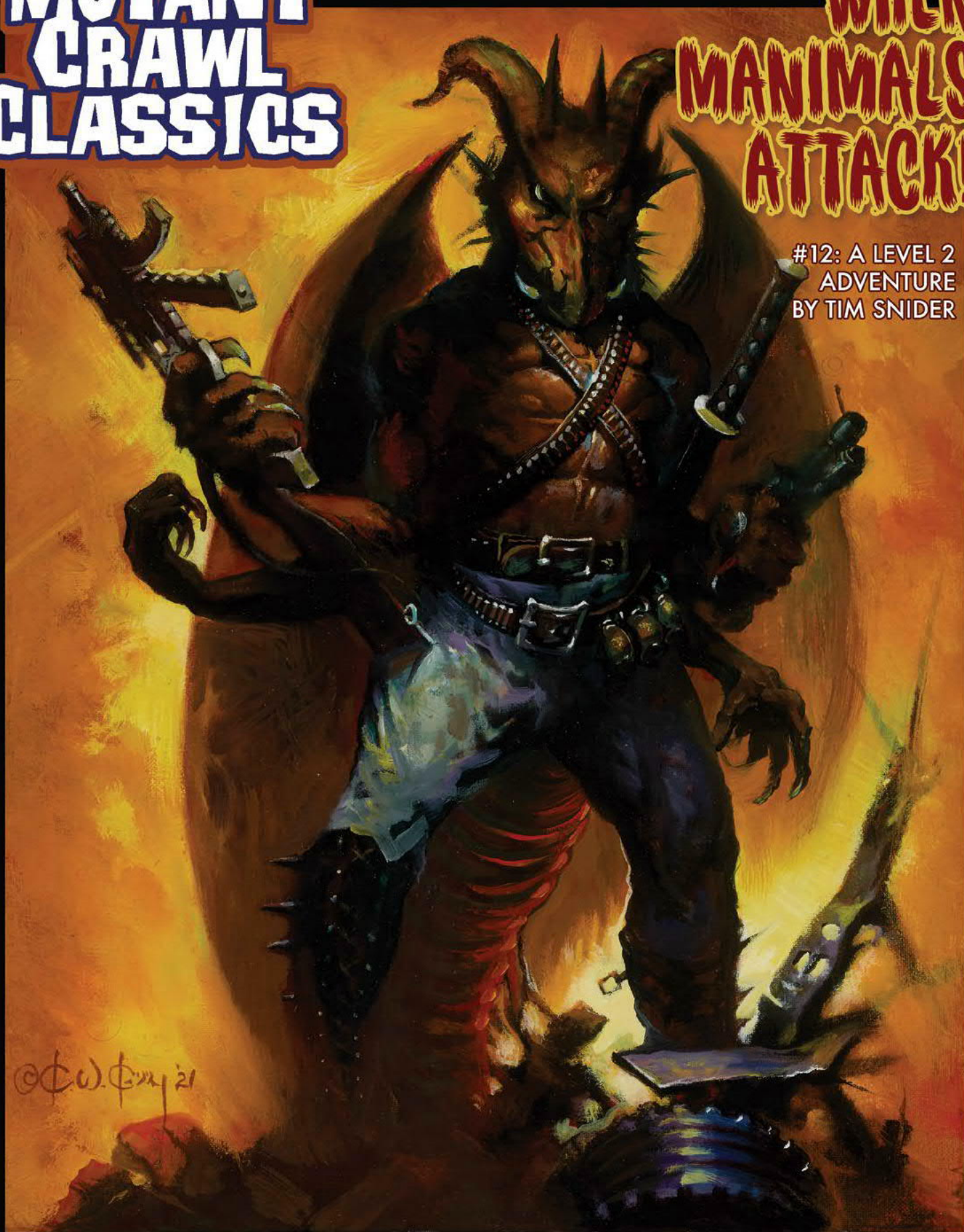


# MUTANT CRAWL CLASSICS

## WHEN MANIMALS ATTACK!

#12: A LEVEL 2  
ADVENTURE  
BY TIM SNIDER

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# WHEN MANIMALS ATTACK!

## A LEVEL 2 ADVENTURE

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This adventure is inspired by the classic tale  
"The Island of Dr. Moreau" by H.G. Wells.

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## INTRODUCTION

**R**emember the good old days, when post-apocalyptic adventures were full of super-science, robots that were there to be mastered, and the finale of every underground adventure was setting the fusion power plant to overload? Those days are back. Mutant Crawl Classics adventures take place in an ambiguous time period after a great disaster has ravaged the world, and it's up to your neolithic mutant tribesmen to go out into the hot house jungles and radioactive deserts of Terra A.D. (After Disaster) and collect the artifacts of the Ancient Ones in order to attain great personal power and savage glory.

*When Manimals Attack!* is a Mutant Crawl Classics adventure designed for four to six 2nd-level player characters. The rescue of a mute manimal leads the PCs to rediscover the fabled manimal lands of Zuu! However, the legendary city is now ruled by a savage bestial madman who plans to convert all Terrans into his submissive subjects. The characters must stop his machinations before they come to fruition by, perhaps, leading a manimal revolution!

### THE SAVAGE ONE'S BACKGROUND

**T**he human Yarlzeth secretly loathed his fellow man. Looking at the members of his mostly-human tribe, he lamented how weak and frail the human form was compared with the other races of Terra A.D., those born to thrive in the hostile world. He saw plantients and mutants as nothing more than twisted parodies of humankind. But the manimals—Ah! *They* were the true pinnacle of evolution! A miraculous blending of man's sentience and the raw power of beasts! He envied them and wished to become one himself.

Enthralled by manimal culture, Yarlzeth left his tribe and searched out the manimal tribes and listened with rapt attention as they told legends of the lands of "Zuu", a wondrous paradise where the manimal race first surfaced. Believing the answers could be found in this fabled city, Yarlzeth set out to find the legendary birthplace of the manimal species. And one day, he found it—the fabled Zuu spoken of by the manimals themselves.

The lands of Zuu were not what he expected; they were deserted and walled off from the outside world. However, this allowed him to explore the hallowed grounds undisturbed. Although Zuu was devoid of beasts, Yarlzeth collected many DNA samples from strands of hair, bits of claw and bone, and other genetic spoor left behind by the Ancient's beasts that once lived here.

Eventually, Yarlzeth discovered the Zuu medical facility and an Ancient gene resequencer (used in the past to treat animals' injuries and illnesses, as well as to keep several near-extinct species viable). A healer by trade, Yarlzeth knew of the Ancient practices of genetic manipulation and RNA resequencing—ways to combine the traits of both man and animal. Through self-experimentation, Yarlzeth combined his own genome with that of several beasts. Experi-



ment through agonizing experiment, he "improved" himself, stitching several animal traits into his genetic makeup: the hide and tail of the crocodile, the wings of a bat, the horns of a ram, the snout of a warthog, and the addition of multiple upper limbs. Now calling himself The Savage One, he wishes to recreate and rule over his own "Zuu paradise", as well as convert humankind into the far-superior manimal race—whether they want it or not.

When he returned and revealed his new bestial form, The Savage One was able to convince many humans in his former tribe to undergo the transformation, adding the first members of his Tribe of Zuu. When the others resisted, he had the strongest of his new converts bring them to Zuu by force, where they were also transformed into a new manimal form. Even now, a few humans will seek him out upon hearing of a miraculous process that will improve their bodies to better survive on Terra A.D. However, to swell his ranks even further (and to acquire specimens for further experimentation), The Savage One's enforcers have taken to raiding nearby villages and lands, bringing back even more pure strain humans to Zuu to become The Savage One's new "subjects".

### THE CONVERSION AND THE PRICE

**T**he Savage One's gene resequencer was never designed for such a task, and the conversion process is far from perfect. The best results are acquired for those who undergo resequencing with mammalian DNA. These subjects convert into a fully functional manimal; however, their human sentience is drastically affected as they revert to a more animalistic mentality. Their Intelligence is effectively halved, reverting the new manimal to a child-like state. Judges should treat NPCs as having an Intelligence score of 6 or less. This state of mind also makes them easier to command and control, giving The Savage One near-complete domination over all manimals he's created.

## THE GAMEKEEPER AND ZUU'S ENFORCERS

The Savage One keeps order in Zuu through the actions of his second-in-command, known only as “The Gamekeeper”, a mutant from The Savage One’s original tribe who never felt at ease around the pure humans. When The Savage One first began looking for manimal “converts”, he approached her, knowing of her desire for power and revenge toward those who mistreated her. The Gamekeeper (whose real name is no longer known) is a tall, hairless female with two sets of purple eyes. She keeps the Zuu subjects in line with her powerful mental mutations; first using *thought spike* to enhance her abilities, followed by a horrifyingly powerful *mental blast*. It is said, truthfully, that she can kill with just a thought.

As a firm believer in “Only the Strongest Will Prevail”, The Savage One has personally selected five of his subjects to act as enforcers who work with The Gamekeeper. They are given special privileges and treated as “alphas” and are thus fiercely loyal to him (with the exception of Grelvin, the musk ox). They are also the only ones publicly entitled to use their mutations as well as weapons (improvised firearms, aka “zipguns”, which The Savage One has given them). The judge should also keep in mind the manimal pack mentality, giving the enforcers a +1 melee attack bonus for each one of them who attacks the same target in the same round. The enforcers patrol Zuu, meting out punishment and enforcing subjugation of the inhabitants. They also carry out raids on nearby villages to “recruit” new subjects for The Savage One.

Tunn was crossed with the gorilla genome and is there-

fore the strongest of the Zuu enforcers and recognized as the alpha leader (when The Gamekeeper is not present). Tunn uses his *amplimorph* mutation to make himself even larger and more imposing before attacking. His ego will never allow him to shrink in size.

Warq, a lion manimal, is usually the first enforcer to leap into combat, savagely slashing with claw and fang. His *heightened stamina* mutation keeps him fighting while others tire out. He will sometimes use his *devolution* mutation to convert a defeated opponent into easily consumed prey.

Jeril, a kangaroo, is the retriever of the enforcers. With her powerful legs, she can leap a distance of 40' in a single bound. As retriever, she will land next to a victim, grab them, and leap back out before anyone notices. Her *infravision* comes in handy during nighttime raids, as well.

Krutsh, a rhinoceros manimal, is the unstoppable tank of the enforcers. His thick hide makes him difficult to injure, and his *regeneration* mutation heals the most egregious of injuries. Krutsh can use his horn to gore a victim, but he prefers to get a running start and trample them underfoot.

Finally, Grelvin, the musk ox, is the least-respected member of the enforcers, as he is the slowest and weakest. He is only on the team due to his powerful *gas generation* mutation, which can potentially debilitate a hostile crowd. Grelvin is sympathetic to Zuu’s subjects, treating them kindly and smuggling food and supplies to them when he is able.

Conversely, those who undergo the process with non-mammalian DNA (reptiles, birds, fish, insects) do not, in fact, become “true” manimals and instead become warped human/animal chimeras—a horrific combination of the two where animal limbs and features are randomly mixed with the human form. These chimeras are also savage and mindless, having completely lost their humanity. These unfortunate victims are treated as subcreatures by The Savage One, who refuses to destroy them as they’ve been “blessed” by a beastly genome. They are instead dropped into the appropriate Zuu environs to let the subjects within deal with them.

Sadly, the conversion process—whether manimal or chimera—is utterly irreversible.

In spite of his many genetic alterations, The Savage One has managed to retain most of his human sentience through one horrific means: he will occasionally use the gene resequencer to break down the entirety of a pure human subject, whose entire genetic code is then absorbed into his own, temporarily restoring his own humanity at the cost of another’s. The Savage One must genetically absorb an unmutated human once a month to stave off this mental decay, otherwise he will revert to a pure beast-like mentality (and, of course, that month is almost up when the adventure begins).

## THE SAVAGE ONE’S SUBJECTS

**C**urrently, there are roughly 40 manimal/chimera subjects that The Savage One has created who reside (i.e., are imprisoned) within Zuu (around 10 in each habitat). To keep his subjects in line and submissive, The Savage One does not allow the Zuu inhabitants to use any mutations they may have. Any display of mutational ability is met with swift and severe punishment. As such, no one dares to use their mutations in the presence of The Savage One, The Gamekeeper, or their enforcers. If any of the Zuu subjects uses a mutation, they do so at a -1d penalty due to underuse over the years.

When the adventure begins, Zuu’s subjects are already becoming defiant. If the PCs are able to convince Zuu’s subjects to rise up, they may prove to be valuable allies in the attempt to overthrow The Savage One and his minions. The players can try to turn the tide of oppression and downtrodden amongst the Zuu subjects. Have a PC make a DC 13 Personality check each time a PC displays rebellion versus The Savage One and his followers, if they assist a Zuu subject, or if they make an impassioned speech. Keep track of each success and, upon reaching 6 successes, the Zuu inhabitants will see the characters as their new leaders and will do as they ask to overthrow The Savage One.

# PLAYER START

## THE STRAY

**W**hile The Gamekeeper and Zuu's enforcers were on a raiding mission, one of The Savage One's subjects ("Anji", a female badger manimal) managed to burrow her way out of Zuu. She's been running all night, avoiding the many terrors found in the darkness of Terra A.D. Lost, winded, and bewildered, her luck ran out at daybreak when three preyers spied her and gave chase. She managed to scramble up a tree near the PCs' village, and her animalistic cries can be heard by the characters nearby. Any manimals will confirm the sounds as those of a frightened animal, but the species is unknown.

**Preyer (3):** Init +2; Atk claw +2 melee (1d6) or bite +0 melee (1d6); AC 15; HD 2d8; hp 10 each; MV 20'; Act 1d20; SP light-based attack resistance, 360-degree vision; SV Fort +3, Ref +2, Will +1.

A preyer is a very large (10' long) mutated descendant of the praying mantis. A preyer walks on four spindly legs, reaching a height of 8'. Its chitinous outer shell is a metallic bronze material; light-based attacks typically reflect off its surface and are made at -1d. The preyer's large bulbous eyes give it a 360-degree range of view, and it cannot be surprised by any moving creature or object. A preyer attacks with its large, hooked claws or by biting.

After the PCs manage to kill or drive off the preyers, the terrified manimal will slowly descend the tree once coaxed. She will shy away from any manimals she sees (thinking they may be enforcers come to return her to Zuu). Once she calms down, the PCs will see she is injured and weak from hunger, thus hopefully returning to the village to both treat her and investigate where the small manimal came from.

Due to her rudimentary intelligence (caused by the genetic conversion she underwent at The Savage One's hands), she cannot communicate verbally, only via flailing gestures and animalistic grunts. She does, however, remember how to write her own name. If asked, she'll scrawl the word "ANJI" into the dirt and gesture at herself. Anji has the mentality of a nonverbal, feral, 2-year-old child and is unable to communicate complex thoughts or answer questions of more than a few words. Anji can mime or impart one-word answers of the most basic sort, such as "run", "hide", "hurt", "big", etc. To complicate communication, the judge should avoid answering "yes" or "no" questions as well. Once she's comfortable and realizes the danger has passed (for now), Anji will struggle to speak, dredging up only two words from her past life. She will tap her chest while groaning "oooh-min" (human). If asked where she comes from, she will hiss "tsoo" (zoo) while glaring angrily at the memory.

Anji will spend the rest of the day curiously exploring the village, ravenously eating, and befriending the villagers. She seems to be enthralled by any pure humans she encounters, particularly the pure human Pharom (the village weaver). The PCs may occasionally catch her staring at him for an unusually long time. (In these moments, Anji has a flicker of re-

## ZUU'S OTHER INHABITANTS

Each Zuu habitat has roughly 10 other manimal subjects other than any specific NPCs the characters may encounter. Roll on the following tables for other manimal genotypes the PCs may meet in each area. This will also be useful if additional NPCs are needed; give any new NPCs a random mutation or two as desired.

### The Veld

1. Zebra
2. Giraffe
3. Meercat
4. Gazelle
5. Aardvark
6. Warthog
7. Mongoose
8. Chimpanzee

### The Swamp

1. Bobcat
2. Raccoon
3. Opossum
4. Beaver
5. Black bear
6. Wolf
7. Deer
8. Bat

### The Arctic

1. Arctic fox
2. Walrus
3. Caribou
4. Narwal
5. Arctic hare
6. Harp Seal
7. Arctic wolf
8. Moose

### Oceana

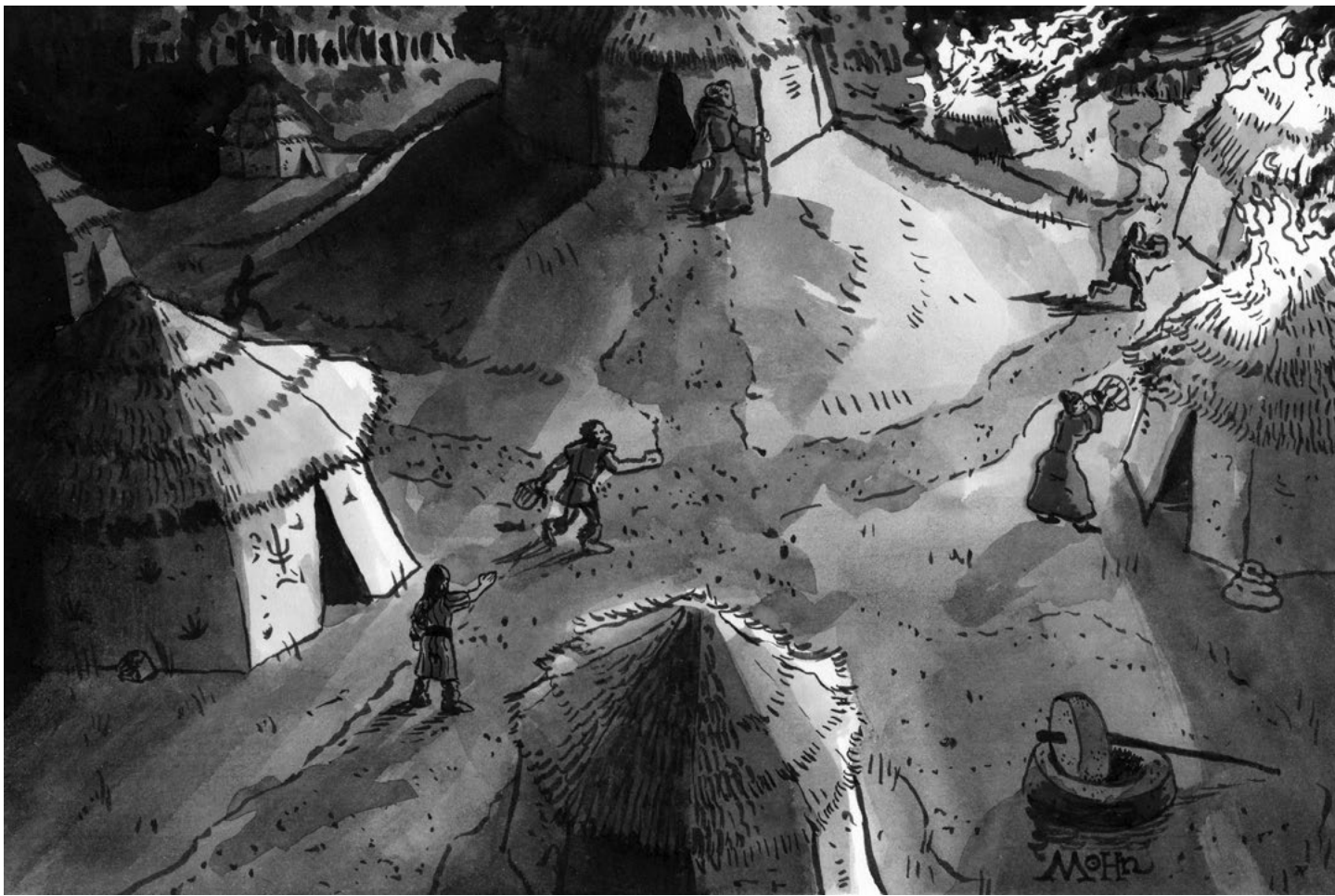
1. Orca
2. Porpoise
3. Sea lion
4. Mouse
5. Otter
6. Manatee
7. Sand rat
8. Platypus

membrane of her prior human form.) Pharom in turn takes a shine to the small manimal, showing her how he crafts his wares. After the evening meal and as the sun begins to set, Anji refuses to leave Pharom's side, so he offers to let her stay in his hut for the evening.

Anji's absence has not gone unnoticed by The Savage One, and he has ordered a small team of Zuu enforcers (Tunn, Warq, and Jeril) to "bring her home". The enforcers have tracked her to the PCs' village, and they have been watching from the shadows during the day. Once the sun is down, they plan to move in to recapture Anji, as well as secure another human subject for The Savage One's "personal use".

## FLAMES IN THE NIGHT

After the midnight hour when most of the village is asleep, the Zuu enforcers will begin their assault to reacquire Anji. Tunn and Warq will sneak in and set fire to a few of the huts on the outskirts of the village. As the fire grows and spreads to other huts, villagers will awaken and dash about, attempting to douse the flames, grabbing personal belongings, and accounting for family members and friends. Chaos



and fear are spreading as fast as the flames when the PCs leave their huts and see the anarchy. Ask the players what their PCs plan to do during the mad scramble. If a PC approaches one of the burning huts and makes a successful DC 15 Intelligence check, they see the fire was deliberately set. Unless a character was staying in the hut with Anji and Pharom, it will be difficult to find them in the ensuing chaos (a successful DC 18 Intelligence check allows them to spy the duo somewhere in the crowd).

Anji and Pharom will dash out into the open during the ensuing crush of other villagers. Upon spying her target, Jeril will launch herself into the air and land with a THUD next to them. She will grab both Anji and Pharom, launching herself up into the darkness in the next round and returning next to the enforcer team. If by chance a character manages to be nearby to see the abduction in progress, give them one action to react before Jeril leaps back out of range. Tunn and Warq (who are watching from the shadows) will fire their weapons at the interfering PC as a distraction, giving Jeril time to escape with her quarry. If a PC somehow kills or captures Jeril, Tunn and Warq will charge in to complete the retrieval mission.

Once Jeril rejoins the team, the Zuu enforcers gag and bind their quarry, then run off into the night having resecured their target, as well as a new subject for The Savage One. If the PCs try to pursue them at night, remind them that their village is currently burning out of control, as well as the dangers that lurk in the Terran darkness. The characters

may not notice the abduction until after the fires are put out, but the nighttime terrors still remain and waiting until day-break is likely the best course of action.

## IN PURSUIT

Once the sun is up, the team will discover (if they haven't found out already) that their new manimal friend and the village weaver have been abducted. Half the village lays in smoldering ruins as well, and the players will likely want some answers as to the events of the previous day – and if they don't take a hint, have the village elder spell things out for their characters before sending them on a seeker's quest.

On the edge of the village near where the fires were started, it's a simple matter to find the area the enforcers were hiding as the grass has been trampled where they stood. With a successful DC 15 Intelligence check, a manimal or someone with a hunter background can determine that there were three of them: all manimals, one an ape, one a feline, and one undetermined (it is unlikely the team has met a kangaroo manimal before).

From here, the trail leads off into the jungle brush and is easy enough to follow at the start, but it gets more difficult as the foliage gets thicker and denser. Have the party's tracker make a DC 15 Intelligence check for each hour while they follow the trail. If they fail, it means the party has momentarily lost the trail; in this case, roll a d6 and consult the following table as to what the party encounters as they attempt to pick the trail back up again:



## Roll d6 Result

- 1 The jungle's underbrush gets thicker and harder to traverse. While fighting their way through the vines and weeds, choose three PCs at random who each drop one item during this period. These items are forever lost in the jungle UNLESS this result is rolled again. In that case, the team discovers that they've been going in circles, and they will instead rediscover their dropped items.
- 2 The party member in front (presumably the tracker of the team) stumbles upon a hunter's pitfall trap set up years ago. The branches and leaves that covered it are nearly rotted away over the years, and a DC 10 Intelligence check will reveal it. If they do tumble in, allow a DC 10 Ref save to avoid the fall, else they'll take 1d4 damage. At the bottom of the pit are a few skeletons of small animals that were unfortunate enough to fall in. A bit of digging will uncover a stimshot (TL 4, CM 3; +1d4 Strength for 1 hour; Power: Self) the hunter must've dropped while setting up the trap.
- 3 The enforcers have set up a grenade trap in case anyone from the village followed them. The tripwire to trigger the device is very hard to see (DC 15 Intelligence check to find it). If triggered, the pin is pulled from a primitive concussion grenade (TL 2, CM 0; Damage: 2d6; Range 20' radius; Power: Self) that will immediately explode. If the tripwire is discovered, the trap can be disarmed and the grenade salvaged for the party's use.
- 4 The characters discover a small pond of blue viscous goo. This unidentifiable blue slime has powerful adhesive qualities. The goo creates an utterly unbreakable bond, and anything that comes into contact with it will require a DC 15 Strength check just to break free. Clever PCs may collect some of this material to be used later as a bonding agent; only 1d4 "dollops" can be collected, and only if the PCs have an airtight container to keep it in.
- 5 The party comes across Anji sitting on a stump in a clearing. Regardless of what the characters say or do, she will sit silently, unmoving. "Anji" is actually a changeling that has used its latent *telepathy* and *metamorph* abilities to read the PCs' minds and change into what they want most.  
  
**Changeling (1):** Init +3; Atk bite +2 melee (1d6, sever appendage upon critical hit); AC 14; HD 2d6; hp 8; MV 30'; Act 2d20; SP mutation check +2 *telepathy*, *metamorph*; SV Fort +1, Ref +2, Will +1.  
  
When any character contacts it, the disguised changeling will suddenly morph into a large centipede-like segmented beast covered with legs and mouths. It will crawl about, attempting to skitter onto and bite the one who first touched it.
- 6 As before in 5., except the party will encounter both "Anji" and "Pharom" in the clearing. In this instance, the changeling has been joined by its mate, and both will attack once contact is made.

After 6 hours have passed (i.e., six checks, whether successes or failures), the PCs will find that the trail leads out of the jungle to a large, flat, open area covered with a black, rocky material. Yellow parallel lines in orderly rows criss-cross the plain. At the far end of the plain is a huge domed structure covered in decades of jungle growth, giving it the appearance of a monstrous mound of vegetation, and next to it is a large sign. Any characters able to read the language of the Ancients can make out a single large word on it: "ZUU".

## GAINING ACCESS TO THE DOME

The characters are now standing at the edge of the parking lot for the Allermund Safari Park and Zoo. Most of the sign has crumbled away over the years, as well as the upper halves of the O's in "Zoo". The large domed structure is the safari park, now encased in years of growth from the surrounding jungle. There is no visible opening in the structure that the characters can see. The entrance is now closed and is made of the same material as the dome, blending in with the dome itself; even if discovered by the PCs, it is impassable. There is a grounds security bot that slowly circles the dome, watching for intruders and invaders (one pass every 20 minutes). It is currently just around the side of the dome, and it will reach the lot in 3 rounds.

**Grounds Security Bot:** Init +8; Atk stun ray +5 missile (DC 15 Fort save or stunned for 2d6 rounds) or force baton +5 melee (2d8) or sleep microgrenades +5 missile (30' radius, DC 10 Fort save or stun for 4d6 rounds); AC 18; HD 6d6; hp 20; MV fly 40'; Act 2d20; SP immune to mind control, force shield (15 hp); SV Fort +4, Ref +2, Will +1; AI recog 19 (Security).

Unless the PCs have taken steps to stay out of the open area, they will be spotted by the grounds security bot, and it will swoop in to confront the interlopers. The first round, it will issue a warning: "THE PARK IS NOW CLOSED, AND YOU ARE TRESPASSING ON PRIVATE PROPERTY. PLEASE REENTER YOUR VEHICLE AND RETURN DURING NORMAL OPERATING HOURS." It will ignore attempts to converse with it. It will repeat its warning one final time, then it will attack (of course, it will immediately attack if the PCs harm it or start combat). If the characters retreat back into the jungle, the bot will break off its attack and return to its preprogrammed route around the dome. If any character is knocked unconscious or killed, the bot will grab the body and drag it to the far end of the parking lot where it will drop it on the road outside the park's property line.

If the characters decide to run reconnaissance on the dome by going around it, they can see that it covers an area roughly a half-mile in diameter, with a height of 200 feet at its

apex. The dome appears to be a metallic frame with a hardened plasteel shell covering it, and it is impenetrable to any damage the PCs can inflict upon it, so cutting or shattering their way in is impossible. But toward the opposite side of the Zuu entrance, they can find a small patch of loose earth. If they poke around or dig about, they'll find a small tunnel that appears to have been dug out from under the edge of the dome. This was the tunnel Anji made when she burrowed her way out of Zuu. The PCs are likely twice as big as she is, so they'll need to widen the tunnel to gain entrance to Zuu. It will take about an hour of digging to widen the tunnel enough for the PCs to pass underneath the dome and into Zuu. Keep in mind that, unless deactivated or destroyed, the grounds security bot will pass through this area every 20 minutes.

## THE LANDS OF ZUU

Before The Great Disaster, Zuu was the Allermond Safari Park and Zoo, where visitors could see rare and exotic animals. To keep the Ancient animals acclimated to their respective environs, the park was divided into several zones (each roughly 25 acres in area) that were landscaped and weather-controlled to simulate the environments of the various species: an arid veld/grassland, a humid swamp/rainforest, a frigid arctic landscape, and an oceanic beach. A holographic illusion is cast on the interior surfaces of each habitat that is so complete that it is difficult to determine where the boundaries are.

From a central Welcome Center (which also contains park operations and administrative offices, security, veterinary services, gift shops, concessions, etc.), a circular "hub" lets the visitors walk near these habitats to see the beasts up close. A powerful force field separates the environs as well as kept visitors safe from the wild animals. Due to the holographic illusion of the environs, the only way PCs have of knowing they're near the force field is when they feel a slight electric "tingle" in the air (any subjects who live in the habitat can warn the characters before they get too close to the hidden force field). Coming into contact with the force field will first shock the victim for 1d6 electrical damage then stun them for another 1d6 rounds unless a DC 15 Fort save is made. It's possible for a bull-headed individual to "push" their way through, but it requires a DC 18 Strength check to do so. Whether successful or not, they will still take damage and be stunned as described earlier. Digging their way under the force fields between habitats is also impossible due to a metal underflooring at the borders of the environs.

Each of the enforcers, The Gamekeeper, and The Savage One carries a small, blue, poker-chip-sized medallion with a stylized lion's head on it. (The Zuu security bots have theirs installed within their casings.) These security access badges allow unfettered access to the park. Those who carry one can pass through the security force fields without taking damage. These badges also unlock the doors in the Welcome Center plaza.

A slow-moving maglev tram is also available allowing visitors to take a walking-speed tour around the outer perimeter of the dome, passing through each habitat and seeing

the exhibits from another angle. The tram passes through a large acrylic tube on its route, giving riders an unobstructed view. A hole can be broken in the acrylic if it takes 20 points of damage. Once breeched, the tram tube can be used by the PCs to move from habitat to habitat, bypassing the force field. However, a new hole must be made to leave the tube. The tram tube opens up at the Welcome Center station, allowing passengers (and characters) to leave.

While in his human form, The Savage One gained access to the park operations system and programmed it to recognize him as "owner and operator" of the park. Even in his new bestial form, the park's operating systems and bots still recognize his voice and follow his verbal commands.

## MECHANICAL MINIONS

There are a handful of bots in various stages of working order that perform basic maintenance, cleaning up the habitats, feeding the animals, etc.; insert these as desired, but they will ignore the PCs as they go about their preprogrammed tasks and labors. There are also three security bots that regularly patrol the interior of Zuu that have been programmed to recognize The Savage One and The Gamekeeper as the zoo's managers, the enforcers as fellow members of security, and the Zuu subjects as exhibits. These are smaller versions of the grounds security bot as they were designed to subdue and retain unruly park visitors rather than enforcing laws and keeping out intruders. They will be found moving upon a preprogrammed path throughout the Zuu environs and Welcome Center plaza. These bots will return manimal escapees to their respective environments, and they will subdue "unruly guests" with nonlethal force, taking them to Zuu Security and placing them in a holding cell until they can be dealt with.

## OUR MASTER'S VOICE

To enforce the subjugation of his subjects, the prerecorded voice of The Savage One barks the following from hidden speakers throughout the park every hour during daytime. All subjects must reply in kind during the litany, and punishment awaits those who do not participate. The Pavlovian response is so complete that even Zuu enforcers will break off combat to recite the mandate when it plays (this should be played every hour during gameplay while the characters are in the confines of Zuu).

The Savage One: *"Recite the mandate!"*

Subjects: *"To embrace the beast."*

TSO: *"Recite the mandate!"*

Subjects: *"To reject the human."*

TSO: *"Recite the mandate!"*

Subjects: *"To fear the mutant and plant."*

TSO: *"Recite the mandate!"*

Subjects: *"To never use powers."*

TSO: *"Recite the mandate!"*

Subjects: *"To make others accept their inner animal."*



**Area A – The Serengeti:** *As you exit the tunnel and break the surface, you are momentarily blinded by bright light. As your eyes adjust, you find yourself standing in a lush, primal grassland that stretches as far as you can see in all directions. Scrub brush and scraggly trees dot the landscape, and you taste hot dust hanging in the air. The sun and sky above are oddly colored in hues of yellow-orange and blue, respectively, quite unlike a typical Terran day. Nearby are several small huts made of thatch, and you feel you are being silently watched by the residents within.*

While they take all this in, have the characters make a DC 10 Luck check. Those who make it hear a steady humming noise in the distance while they watch a security bot slowly appear in midair (it is actually passing through the force field on its rounds through the habitats). Once it spies the PCs, it will float over and scan them. Manimal character genotypes are assessed, and if they don't belong in a grassland, it will state: "THIS SUBJECT IS OUTSIDE OF ITS DESIGNATED HABITAT. THIS UNIT WILL RETURN THE SUBJECT MOMENTARILY." To all other characters, it will state: "THE PARK IS NOW CLOSED, AND YOU ARE TRESPASSING ON PRIVATE PROPERTY. YOU WILL BE TAKEN TO SECURITY WHERE YOU SHALL BE DETAINED UNTIL THE AUTHORITIES CAN BE NOTIFIED." The bot will attempt to subdue all of the PCs with the goal of returning any manimals to their "correct" habitat and arresting and jailing the others.

**Park Security Bot:** Init +5; Atk stun ray +5 missile (DC 15 Fort save or stunned for 2d6 rounds) or neural net +5 missile (DC 12 Ref save or entangle up to 4 adjacent targets for 4d6 rounds); AC 16; HD 4d6; hp 14; MV fly 40'; Act 1d20; SP immune to mind control; SV Fort +4, Ref +2, Will +1; AI recog 19 (Security).

If the park security bot is defeated or destroyed, a PC can attempt to remove its security access badge (TL 4, CM 4 Artifact check) to pass through the force fields unharmed as well as unlock doors in the Welcome Center plaza.

Once the bot is dealt with, the veld subjects will begin to timidly approach the PCs, led by Chivel, an antelope manimal. They will gather around curiously, poking at and hitting the felled bot.

"You are from not-Zuu, yes?" Chivel will ask.

Chivel will talk with the PCs and answer their questions as well as he can, speaking somewhat haltingly and primitively with a limited vocabulary (use the language of a very young child, speaking in generalities and small words). When Anji's name is mentioned, Chivel and the others perk up.

"She live here," he says motioning to the habitat. "She OK?" If told she was taken from the village, his mood darkens. "If bad guards take her, they bring her back to Zuu. All guards bad, except Grelvin. He good. He kind. He remember before-times. But all others bad, mean. Not see Anji again. Bad guards do what Savage One says."

When asked of The Savage One, his voice drops to a whisper and he and the others glance about nervously. "He make us," he whispers. "He make us better, stronger. He father, leader, master."

The only other useful information Chival can offer is that the characters need to find The Big Bear who is somewhere else in Zuu, but he doesn't know where. "He once lead us. He smart. He know much." He also warns the PCs to beware of The Gamekeeper. "She bad guard leader. She kill by looking at you. She feared us before-times. Now we fear her."

The manimals can show the PCs around the habitat, doing their best to explain the hologram imagery ("The land you see is false.") and the force fields keeping them captive ("Unseen walls hold us."). The empty tram tube is visible toward the back, looking like each end is cut off where it passes out of the grasslands and into another habitat in each direction. The PCs can try to muscle their way through the force field (DC 18 Strength check; 1d6 electrical damage and stunned for 1d6 rounds unless DC 15 Fort save is made) or they can try to break their way into the tram tube and gain access to the other habitats that way (20 hp to break a hole in the acrylic).

**Area B – The Bayou:** *A slight drizzle is falling as you enter this habitat: a dank, murky swamp that reeks of stagnant water and decaying vegetation. Much of the ground is either muddy or covered in soft peat, and you lose your footing once or twice as you grow accustomed to the soft earth underfoot. Large ponds of scum-coated bog water flow between willow trees; the branches hang low, cutting off much of the sunlight and making distance vision difficult.*

Note: Due to the soft ground and wet conditions, PCs suffer a -1 penalty on any Ref saves while in this habitat.

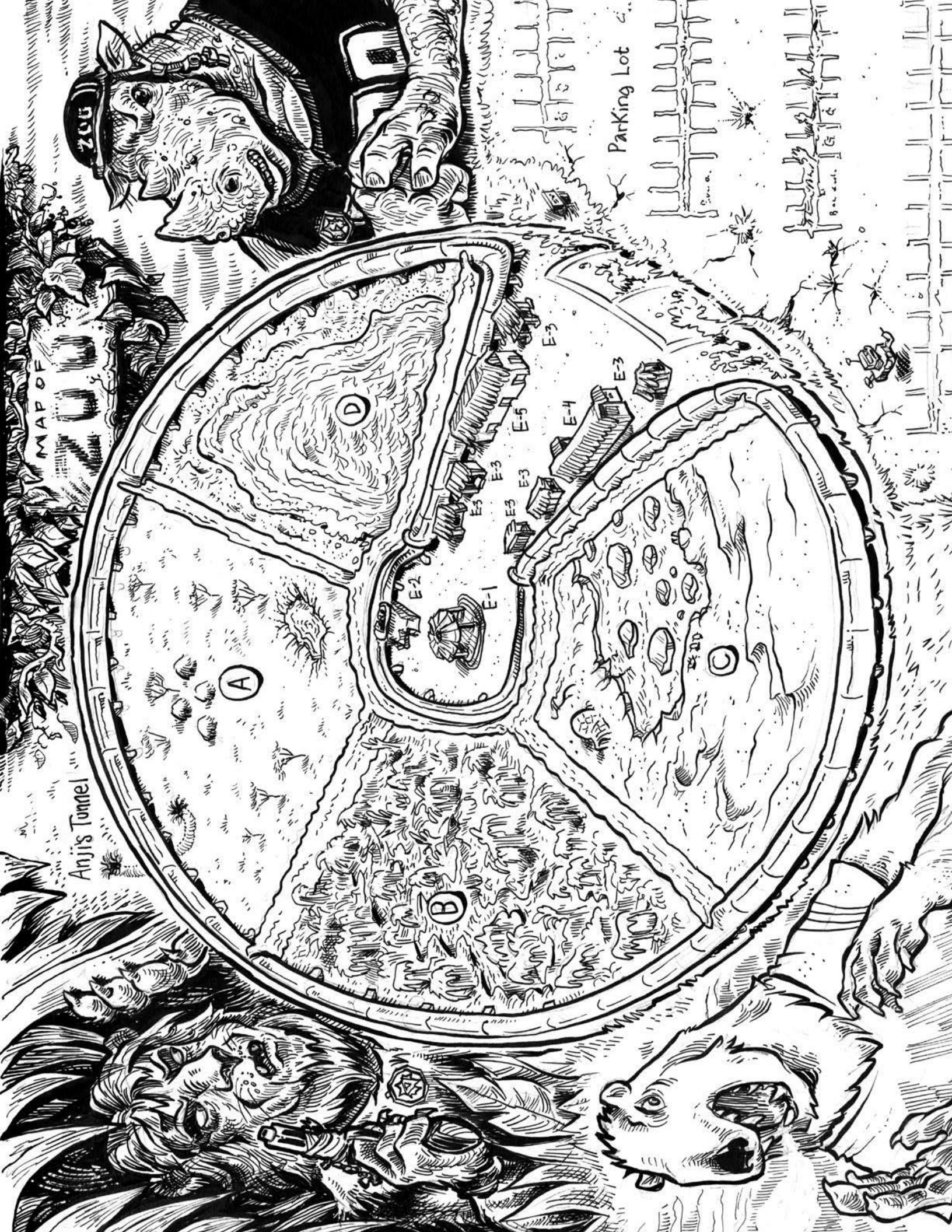
In the distance, the characters hear a familiar screaming, that of Anji in pain and terror. If the PCs race to the source of the sounds, they will see new manimals peering from behind trees or popping up from the water only to duck back under when spied. None of these creatures will engage with the PCs and will instead run if approached.

The characters discover Anji tied up and hanging from a tree branch dangling precariously over one of the bogs. Standing on the shore nearby are Tunn and Warq, two of the enforcers involved in retrieving her.

"You gave us a lot of trouble, didn't ya? Looks like The Master don't want you now that he's got that fresh human to play with instead!" Tunn says as he shakes the tree branch she dangles from, causing her to bob up and down. Ripples in the water hint of something large just under the surface.

When the enforcers returned with Anji and Pharom, The Savage One was pleased with the new human test subject, and he quickly forgot about Anji. He took Pharom to the gene resequencer in order to make preparations to "absorb" him into his own genetic structure to once again rebuild his own failing human sentience. Tunn and Warq have decided they would take the troublesome manimal and feed her to the alligator chimera that resides in the bayou habitat just for fun. The manimals who reside in this habitat know to give this bog a wide berth.

**Tunn (Gorilla):** Init +2; Atk fist +2 melee (1d8) or bite +2 melee (1d6) or zipgun +1 missile (1d6); AC 14; HD 3d7; hp





16; MV 35'; Act 1d20; SP mutation check +3 *amplimorph*; SV Fort +1, Ref +2, Will +1.

**Warq (Lion):** Init +3; Atk claw +1 melee (1d6) or bite +1 melee (1d6) or zipgun +0 missile (1d6); AC 13; HD 3d7; hp 13; MV 30'; Act 1d20; SP mutation check +3 *heightened stamina, devolution*; SV Fort +1, Ref +3, Will +0.

**Alligator Chimera:** Init +5; Atk claw +0 melee (1d8) or bite +2 melee (1d10); AC 15; HD 4d6; hp 14; MV swim 30'; Act 1d20; SV Fort +3, Ref +1, Will -1.

*You catch a glimpse of a hulking reptilian behemoth just under the water's surface: a nightmarish combination of human, alligator, and crocodile parts. The beast is at least 20 feet long with multiple sets of webbed claws propelling it through the water. There is a human face with an alligator's snout where its head would be.*

The chimera is devoid of any humanity and lives only to hunt and eat. It is currently focused on the wriggling live bait dangling over its lair. However, it will immediately turn and attack anyone who falls into the water instead. If Tunn or Warq are captured alive, they will offer no information to the characters as they are blindly loyal to The Savage One and would rather die than betray him. If the PCs search the guards, they can retrieve their zipguns and their security access badges. If they ask about Pharom, the enforcers will giggle sinisterly and hint that the PCs will likely never see him again once The Savage One is finished. Once Anji is rescued, the PCs can either take her with them or leave her in the care of the bayou or veld subjects.

The manimals who reside in this habitat are just as timid as those first met in the grasslands. If the characters mention they're looking for a bear, the captives say there is a black bear manimal who resides here, but it's obvious he doesn't know much. If the PCs clarify that they're looking for The Big Bear who is smart or may be a former tribal leader, one of the manimals ("Squill", a bat hanging overhead) recalls one of the enforcers complaining about how cold it was the last time they fed The Big Bear.

**Area C – The Arctic:** *You've been cold before, but you've never encountered the kind of bone-chilling temperatures that permeate this region. You are now standing on a desolate flat surface covered in an ankle-deep white powder that is bitterly cold to the touch. As a frigid, bitter wind cuts through the air, you pick up some of the powder and watch it turn into water droplets in your hand. Floating upon the surface of a nearby lake are several platforms of a shiny, clear material. On the other side of the lake, you can make out a large structure surrounded by other smaller burrows. You see smoke coming from the large structure, which can only mean fire and warmth await within.*

Having lived their lives in a hothouse jungle, this may be the first time the characters have encountered an arctic environment; they are also likely unprepared and ill-dressed for it. For every turn the PCs are exposed to the cold in this habitat, have them make a DC 13 Fort save; failure means the character takes 1d6 points of cold damage. If a PC accumulates 10 points of cold damage, one of their digits (finger, toe, tentacle, etc.) is lost due to frostbite, and they will incur a permanent -1 penalty to Agility. If a PC reaches 15 points

or more of cold damage, they will also suffer a permanent -1 penalty to Stamina due to exposure to the elements.

On the other side of the lake is a large structure made of blocks of snow and ice. The characters can see what looks like smoke coming from an opening, meaning there is likely fire and warmth within. The PCs will either need to take shelter quickly or exit the frozen landscape and try again later with appropriate clothing. Once they start the trek to the igloo, several small black and white aquatic birds clumsily leap from the lake and waddle toward the PCs.

**Penguin Chimeras (12):** Init +2; Atk bite +2 melee (1d6); AC 12; HD 1d12; hp 8 each; MV 20' or swim 40'; Act 1d20; SV Fort +3, Ref +0, Will +0.

These creatures are twisted deformed parodies of both bird and man, with features that are crossed, scrambled, or otherwise misplaced. One has human hands where its flippers would be, and another has a human face on its back. Yet they all have one feature in common: a ravenous mouth filled with razor-sharp teeth.

The penguin chimeras are both carnivorous and numerous, and they begin waddling toward the characters to attack. Occasionally, a penguin chimera will launch itself out of the water and into the air in an attempt to land on a PC; the PC will need to make a DC 13 Ref save to dodge out of the way of the plummeting bird.

Once the characters reach the large igloo, a monstrosity tall (9 feet!) polar bear will step out and bellow an angry roar, causing the penguins to throw themselves back into the water out of fear. The bear will not attack but rather wordlessly wait with a stern look on his face until the strangers explain their visit. If they say they've been sent by Chival, his face softens, and he hurries them into his igloo. He then turns to the characters:

*"I'm sure you have many questions," he says clearly, without any of the communication issues suffered by the others. "I am Cralord, and I once was the tribal leader of many of the unfortunates here."*

Before he was captured and forced to undergo the manimal conversion process, Cralord was the tribal leader of Yarlzeth's previous village. Because he possessed the mutation of *heightened intelligence*, Cralord did not suffer severe mental damage as the others. He retained his human abilities to think, reason, and communicate, but he has hidden these away from his captors lest he be used in The Savage One's experiments.

*"He's quite mad, you know," Cralord says. "He was once human, as we all were."*

Cralord can provide much of the information of Yarlzeth's background and history (see *The Savage One's Background* at the beginning of this adventure). Cralord can be used to fill in the blanks and answer any questions the players may have about The Savage One, his motives, the purpose of Zuu, and the conversion process.

*"In this place, he found a way to merge human and beast, at the cost of their ability to think and reason," Cralord says. "Some lost*

*their humanity completely, as you've seen with the aquatic birds that vex us. To think that some came willingly to this place, believing he held a way to make life easier. Instead, we're prisoners here; our wills broken and our lives shattered."* Cralord looks up and sees several of the habitat's subjects standing in the doorway staring at the PCs. He then regards you with keen interest. *"But perhaps not all is lost. Perhaps your presence has brought hope back to the people here. You've met others in Zuu, and they have likely been encouraged by your actions. If our people are freed and, perhaps, inspired by what they see, then we may be able to retake our lives from our captors."*

Although he is likely the most powerful Zuu subject, Cralord remains a prisoner in his habitat until the force fields are dropped throughout the complex.

*"Then, the tables will certainly turn, my friends," he promises.*

Just as the PCs begin to leave the arctic habitat, one of the security bots enters the area. If the PCs hide from the bot, it will slowly pass through the habitat on its rounds. If they otherwise engage with it, it will react similarly to the one encountered in Area A.

**Park Security Bot:** Init +5; Atk stun ray +5 missile (DC 15 Fort save or stunned for 2d6 rounds) or neural net +5 missile (DC 12 Ref save or entangle up to 4 adjacent targets for 4d6 rounds); AC 18; HD 4d6; hp 14; MV fly 40'; Act 1d20; SP immune to mind control; SV Fort +4, Ref +2, Will +1; AI recog 19 (Security).

If the park security bot is defeated or destroyed, a PC can attempt to remove its security access badge (TL 4, CM 4 Artifact check) to pass through the force fields unharmed as well as unlock doors in the Welcome Center plaza.

**Area D - Oceana:** *You've stepped onto the beach of a vast body of water that stretches into the distance further than you can see. However, the water is surprisingly clean and devoid of the contaminants and flotsam normally found polluting the waters. A great strip of sand covered in rolling dunes and sparse tufts of grass borders the edge of the water, and the smell of salt water and sea breezes floats on the air.*

When the characters enter, they see two manimals (a rhinoceros and an ox) arguing, while two land-dwelling sea lion manimals cringe near them. Other aquatic mammals are cautiously watching the fight from a distance, both from the beach and the ocean. The rhino clearly towers over them all.

*"Please, don't tell The Gamekeeper," the oxen manimal pleads. "It was just some medicine. They needed it due to a sickness. They would have died, and The Savage One wouldn't want his subjects to die."*

*The rhino laughs mirthlessly. "I know you took that medicine from The Savage One's personal sanctuary. You stole from him! He'll tear your genes apart for this." He snorts loudly and leans in threateningly. "You're weak, Grelvin. You don't deserve to be one of us enforcers. You don't even deserve to live..."*

Characters can take one action before Krutsh pushes Grelvin to the ground and begins to trample and gore him to death.

**Krutsh (Rhinoceros):** Init +1; Atk trample +2 melee (1d8) or gore +1 melee (1d6); AC 15; HD 3d7; hp 14; MV 20'; Act 1d20; SP mutation check +3 *regeneration*; SV Fort +3, Ref +0, Will +1.

**Grelvin (Musk Ox):** Init +0; Atk gore +2 melee (1d6) or punch +2 melee (1d4); AC 11; HD 2d7; hp 12; MV 25'; Act 1d20; SP mutation check +2 *gas generation*; SV Fort +2, Ref +1, Will +1.

Krutsh is strong but stupid to a fault. He will target the physically largest PC, even if there are others who are better armed or clearer threats. Grelvin steps back, stunned by someone coming to his defense. He will need little convincing to turn against his former allies. If any PC makes a successful DC 12 Personality check, Grelvin will join the fight against Krutsh.

When the fight is over, Grelvin, still shaking with fear and excitement, thanks the PCs for coming to his aid. He confesses that he's ashamed by everything he did for The Savage One, but he's been secretly helping the Zuu subjects as much as he was able. Grelvin yanks off Krutsh's security badge and hands it to the PCs, explaining how it can be used to pass harmlessly through the force fields as well as gaining access to the buildings in the Welcome Center plaza. If the PCs ask Grelvin to come with them to confront The Savage One, he is still too hesitant for such an encounter. However, he promises that he'll begin spreading word to the other Zuu subjects that freedom is at hand and that they should prepare to rebel when the characters lower the force fields.

**Area E - The Welcome Center:** *Unlike the rest of Zuu that was landscaped into different environments, this area is a large empty plaza lined with several small buildings and open-sided huts. Overhead, you can clearly see the entirety of the dome you've been exploring. At one end of the plaza is a circular area with a small, unvalled hut; a monstrous closed door is at the other end. Overhead, hanging across the plaza, is a large, tattered banner with Ancient writing on it.*

If anyone in the party can read Ancient languages, they can make out that the banner welcomes them to the Allermund Safari Park and Zoo. The Welcome Center plaza was the main entrance hub for the Ancient animal sanctuary. It is now where The Savage One and his minions reside, rule over Zuu, and oversee the various operations within the dome. The Welcome Center is accessed through the main entrance gate (seen from the outside in *Gaining Access to the Dome*), which is typically kept closed and well-secured at all times. There are two large buildings on either side of the entrance walkway—the Park Operations building (area E-4), which also contains the Security offices, and the Veterinary Services building (area E-5). Further within the plaza are several gift shops and concession stands (area E-3). Within the central hub of the plaza is an open stage and gazebo (area E-1) as well as the tram station (area E-2).

From the central hub, visitors have an unobstructed view of the animals within; however, the hologram illusion within each habitat blocks the animals' view of the patrons. The force fields that keep the animals in place also keep the visi-



tors from tumbling in. From the central hub, the PCs can look upon the habitats they once experienced first-hand.

**Area E-1 – The Stage:** *Where you estimate to be the center of the dome is a large, circular, raised platform. A small, open, roofed structure stands in the center of the platform.*

In the Ancient days, visitors would gather around the center of the Welcome Center’s hub for live presentations from the Zuu employees. The Savage One now uses this area to occasionally address the Zuu subjects personally, temporarily dropping the habitats’ hologram illusions so they can see him.

When not in use, The Gamekeeper sits in the center of the stage for her meditation exercises. Unless otherwise alerted, she will be here when the PCs first enter the plaza.

**The Gamekeeper:** Init +3; Atk force baton +3 melee (2d8); AC 14; HD 4d5; hp 15; MV 30’; Act 1d20; SP mutation check +4 *thought spike, mental blast*; SV Fort +1, Ref +2, Will +4.

The Gamekeeper has always been able to keep the Zuu subjects under her control with ease. When initially attacked and/or approached, she will think the PCs are no different. Her first action will be to unleash her *mental blast* at the characters, thinking that alone will take the fight out of them. If the combat starts to go against her, she will first try to scream for help from either Jeril or The Savage One, who are both within the plaza at this time. Roll 1d4, and on a “1”, Jeril will hear and come running from area E-3; The Savage One is busy and will not hear The Gamekeeper’s cries for help. The next round, The Gamekeeper will try to escape to the park operations building (area E-4), where she can sound the alarm that Zuu is under attack.

**Area E-2 – The Tram Station:** *The tube system that runs along the outside of the dome opens here. The metal rails that run through the tube trail along the ground around the outer edge of the circular area. A set of four small open-air boxes with four seats each sits on the tracks.*

The park’s tram system loads and unloads its passengers from this location. The tram has four cars that can each hold four passengers. The seats of the tram face toward the interior of the park so visitors will be facing the interior of the habitats for the best view. The tram is currently programmed to move at a slow walking speed (10’) to allow riders to comfortably view the habitats. The tram’s control panel is in the front car of the train (TL 3, CM 2). If a character can puzzle it out, they can drive the tram forward and backward along the tracks at will, as well as increase the tram’s speed to its maximum of 50’.

**Area E-3 – Gift Shops and Concession Stands:** *Several small buildings are randomly scattered around the concrete plaza. Some have a large open window through which Ancient vendors could provide services and food for a fee. Other buildings are enclosed, requiring entry to peruse the shopkeeper’s available wares.*

The park has several small shops and stands where Ancient visitors could come and spend their credits on souvenirs and snacks. The Savage One and his enforcers have scav-

enged most anything of true value long ago, but a PC making a successful DC 15 Intelligence check finds one of the following overlooked items (roll 1d6):

| Roll d6 | Result  |
|---------|---|
| 1       | A safari pith helmet with Ancient writing along the brim (“I WENT WILD AT ALLERMOND SAFARI PARK AND ZOO!”) (+1 AC when worn).   |
| 2       | Three toy leather whips for children to play-pretend to be animal tamers. However, they can be braided together to form one fully functional adult-sized weapon (1d6 damage, DC 15 Agility check to entangle a target). |
| 3       | A grav clamp (TL 5, CM 3; Range: Touch; Power: C-Cell) that was used to move large containers of merchandise around the park.   |
| 4       | A basic first aid kit (heals 1d3 hp per use; enough supplies for three uses.)   |
| 5       | A can of “Lightning NRG” energy drink. Once consumed, gives the PC +1 bonus to all Ref, Fort, and Will saves for the rest of the day.   |
| 6       | An unopened box of 12 “Sprinklies” individually wrapped snack cakes. No bonuses or benefits for eating them, but they are super delicious!  |

Jeril the enforcer is currently poking around inside one of the concession stands looking for a snack she may have missed while rummaging around earlier.

**Jeril (Kangaroo):** Init +1; Atk kick +2 melee (1d6) or punch +0 melee (1d6) or zipgun +2 missile (1d6); AC 12; HD 3d7; hp 13; MV jump 40’; Act 1d20; SP *infravision* 40’; SV Fort +0, Ref +2, Will +2.

It is left to the judge to determine which booth she may be in and whether the PCs surprise her or vice-versa. As with The Gamekeeper, if combat goes against her, Jeril will break off combat and rush to the park operations building to sound the alarm (area E-4).

**Area E-4 – Park Operations and Security:** *Although still small, this building is one of the two larger ones in the plaza. It is divided into two sections, each accessible through separate doors. Through the windows, you can see that one half has a large console covered with blinking lights and various dark windows. The other half of the building appears empty except for a series of small barred chambers. An unmoving hunk of smart metal floats silently in front of the cells.*

Note: All entrances to Park Operations and Security are locked. Unlocking the doors requires a security access badge or a successful DC 12 check by a rover.

This building could be considered the “nerve center” for the park. Half of the building holds the park’s operations and administrative office. There is a counter just inside the door and a few chairs nearby (where visitors could wait until they were helped); on the other side of the counter are a series of desks and chairs scattered about the room. At the far end is a

large computerized control center (TL 4, CM 4) that appears to be up and running. From here, park employees could monitor and run the various systems throughout the park. The only system that appears non-operational is the park's series of video cameras and microphones (which has allowed the characters to sneak about the habitats unnoticed).

If a PC makes a successful Artifact check (TL 4, CM 5), they figure out that the park's control center can perform the following actions:

- Make a broadcast throughout the park using the intercom speaker system. This will also be used by The Savage One or his followers if the park is under attack. In that case, an alarm will sound and all enforcers and security bots will drop everything and race to the plaza to deal with the interlopers. They will arrive in 5 rounds.
- Alter/adjust the environmental weather control system for the individual habitats.
- Change the hologram imagery for the various environments (only various Ancient landscapes are programmed into the system).
- Open the main entrance to the parking lot.
- Drop the force fields throughout the park, allowing the Zuu subjects access to the entirety of the dome. Once the force fields have dropped, they will begin entering the plaza to see what's going on. If the PCs have inspired them enough (see *The Savage One's Subjects* described earlier in this adventure), they will immediately attack the security bots, The Savage One, The Gamekeeper, or any of the enforcers they see (except Grelvin, who will also join the fight with the subjects).

In the other half of the building is the park's security offices. There is a single desk and chair here as well as three holding cells. Anyone who was captured by one of the park's security bots will end up in one of these cells. A skilled rover can open a cell lock with a DC 14 check; the cell doors will also pop open once the lock takes 20 points of damage. The third park security bot is currently in here, recharging. When someone enters, it will rise up and act as the others do upon first encountering the PCs.

**Park Security Bot:** Init +5; Atk stun ray +5 missile (DC 15 Fort save or stunned for 2d6 rounds) or neural net +5 missile (DC 12 Ref save or entangle up to 4 adjacent targets for 4d6 rounds); AC 18; HD 4d6; hp 14; MV fly 40'; Act 1d20; SP immune to mind control; SV Fort +4, Ref +2, Will +1; AI recog 19 (Security).

If the park security bot is defeated or destroyed, a PC can attempt to remove its security access badge (TL 4, CM 4 Artifact check) to pass through the force fields unharmed as well as unlock doors in the Welcome Center plaza.

**Area E-5 – Veterinary Services:** This is the other large building in the plaza. Peering through one of the windows, you see tables, cages, and counters lined up in an orderly fashion around the room. A few metallic tools and Ancient devices lie scattered

across the counters. Toward the rear of the room is a door leading to the back of the facility.

Note: All entrances to Veterinary Services are locked. Unlocking the doors requires a security access badge or a successful DC 12 check by a rover.

If there is a healer with the party, they can identify the Ancient equipment as used for medical treatment. Because of the numerous types and species of animals the park once held during the Ancient days, the Allermund Safari Park and Zoo has incredibly advanced medical and veterinary equipment. The building is divided into two large rooms, both arranged fairly similarly with numerous devices, cabinets, and tables typically seen in a veterinarian's examination room. This is where the park's animals were treated when they were sick or had minor injuries. If the first room is rummaged through, it holds several healing devices including a cureshot (TL 4, CM 3; cures any poison or disease; Power: Self), three medishots (TL 4, CM 3; cures 2d8 damage; Power: Self), and a stimshot (TL 4, CM 3; +1d4 Strength for 1 hour; Power: Self). There are also scalpels, saws, and various surgical tools that clever (and/or bloodthirsty) PCs can use as weapons; the judge can determine what has been salvaged in this manner, but the maximum damage done by these improvised weapons is 1d6 hp.

When the PCs gain access to the rear of the building, read or paraphrase the following:

*The back room of the building holds a large device of the Ancients that fills the area. Lights flash rhythmically from clear orbs across several tabletops; various tubes of bubbling liquids run along the walls; and a raised dais is in the center of the room. Pharom lies unconscious and tied to the center of the platform, which is beginning to flash in various rainbow hues of light. A hulking beast-like form is at one panel, and it turns to look at you.*

*"The human is mine," it snarls, as it flips a final switch.*

The device is the gene resequencer (TL 5, CM 15) that The Savage One has reprogrammed to create his Zuu subjects. He is about to use it to disassemble Pharom's genetic makeup. If successful, Pharom's body and essence will disintegrate (and be lost permanently). His genetic code will then be stored in the resequencer until The Savage One can insert it into his own genetic code to reinforce his own failing human intelligence. Pharom will be disassembled in 5 rounds unless the PCs are able to shut down the resequencer and/or get Pharom off the platform.

**The Savage One ("Yarlzeth"):** Init +5; Atk claw +2 melee (1d8) or weapon +3 missile (as type, see below); AC 17; HD 4d8 hp 24; MV 30' or fly 30'; Act 1d20, 1d16; SP wings; SV Fort +1, Ref +3, Will +2.

*The monstrous abomination manning the machine is a grotesque combination of numerous beastly features pasted onto a vaguely humanoid form. Fierce-looking muscles ripple under a thick leathery hide. A drooling snout grins wickedly, framed by a set of sharpened tusks. A pair of flesh-covered wings begins to unfold as the monster waits for you to act.*





The Savage One has altered his genetic makeup with so many different animal genotypes that he looks almost demonic: the hide and tail of the crocodile, the wings of a bat, the horns of a ram, the snout of a warhog, and the addition of multiple upper limbs. His crocodile hide gives him a +2 AC bonus, and his multiple arms allow him to attack twice per round, but because he's still not used to controlling his extra limbs, his second action die is 1d16.

The Savage One keeps himself well-armed at all times, mostly as a display of force. He is armed with a sword (1d8), a dazer pistol (TL 4, CM 4; DC 14 Fort save or stunned for 1d6 rounds; Power: C-Cell, 7 changes), a mazer rifle (TL 4, CM 5; 2d6 heat damage; Power: C-Cell, 6 charges), and five sleep microgrenades on his belt (TL 4, CM 2; Range 30' radius; DC 10 Fort save or sleep for 4d6 rounds; Power: Self).

The Savage One, who is near-bestial at this stage, will leap to attack and stop the characters, taking care not to damage the resequencer. If the device is damaged or destroyed, or if it appears that it may be in danger due to the combat, The Savage One will roar with feral fury and escape through a nearby door to the Welcome Center plaza, where he will take to the air.

Flying overhead, he will command those who can hear him to come destroy his attackers. The Gamekeeper and Jeril will come to his aid (if the PCs have not dealt with them earlier). If they are able, one of them will race to the park operations building to sound the alarm and summon the others to attack. The Savage One, seeing his precious dream collapsing all around him, will fly into a rage and will attack to kill the PCs. If the force fields have been lowered and if the subjects now follow the characters, they will target The Savage One using rocks, sticks, and other improvised weapons, as well as their long-suppressed mutations (it is left as an exercise for the judge to determine what those mutations may be.)

If The Savage One feels he about to be captured or killed, he will command one of his followers on the ground to open the main gate (if it has not yet been opened), and if able, he will fly out of the dome's entrance and into the sky, making good his escape for now. However, because his human intelligence is all but gone, The Savage One will become a monstrous creature terrorizing the skies of Terra A.D., hell-bent on destroying any pure humans it encounters; chasing down and putting an end to this creature may be a seeker quest for the PCs in the future.

## AFTERMATH

If the characters have successfully retaken the park and freed its subjects from The Savage One's tyrannical rule, Zuu will become a new manimal habitat and oasis. Cralord the polar bear will be reinstated as tribal leader, and he will name Grelvin as chief of the guards. Inspired by the PCs, Grelvin also forms his own seeker team to explore the wilds around Zuu. The Zuu inhabitants, as thanks, accompany the characters to their home village and will assist in the reconstruction and repair of the damage at the hands of The Savage One. In fact, some members of the PCs' home village—or the PCs themselves—may choose to relocate to Zuu or vice-versa. And finally, Pharom has begun raising Anji as his own daughter, teaching her to speak again.

### **"SO YOU WANT TO BE A MANIMAL..."**

If the gene resequencer is still functional, a player may choose to use it to convert their character into a manimal. Due to The Savage One's alterations and reprogramming, the gene resequencer will NOT function as described in the MCC rulebook. If the player still chooses to pursue this dangerous path, consider the following:

Pure strain humans can convert to a random manimal genotype. Upon a successful Artifact check, the player should first randomly determine their PC's new Manimal sub-type (Table 1-7 in the MCC rulebook). Because only mammal genes convert correctly, any result of 21 or over (amphibians, avians, and insects) cause the character to warp and twist into an abominable animal/human chimera—the PC is now a mindless monster and is forever lost. If a mammal sub-type is rolled, the player should take their current ability scores and transfer them directly to a new manimal character sheet. The only exception is their Intelligence score, which should be halved (rounding up). The PC also gains one random physical mutation and one random mental mutation.

Manimals, plantients, and mutants who attempt to undergo the process will instead become a chimera with random animal heads and appendages genetically attached across their body. The character will then die of shock, no saving throw.



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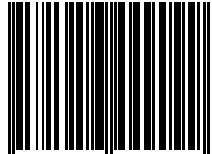
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