is little more than a large dome shaped building (75 ft x 75 ft) with a raised platform sitting in the center. On top of the platform jutting out from the center is a structure of blue concrete meant to resemble a crude arctic 'Ice shelf'. Actual ice covers the structure, and multiple dark holes about a foot or so wide permeate the Ice shelf as if it was swiss cheese. A moat of black murky water surrounds the Ice shelf. The excessive cold has created small pieces of ice floating in the river as they twist and turn, and flow with the current into a grated overflow at the back of the building adjacent to the Ice shelf. That water looks cold... An amphitheater surrounds the five foot moat, and a three foot high clear plexiglass wall seperates the "audience"

from the "exhibit". A simple bridge extends from the center of the Ice shelf to a gate in the plexiglass wall in the center of the room. A small plexiglass gate prevents Penguins from waddling out over the bridge, off of the structure and into the audience amphitheatre. An "Employees Only" door can be seen along the back wall.

It's quiet.... (Encounter)

A soon as any player approaches the bridge (or a suitable amount of time has passed), they will hear a loud "Click" that will sound familiar to them; the sound of another electronic lock (the entrance doors are now locked by The Director).

Immediately following, splashes can be heard as 1d3 per player Zenguins (zombie penguins) begin to emerge from the holes inside the Ice shelf squawking, clearly irritated at your presence.

Zenguins (Raptor Template)

Size: 0 Strength: 10 (Special) Attacks: 1 per bird and/or Special Defense: G-0/R-2 Virus: 1 Speed: Very Fast (Lv 5) Perception: High (Lv 4) Sense: V/H E%: 60% (40/20) Small

Special

Flightless - Zenguins cannot fly and thus do not have access to the 'Dive Attack' special rule.

Swim - Zenguins can swim in the ice moat and can take their movement to vault up to 6 feet in the air, over obstacles if necessary. While in the water, Zenguins' Ranged Defense is increased to 5.

Retreat - If the players attack with ranged weaponry, or there are ever less than three Zenguins left alive, the remaining Zenguins will retreat to the icy moat surrounding the Ice shelf. This increases their Ranged Defense to 5 while in the water and gives them the following Horror Trait:

 Mutation: Acid Spitting - While in the moat, the Zenguins spit the putrid, acidic and freezing water at the players. Damage is 1 + 1d3 with a Lethality of (20/5/-); however, this acidic water has no effect on armor, only bare skin is affected. The Zenguins are aiming for the face when doing this attack.

End of Encounter: +1 SP

Black blood splatters against the head of your weapon and sprays onto your body. Steam rises from your clothes as you breathe heavily; the bodies of Penguins lay floating in the water. You hear the loud "Click" of the lock on the front door as it activates again, and the glowing green "Exit" sign above the door is illuminated.

Employee's Only Room

The door in the back of the enclosure leads to a 20ft by 20ft back room. Inside sits a giant Air Conditioning machine pumping out icy air into the entire enclosure.

Air Conditioning Unit

Zebra Meat

Players can shut down the AC unit and explore the ducts. Once shut down...

"A slow gurgling can be heard as water drains from a large, open topped tank on the side of the AC unit. Inside rests a gallon sized plastic bag holding a fresh cut of meat... the striped hide reveals it to be Zebra Meat."

Shotgun - Assault

"Caked in frost, an unfortunate victim lays at the back of the penguin cove; his hands clutch an ice encrusted shotgun..."

(60/25/10), FC: 3, CU 2 - 1x shotgun per player + 6 shells per player (loaded).

Мар

"On the table in the storage room, there is a map similar to that of the Directory listing." Players can reference the map on pg 134 at will.

| Penguin Cove | | | | |
|--------------|------------------|----------|---------------------|--|
| DoS | Name | Deg. | Effect/Type/CU cost | |
| 2 | Shotgun, Assault | 4 | Gear, 2 CU | |
| | Мар | only one | +1 SP | |
| 4 | Zebra Meat | 3 | 'Bait' item | |
| 5 | Savanna Key | only one | +2 SP | |

The Savanna Lion Reserve

Recommended SP to Access: 3

Lions and Tigers

A man-made Abrican savanna. Dusty sand blows in a light wind above a caked and dry ground. This IDD &t by IDD &t open field is surrounded on all sides by a 15 &t high, spiked wrought-iron bence. Surrounding the gate on all sides is a ID &t deep concrete moat; a pit to prevent bold lions who jump the bence from reaching Zoo patrons. A bridge over the concrete pit gives access to the enclosure via a large 25 &t high pnuematic gate, which has an electronic lock in the center. However, the gate is cracked open, swinging lazily in the wind, wrapped only loosely by a chain to prevent it from swinging more than a boot open, but there is no padlock at the end of the chain. Anyone could simply remove the chain and walk right in, just as a determined beast could stalk right out...

Rotting zebra carcasses are strewn everywhere about the grounds, some freshly dead. A long set of stone caverns run along the center of the enclosure. They are likely connected, as many of these fake caves are in zoos. Players notice a lone pine table with several bottles laid out sitting below one of the overhangs that the caves provide.



Some large predator used this staff entrance as a lair

Are you the Predator? Or Prey.... (Encounter)

Once players enter the reserve, players must make a 'Per- Spot' check, or the Hellcats get a surprise round, launched from the caves and the rocks from which they are hiding (be sure to reference the 'Silent/Stealthy' special rule). The Hellcats pounce and immediately attack. They are considered to have moved their full distance and Pounced.

Caught Unaware (Failed Per- Spot Check)

The rocks are bland colored and unstable; you see plaster peeling off from the facade of the walls. Suddenly a small rock falls from the ledge. You only catch only a glimpse of rapidly approaching fur, fangs and claws before they are on top of you.

Aware (Successful Per - Spot Check)

Large bodies emerge from the rocks. A male 'Hellcat - Lion', an Apex predator, displays his previously proud thick mane, now matted to its skin and smeared with blood. Behind it, a slightly smaller female stalks, eyeing its dinner. They stare with lifeless cold eyes as they leap down from the rocks. They appear emaciated and hungry...very hungry.

Employees Only Entrance - Example Key Use

If players have access to the Savanna Reverse Employees Only 'Key' found at Penguin Cove, they can instead enter the enclosure through a small 15ft by 15ft shack located at the rear of the enclosure furthest away from the caves in the center. The shack only contains empty shelving for what used to hold cuts of meat for the Lions and various wooden brooms (large bludgeoning weapons) to clean the enclosure with. A steel door on the inside leads from the shack to the



enclosure. If the enclosure is entered here, the Hellcats do not get a surprise round, as they are too far away from the shack to 'Pounce' on the players. Treat this encounter as 'Aware' as per the above.

Number of Large Hellcats 1-2 players: 1 male Hellcat 3-4 players: 1 male Hellcat, 1 female Hellcat

5-6 players: 1 male Hellcat, 2 female Hellcats

Hellcat, Wild - Large (Lion or Tiger) See pg. 36, 37 for entry

End of Encounter: +1 SP

Janitor's Key Ring

"The body of the Fair King Zoo's Janitor lays in a cave among a pile of other bodies, human and animal. Attached to his belt is a hefty Key Ring."

This set of keys grants access to every area of the park, but it will increase the 'Hearing' sense of all zombie beasts by 1 level when carried.

Monkey Bane (Molotov Cocktails)

"Bottles of crudely constructed Molotov Cocktails sit on the table. The liquids inside are varying shades of browns and translucent, but they all share two commonalities. The wicks are rags stuffed neatly into the bottles and well soaked with the liquid inside, and every bottle has a neatly printed label of a monkey on it. What was once "Monkey Cola", a popular beverage served at the park, has been scratched out and 'Monkey Bane' written in its place."

1 CU = 1d3 + 1 Monkey Bane

Molotov Cocktails that have the 'Bane' quality against Simians.

Savanna Lion Reserve

| DoS | Name | Deg. | Effect/Type/CU cost |
|-----|-------------------------|----------|---|
| 1 | Pile of corpses (photo) | n/a | +1 DoS to 'Per - Search' if inspected, 'Clue' |
| 2 | Janitor's Key Ring | only one | +3 SP |
| | Monkey Bane | 2 | Gear, 1 CU |
| 3 | Shotgun Shells | 2 | Gear, 1 CU |
The Monkey Hut

The Monkey Hut is actually not a hut at all, but a large, square structure covered by plexiglas resembles a jungle arboretum. Steel double doors lead inside where the air is misty and thick with humidity. A dank smell permeates the structure. Various green foliage is placed sporadically around the exhibit to give it the impression of the jungles of Asia. It has cave walls similar to that of the Savanna Reserve exhibit, only instead of the sandy atmosphere, the concrete rocks here are gray and smooth.

Clever girl... (Encounter)

The plexiglass has been broken in several places. In the middle of the exhibit stands a simple wooden hut where fruit and other food were obviously hung for the creatures that reside in this place. Jutting out from the side of the hut is a large cabinet with "Food Storage" written across it. In the center of the hut sits a lone pine table, where bottles and a box are laid out for the taking.

- · d3 "Monkey's Bane"
- 2d6 more shotgun shells contained in a single box.

Large sulking masses start to emerge from different sides of the enclosure. They climb down the large trees, come out from the caves, and even start barking from behind the players. Their howls are accompanied by displays of dominance and chest beating. They seem to have actually laid a trap out for the players.

The creatures are hulks of rotted muscles and bristling, wiry hair. These 300 lbs of mutated monsters would rip you in half in a heartbeat; even when they lived their lives uninfected, they were deadly foes.

Number of Greater Simians: 1d3 per player

Simian - Large (Greater)

Same as entry on pg. 46 with the following additional special rules:

If the "Monkey's Bane" Molotov Cocktails are used against the Greater Simians they have the following special rules:

Let's Play Catch! - If a player rolls a 'Catastrophe' for their ranged attack roll, the Simian grabs the flaming bottle mid air and throws it back at the player who threw it.

Bane - Flame Weapon - If Monkey's Bane hits its target, it is considered to be 'Engulfed' and this Simian will rage wildly, grappling targets closest to it (friend or foe). See the Core Rulebook for expanded rules on 'Engulfed' for more information.

End of Encounter

The disheveled piles of corpses litter the area around the hut, and the pine table is knocked over. It's hard to tell that they were once living, but looking at them, their lifeless eyes still evoke some type of human emotion usually reserved for friends.

Food Storage Cabinet

The "Food Storage" cabinet is locked with a strong lock designed to keep the gorillas themselves out. Trying to open it without the 'Janitor's Key Ring' found at the Lion enclosure will require a Strength check with 5 Degrees of Success to open. Inside this locked cabinet are shelves filled with d6 Food of dried fruits and various nuts (treats for the gorillas from their trainers most likely).

Using the Janitor's Key Ring will grant +3 DoS to the 'Per - Search' check.

Opening the Food Storage Cabinet increases the DoS in the 'Per - Search' check to 5 as the 'Jeep Key - 05' and Elephant Show tickets are inside it.

Jeep Key - 05

Hanging from the open door on a peg glistens a 'Key' that has two jeep keys attached to it. The tag has a sharpie note on it "FKZ Jeep - 05".

Elephant Show Tickets

Sitting in front of the food is a blank, white envelope. Inside are neatly printed Fair King Zoo "Main Event" tickets to the Elephant Extravaganza at THE COLOSSEUM. Strangely, the date on the tickets lists a showtime for today's date written in by hand, and there are tickets equal to the number of characters in the Player group.



monkeys

Hello 50 ... many .. ZOC Please be kind to us DO NOT TAP on the Glass! Thank You.

| Monkey Hut | | | | | | |
|------------|-----------------------|----------|---------------------|--|--|--|
| DoS | Name | Deg. | Effect/Type/CU cost | | | |
| 0-4 | Food Storage Cabinet | n/a | see entry | | | |
| 5 | Jeep Key 05 | only one | +1 SP | | | |
| | Elephant Show Tickets | only one | +2 SP, 'Clue' | | | |

| The Colosseum The area in front of the Colosseum is a small courtyard (5Ø ft x 5Ø ft), | |
|--|----|
| The area in front of the Colosseum is a small courtyard (50 ft x 50 ft), | 1 |
| | - |
| which stands adjacent to the large structure on the North side. The only way | |
| inside seems to be from a service/animal entrance (the main pedestrian entrance | is |
| locked tight), and a large portcullis (20 ft wide by 20 ft high) stands imposingly | |
| in front of you. The large iron gate seems to be operated via a keycard. Before | - |
| it, and laid into the ground, is a weight gauge that vehicles (or animals) would | + |
| stand on before moving forward. The courtyard is bordered by the same stone | - |
| wall that continues around the park, though to the East there is a garage doo. | r |
| painted in crude colors matching the park. Next to the garage door inside the | |
| courtyard sits a lone Fair King Zoo jeep painted an ostentatious green camo | |
| color. A bright Ø5 is stenciled on the side. It is parked haphazardly between th | e |
| portcullis and the garage door. | |

Jeep 05

If the "FZK Jeep - 05" Key has been obtained, players they will have access to "The Fair King Zoo Official Zoo Jeep" as detailed below.

Jeep 05

Size: 3 Structure: 4 Fuel: 3 'Vee': 6 Transport: 4 Cargo: 8 (Max 4 CU) for any single item Safety: Front airbags, Seat belts. Safety bar (between front and rear seats, part of frame/safety cage).

Shotgun! - Only a player sitting in the back seats or climbing over from the front seats can access the trunk while the vehicle is being driven.

Behind the Seat ...

The characters look behind the seat and find...

4 CU of the 6 CU of trunk space are currently taken up by a Roadside Emergency Kit (2 CU) and the other four by a long, metal attache case (2 CU). Inside are four (4) harpoons and the following weapon:

Harpoon Launcher

(w/safety bar attachment lock)

Lethality: 50/40/20 FC: 1 CU: 3 Capacity: 1 Harpoon Value: 10xOL Damage: 3d6 (Long Piercing) Special *Max Capacity* - This weapon can only hold one harpoon at a time. *Air Powered* - This weapon can only be fired with a power source to operate its air

| Colosseum | | | | | | |
|-----------|-------------------------|----------|---------------------|--|--|--|
| DoS | Name | Deg. | Effect/Type/CU cost | | | |
| 1 | Jeep 05 | n/a | see entry | | | |
| 2 . | Shotgun, Military Grade | only one | Gear, 2 CU | | | |
| 4 | Under the Seat | only one | Gear | | | |

compressor. It has a 20 second delay (5 rounds) between each shot.

Armor Piercing 2

Tether Ability - Each harpoon has a small ring at the base, capable of attaching to a rope or chain. Excess rope and chain can be safely laid over a special catch-hold on the harpoon launcher when firing. The harpoons can be fired separately, with or without the attached chain or rope.

Barbed Tip - This weapon can be fired simply to impale a target rather than kill. If this is the case, discount target's Defense and add +5% to the shooter's Ranged Attck per Size of the target being fired at.

Everyone put on your seat belts, things are about to get bumpy...

The characters enter past the portcullis; the large arena in front of of them is open and empty save for a jeep at the other end of the arena.

The first thought that comes to mind is the Colosseum of ancient Rome, though much smaller. It appears as if crude theater seats have been erected all around the area. What was once an Elephant refuge has been turned into a place of spectacle, and now, likely 'destruction'.

Observation Room

Characters notice what can only be considered an observation room. A 'Headshot' will result in the player(s) noticing a dark figure moving behind the tinted plexiglass.

Opposite the gate you entered sits an equally large gate constructed out of iron bars. Parked in

front of the gate, blocking it, sits another empty Fair King Zoo jeep.

Shotgun, Military Grade

In the middle of the ringed arena, there sits yet another lone pine table. On it lies what looks like some sort of advanced shotgun laid out with a drum shape magazine attached to it. Clearly someone meant for you to have it.

Shotgun - Military Grade. Explosive rounds. Drum Barrel.

(70/70/70) - Frag 12 rounds (+10 lethality at short range, med/long range same as short, already reflected in profile).

FC: 20 - Single Shot or Full Auto CU - 2 Capacity: 20 round drum. Value: 40XOL Special: Military (Advanced tech)

Don't Look a Gift Horse in the Mouth... (Encounter)

As the players approach the lone pine table or the jeep in front of the iron gate opposite, the following scripted event occurs:

The sound of a thunderous bullhorn can be heard, forcing the players to cover their ears in pain. Following the sound there is another shrill trumpeting that resonates through the air. A quick glance back at their escape route (the entrance they came in), reveals that the portcullis/gate behind them has been shut and is now locked.

A massive elephant charges through the iron gate on the opposite side. Its rotting flesh ripples

with each step it takes. The iron gate collapses from the charge of the mighty Titan. As the beast blows through the gate, its leg smashes through the jeep in front of the gate, instantly crushing its hood and engine block. Sparks fly from the engine as the totaled jeep is crushed by the weight of the Titan and the collapsed gate on top of it. The titan's hollow, black eyes stare directly at you. It trumpets again and charges.

Juggernaut - Zombie Elephant

Same as on pg. 49

Reference for this Encounter

No Easy Escape

The Director made sure his coupe de grace would not be avoided so quickly. The crushed jeep immediately catches fire, and the debris created by the destroyed iron gate creates a sizable blockage that will make exiting this route with the jeep result in blown out tires and count the vehicle as 'stalled'. If the players exit the vehicle, pass through the debris and flames on foot, another iron gate still intact sits behind the destroyed one, presumably an antechamber the Titan was let in through that leads to the large open air Elephant enclosure. This door is controlled by The Director and locked. Players can scale the Colesseum walls on foot with help of the harpoon launcher and rope (20 ft high), but will need to pass a sucessful 'Strength - Climb' check. The Titan will not stop attacking while they are fleeing, however, it cannot follow up the walls of the Colesseum. Regardless, if not defeated the Titan will continue to rampage in the Colesseum, and does not count as being destroyed for the purposes of Scenario Points. It will act 'Territorial' (OBM Horror Trait) towards the Colesseum, not leave this location until it is destroyed.

Titan Ram attack against Jeep

Difficulty increased by size and structure of jeep (Size 3, structure 3) Str 100 minus difference of 30 = 70% Breach check. With a successful Breach check, each DoS = 1d6 points worth of damage to the vehicle. 7 points of damage = Stalled/Immobilized. 12 points of damage (double the size+structure) = Wrecked jeep.

Jumping from the Jeep

Players may attempt to leap from the moving vehicle at any time while it is in motion as it is Open Topped. They will suffer one half of the MPH in damage the vehicle is going as 'Impact' wounds from jumping out. Players may make a 'Str - Jump' to "Tuck and Roll" from the vehicle, as long as it is travelling less than 40 MPH. Success in this results in halving the damage again.

Tug-O-War

Players that make a successful attack with the harpoon can use the jeep to manipulate the creature's path and possibly bring it down. Each round that the harpoon has tension along its line, roll an 'Opposed Str' check adding +10 to every 'Vee' available to the vehicle (+60 in this case).

Success

Players can forcefully move the titan along a single round or prevent it from moving a certain direction.

Headshot

Players knock the Titan Prone. This superceeds the 'Large' Rule. It will take 2 rounds for the Titan to stand back up again.

Failure

The Titan can forcefully move the players along a single round or prevent the jeep from moving a certain direction (at GM's discretion).

Catastrophe

The jeep is toppled and is counted as 'Wrecked'. This can be remedied only if there is no longer tension in the line, and the players make a successful 'Str - Lift' check with a +5 Difficulty.

END OF ENCOUNTER: +2 SP

The Titan releases its final trumpet as it collapses to the ground, dust flying in every direction. Various holes from the explosive rounds scatter its body, and black blood can be seen oozing out of the holes to saturate the ground and the massive pile of flesh before you.



The Director

Recommended SP to Access: 10

We neet at last

There is no way out except for a door which is placed above where the Observation Room is, which is far more obvious now that the lingering threat of the Titan has been vanquished. Both of the entrances have been locked or blocked by the Titan's destruction and yield no other possibilities.

The door is unlocked and leads to a hallway with locked doors on either side, another security camera clicks and whirls in the room. If players touch any of the handles in the room (including the real door leading out at the end of the hall) sparks will fly, and the lights will go out in the room. Mechanical sounds can be heard and the smell of burning oil will spill into the air. The door leading out is locked, but it's a flimsy door that can be broken with successful 'Str - Breach' check with a +2 Difficulty.

The door leading out opens into a large room, holding cages of various shapes and sizes. Their purpose appears to have been a holding place for all the animals in the zoo at some point. The room is filled with lab equipment that show signs of recent and frequent use. Clearly some sort of medical experiments have been going on here.

Some of the cages are still occupied, and house various Greater and Lesser Simians. Some are clearly alive and uninfected, though emaciated. Others house Hellcats, and one large cage even has a Giraffe curled up in a corner of it. It's a pathetic sight; difficult to take in even if most of these creatures are not long for this world.

All of the cages have no physical lock, appearing to be yet again controlled via an electronic lock. Suddenly, a dart whizzes past the characters' faces and out walks a lanky man in cargo shorts and a surgical apron covered in blood. He calls out from the top of the stairs, "You've destroyed my best work! No matter, I'll just make



The Director

Human - Vigilante, Scientist - Civilian, Controller OBM template.

Size: 1 S - 25 P - 35 E - 5 W - 15 Def - G-2/R-3 R/A - 11 M/A - 8 Health - 33 Equipment:

Electronic Collars

Tranquilizer Rifle - (Ranged Rifle Weapon) 35/20/10

Elephant Strength tranquilizer darts (12)

Chamberlain - Fair King Zoo all access Keycard.

Clothes - Cargo Shorts (5% BR)

PhD Viral pathology.

Wireless 'Fair King Zoo' Tablet (Remote control)

Special:

A New Test Subject - As with the 'Here Piggy, Piggy' special rule, during an Encounter with Players, if The Director (or a beast of Size 1 or larger in his Phalanx) ever rolls a 'Headshot' for an attack on a character, the GM can elect to have The Director instead purposely end the encounter, but take a hostage with him (or the beast). If this player is not 'Rescued', they are lobotomized by The Director and become a zombie of the Standard type in The Director's Phalanx, along with the 'Familiar Face' special rule.

Simian - Medium (Orangutan) Phalanx (1d3 per player)

The Director will make an attempt to shoot at the first person who walks through the door. The tranquilizer is enough to knock out a normal human sized person with the dosage it provides within 1d6 rounds from injection. He also has a small cadre of Simians with him in his Phalanx; 1d3 for every member of the party.

Should The Director fall below 5 health (including 0), the following scripted event will occur:

The Director coughs, wet spurts of blood escape from his lips. Dead fur and monkey skin lies everywhere. He chuckles to himself, as he pulls out a grey box. It holds a red button encased in a plexiglass cover. He flips it open and presses the button.

An alarm klaxon goes off, deafening all within earshot.

"There, now they're all free" he says. "Good luck finding your way out. I hope, however, they kill you...and that it's painful." Suddenly, a huge creature crashes through the windows of the observation room. It's white and black fur, now matted down with caked on mud and dark red blood that barely reveals its original color or consistancy. The creature grabs The Director and shakes him like a rag doll; his final haunting shriek only of "Pogo! Pogo no!" before his sudden and brutal death.

Pogo roars, drooling black blood from its mouth. You notice its teeth have been surgically altered into deadly two inch long blades, twisted in every direction. It leaps out the window with the dead director limp in its mouth. It bounds at full sprint into the Colosseum.

"Pogo" Ursa - Large (Panda) - OBM

Size: 5 (3+2) Strength: 100 (80 + 20 OBM) Defense: G-8/R-8 Virus: 1 Speed: Very Fast (Lv 5: Lv 4 Ursa + 1 OBM) Perception: Medium (Lv 3) Sense: H/S/V (15/30/15)

Attacks/Special Bite - 0-2 DoS (2d6 damage) Bloodsense - (The Controller additional Horror Trait)

Fearsome Gore - 3-4 DoS (d6 dam per size per DoS) Pounce - (The Controller additional Horror Trait) Scent Vehicle Impact Damage Very Tough Vicious (+d6 damage, reflected in profile)

Pogo will become 'Territorial' towards the body of the dead director. Thus, the 'All access keycard' to all of the Fair King Zoo is still on The Director's person. If Pogo is not tracked down and killed, players will be unable to access any of the Fair King Zoo's automated systems, locks or doors.

THE ESCAPE

If the players elect to flee the Fair King Zoo, Pogo will automatically initiate 'The Final Confrontation' (see the expanded profile in the 2011 Annual).

The Final Confrontation - Pogo, having suffered from the death of its master at the hands of the

survivors', Pogo attempts to kill the survivors once and for all. Instead of the normal rules for an OBM as stated in the Core Rulebook, Pogo is now capable of being killed in this Encounter permanently with normal weapons as per normal ZK% rules for Size, but Pogo will count as having 2d6 more Size than it had in previous Encounters (rolled at the beginning of the Encounter). If the Survivors still attempt to flee the Encounter, Pogo will pursue relentlessly, even outside of the Zoo and back to their Stronghold. All successful E% made by the GM (both inside the Zoo and outside) will result in Encounters with Pogo if the Final Confrontation is fled from.

Pogo, having safely deposited the corpse of The Director at his laboratory, turns its cold black eyes to the fleeing survivors. Blood, spittle and gore drips from its mangled teeth as it bounds across the Colosseum grounds towards the players.

What have we unleashed ...

While Pogo attempted to kill the fleeing survivors, chaos erupts around the Zoo. Outside the high walls of the Coloseum, beasts, zombified creatures and horrible half breed experiments run rampant, stampeding through the Zoo grounds.

Every enclosure, cage, door and gate inside Fair King not damaged via player action will be automatically opened when The Director triggers it. If the players are unable to defeat Pogo in 5d10 rounds (or 3 Time) the remaining beasts in Fair King will be set free from the confines of the Zoo and can then be encountered normally both inside and outside the Zoo. Likewise, Fair King will no longer have a sealed off perimeter, and any zombies outside the Zoo will be able to access the Zoo through normal entry points. To prevent this, players must defeat "Pogo", grab The Director's key so they can activate the gates via either The Director's Tablet (requires special access, perhaps lifted from the body of The Director) or the main control panel inside the Observation Room inside the Colosseum. Once granted access, players can choose to lock or unlock any gate or cage in the Zoo remotely (or all simultaneously).

END OF FAIR KING ZOO CAMPAIGN

Staring into the vacant black eyes of the dead zompanda, you sense a deep, and more malevolent force behind its cold eyes, as if to warn that a greater danger lurked inside the beast that has yet to be seen... the panda today has been defeated, but the day of the panda was not today, but one terrible day...it shall be.

The only thought in your mind, "I should never have come to the Fair King Zoo!"

Rewards

A GM can award Scenario Point bonuses to their characters from page 127 upon successful completion. They can also claim the fortified grounds of the Fair King Zoo as a Stronghold if they scored 10 or more Scenario Points in the progress of the Fair King Zoo campaign.



Optional Chapter - Aviary

The Aviary rests on the western edge of the Fair King Zoo; the flocks of birds silently circle it. The elaborate coloration of the more exotic varieties stand in stark contrast with the crows and pigeons they now roost side by side with. The occasional "caw" or "screech" breaks the heavy silence. Nearing it, it becomes apparent that the damage a runaway jeep did to the Aviary is what provided the means for these now infected birds to escape and attack at will. The jeep, wrecked beyond repair, still has its driver strapped in to the front seat. The dead birds smashed across the windshield and the driver himself, stripped of nearly all his skin with uncountable bird wounds, told a story of a desperate, failed escape... one which you do not wish to repeat.

The birds that harass the Fair King Zoo and the nearby Tri County area all return to this Aviary to roost by some bizarre instinct. To destroy this Aviary while they were all inside would be to greatly reduce the risk of these beasts threatening anyone ever again.

The Aviary is a flimsy, damaged structure that houses several species of the birds' native plant life. The destruction of the Aviary will provide a means to eliminate the threat posed by the flocks of Raptors not only in the Fair King Zoo, but in the surrounding Tri County area.

Aviary

Structure - 2

Objective

To set fire to the four quadrants of the Aviary. Each quadrant ignited will require 1CU of accelerant and will have a base chance of success of 25%.

I don't know how or why, but the birds here seem to have gone mad. I'm used to seeing clouds of crows and small sparrows and such. But I've been seeing solitary birds; Robins and Finches grouping together. They attack larger animals, many times not even over territory. They dive and swarm around the creature never ceasing... This wouldn't be a huge issue, if it wasn't for the fact that it brings the zombies. They must see the birds on the horizon, and like a scavenger noticing vultures in the distance, they follow them into the woods.

Success

Raptors will not be encountered when a GM rolls a successful E% check both in the Fair King Zoo and in any area 10 miles from Tri County.

Failure

Raptors will continue to attack survivors.

Special

Encounters (E%) - All E% will result in Raptors in addition to any other zombie or zombie subtype encountered in the Aviary.

Demolition - To destroy the Aviary, it must be burned to the ground. More efficient, and less dangerous means to accomplish this are not available to the Survivors. Successful 'Per -Search' checks reveal some flammable liquids in a supply closet. Lighters must be found by searching the bodies of victims outside, unless one character has the 'Vice' handicap, in which case, they would carry a lighter on them.

Siphon - A bonus 1CU of fuel can be found by siphoning the tank of the wrecked jeep. This can be used to fuel another jeep for a final escape or can be used to increase the chance of success of this mission by 25%. A container must be found and purchased with Resource for 1CU for either use of this extra fuel.

CHAPTER 7

Index and Photocopy Material



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