

BEASTMASTER

You're a **Reverse Beastmaster**. While Beastmasters can command animals, you *cannot* refuse to follow orders from animals. A spider told you to go to Saint Beef's Zoo For The Brave; you had to go. There, you meet the other Revvy Bs, all of them forced here by a spider, just like you. It's time to get to the bottom of this, and also time to do whatever these stupid animals tell you to do. But watch out for the zookeeper; he's *absolutely massive*, and he hates your sort.

CHARACTER CREATION:
Record your NAME, JOB, PASSION and LEAST FAVOURITE ANIMAL.

GET US A DRUGS

Every task set by a beast has a hit pool between 1-30, set by the GM. Examples are shown on the zoo map (set for 4 players). Multiple players can act on tasks, but unless the GM says otherwise, they can't be tackled in multiple rounds.

KEEPER'S KEEP
(besiege - 30)

When you act, roll 3D6.
Add 3D6 if your **job** would help, & 3D6 if your **passion** would help. For each D6:

- 1 is a **PROBLEM** - keep it aside to spend
- 2-3 is **MEDIOCRE** - does nothing, it's crap
- 4-5 is a **SUCCESS** - take 1 hit from the task
- 6 is **BEAST MODE** - take 1 hit from the task, and roll again

After an action, "Spend" all your **PROBLEM** dice on the following list. When a problem is full, it occurs - cross it off. If you can't suffer any more problems, your character is **OVER** (feel free to make another) - they're too injured to continue, escaped from the attentions of the animals, or arrested and taken to Zoo Jail.

- Bitten, scratched or clawed - O
- Lose an item of clothing - O
- Lose social standing - O
- You get brained - O O
- Perform an HMB action - O O
- A relationship is wrecked - O O
- Something catches fire - O O O
- Caught by zookeeper - O O O
- Grievously wounded - O O O
- Stampede - O O O O

FETCH ME THE LUXURIES



THE SOCK

Get a (clean) sock. Draw eyes on it. Give it to a player when they claim a beast; they use it as a hand puppet when they speak as the beast. Unless you're wearing **THE SOCK** you can't speak as your animal; if you're wearing **THE SOCK** you can't act as your human. While Socked, you're in charge of an animal's whims and desires, and can order the players about. Remember: you can't do anything yourself - you're too lazy. You know the Reverse Beastmasters have to meet The Boss at some point, but you're not sure where or why, and you care more about your desires anyway. Do not pity the humans.

LICK YOUR OWN KNEE



SPECIAL RULES:

- ★ If all dice are **MEDIOCRE**, the animal giving the order shouts this word at you like Immortan Joe off of Mad Max: **Fury Road**.
- ★ When rerolling **BEAST MODE** dice, players must shout "**BEAST MODE**" in deep voices.
- ★ Players may attempt tasks alone, but must declare "**HOLD MY BEER**". During **HMB actions**, **SUCCESS/BEAST MODE** dice subtract 2 hits, but rolls of 1-3 count as **PROBLEMS**. Risky.
- ★ When your **PROBLEM** tracks are full, your character gets a deathbed scene where they finally snap and give an animal an order. The animal automatically achieves the task.

ACT ONE: The players are buffeted by the petty desires of animals as they wander the zoo. The animals all mention "the Boss," who has engineered this all via spider scouts.
ACT TWO: Once each player has claimed an animal, the Boss is revealed: a very clever snail hiding out in one of the enclosures, and they wish to overthrow the Zoo. They have recruited the animals to help them.
ACT THREE: As the animals, the players create a plan that must be carried out by the Reverse Beastmasters. This plan, whilst still satisfying their base desires, will - hopefully - result in the animals being able to flee the zoo and pursue jobs in Business.

SHOW ME A SPECTACLE THAT I WILL NEVER FORGET.



Dare u enter?...
PIG CATACOMBS

BAT SHED (B&Q)

Security (distract - 10)

Git House (bad animals)

MOUNT LONGNOSE
(scale the peak - 12)

Security (distract - 10)

HIPPOCALYPSE
(40 Hippos, one pond)
(push in - 8)

Howlin' Mike's Reptile Hell (Condemned)

To Consultiquarium

Primate SUPERMAX
(Break in - 24)

BÜRDHEIM

Insect Mansion
(Change music from Vivaldi on loop - 14)

(FEEL FREE TO EXTEND MAP!)
Gift Shoppe
(Theft - 18)

GM: create as many animals (or individual groups of animals) as there are players. Assign each a Personality Trait and a Desire, & introduce them as the players tour the zoo.

- Example Animals:** Loads of marmosets - Swan - Two poorly tigers - A million ants - A turtle pond - Wasp (hovering round a bin) - Forty hippos - Clan of chimps - Iguana gang
- Example Traits:** Weirdly posh - Obnoxious - Faintly apologetic (still gives orders) - Kingly - Cockney ruffian - Excited to meet a Reverse Beastmaster - Hedonistic - Battered on cide
- Example Desires:** Candy & sweet treats - Loud noises, bright colours - Drugs & booze - Mucky videos/mags - Spectacle and fanfare - Just a sadist - Dreams of being a musician

However - you don't control them. That's up to the players. Once an animal is introduced, the first player to claim them gets to *be* them, as an alternate character, for the rest of the game. They do this by wearing **THE SOCK**.