



### RAT

### SMALL DIFFICULTY 3





This quick little pest will chew through wires, eat your food and deftly avoid being stepped on. It's also cleaner than most citizens, which is just insulting.



WEL: ULTRAVIO

EARANCE LEVEL.



### **FERAL TREE**

OVERSIZE DIFFICULTY 0





An imposing beast from the Outside. Trees are huge, utterly immovable, highly resistant to laser fire and completely resistant to negotiation tactics. This tree is prone to waving its branches menacingly in the breeze.



ULT ULTRAVIO

CARANCE LEVEL:



### **RAVENOUS BEAST**

SMALL DIFFICULTY 1



DEFENSE

An existential threat to the entirety of Alpha Complex, this beast is capable of [Redacted] a [Redacted] to [Redacted] until the clone's excruciating demise. Eradication is top priority; failure to do so is treason. If approached, the ravenous beast is likely to run away



WARNING: WARNING

LEVEL: ULTRAY



# **BLOODTHIRSTY RAPTOR**

SMALL DIFFICULTY 0





A vicious, two-legged birdlike creature with razer-sharp talons. Thought to be long-extinct, it is, nonetheless, here. Be wary, for as terrible as one specimen might be, it's known to be a pack hunter, so there are likely more around.





### **ROACH HOARD**

MEDIUM
DIFFICULTY 2





Thousands of small insects that form a single mass. They sneak through dark and narrow spaces and build nests in essential machinery. No individual roach is a threat, but there are a lot, so Troubleshooters must be ready to stomp for a while.



EVEL: ULTRAVIO

EARANCE LEVEL.



# **FIRE-BREATHING DRAGON**

SMALL

DIFFICULTY 2





There is no sure record of what this creature is but its colour and capacity for flight are consistent with information about dragons. As a result, a cumbersome set of fireproof safety gear is mandatory for Troubleshooters tasked with tackling this threat. (Note that a failure to be set on fire indicates divergord for the stated purpose of fireproof safety gear.)





# **CARNIVOROUS ROCK**

MEDIUM DIFFICULTY 1





A tricky ambush predator. The carnivorous rock hides amongst other, dormant rocks, waiting for its prey to approach, at which point it bites very, very hard and refuses to let go. Clones that are attacked by a carnivorous rock are likely to lose a finger but are more likely to be completely immolated by the crossfire as their allies fire wildly of the rock.





### **DEMONIC SWARM**

LARGE

DIFFICULTY I



massive swarms. Individually nonthreatening but Troubleshooters must be wary of groups: if the swarm becomes riled up, their manic flights can turn enclosed spaces into an inescapable thresher of beaks and talons.

Menacing creatures from the Outside with a tendency to form



WELL ULTRAVIOR

LOANCE LEVEL: UL



### **ALPHA COMPLEX RAT**

SMALL

DIFFICULTY 2





A small pest that steals food and useful items. Individual rats are not threatening but invariably have an entire nest that must be found and cleared. Alpha Complex rats are particularly clever; Troubleshooters will find their nests have been littered with surprisingly effective traps made of sticks, bits of string and unused nuclear material.



WELL ULTRAVIOR

CARANCE LEVEL!



### **SLAVERING DIREWOLF**

MEDIUM

DIFFICULTY 2





A hunter known to stalk clones for days on end, taunting them with its fierce yaps. Rumour has it that direwolves can be befriended and might even ally with a team of Troubleshooters if they were to feed it but who would be brave or foolish enough to find out?



EVEL: ULTRAVIO

EARANCE LEVEL!



### **SMALL LEOPARD**

**SMALL** 

DIFFICULTY 3





A smaller iteration of one of the deadliest hunters of the Outside. It seems docile but if provoked it becomes a raging storm of teeth and claws. Clones are advised not be misled by its plaintive mewling or temptingly scritchable tummy.



IN TRAVIO

THE LEVEL: ULIVA.



#### SMALL

DIFFICULTY 3





A devious tunnelling creature.
Mole-people dig their way into
Alpha Complex, leaving holes
through which more Outsideish
creatures can arrive. It is assumed
that mole-people are jealous:
having no Computer to guide
them, they seek to destroy Alpha
Complex's way of life. As a result
they are officially classified as
known terrorists.



IN TRAVIO

THE LEVEL: ULIVA.



### **THIEVING CROW**

SMALL

DIFFICULTY 4





A flying creature with an eye for shiny things. While a crow is rarely a direct threat, it will snatch up anything of interest if left unattended or just not held tightly enough. A clone who tries to reclaim her weapons may discover that the crow is clever enough to use them against her.



EVEL: ULTRAVIO

EARANCE LEVEL!



### **OUTLAW BANDIT**

SMALL DIFFICULTY 3







A creature from the Outside with an especially egregious disrespect for law and order. Bandits have a natural proficiency for opening locked doors and compartments, looking for food and other valuables to steal away.





### **MOO COW**

OVERSIZE DIFFICULTY 3





According to Friend Computer, this creature is a sort of primitive beverage dispenser. Unfortunately, this cow reacts to a simple request for Bouncy Bubble Beverage (Refreshing White Flavor) by goring clones with its terrible homs and bellowing its bloodcurdlina moo.





### **UNUSUAL DOG**

SMALL

DIFFICULTY 4





As there is no specific record of this creature, the Computer has determined that this must be an unusual sort of dog. It has been deemed non-threatening. Clones are welcome to pet it, unless they have been feeling stressed lately, in which case they are required to pet it. Be aware that this dog has been known to hite



WELL ULTRAYIO

EARANCE LEVEL!



### **VALUED CITIZEN**

MEDIUM DIFFICULTY 1





The Computer does not make errors when cloning. Rarely, a normal and expected event during a clone's decanting causes it to be a mindless, aggressive hust that will aggressively strike out at and try to eat other clones. It cannot be reasoned with, does not feel pain & generally refuses to go to work.



WELL ULTRAVIOR

ADANCE LEVEL: OF



### TROUBLESOME FROG

LARGE

DIFFICULTY 4





Frogs are non-threatening but troublesome creatures that sometimes clog up important ducts and waterways. This is a particularly large and pointy example of the species. Rumour has it that licking a frog can produce unpredictable medicinal effects. Secret Societies, especially the Mystics, would be appreciative if delivered a live frog to investigate.



CVEL: ULTRAVIO

LEARANCE LEVEL:



### LARGE

DIFFICULTY 5





This is an enormous, enraged bear. There really is not much more one needs to know except maybe who on the team is slowest and, therefore, going to get eaten.





# THE THING WHICH IS NOT IN THE WALLS OF SECTOR XRO

LARGE

DIFFICULTY 6





There is nothing in the walls of Sector XRQ. Nor is the thing that's not in the walls of Sector XRQ able to crawl through the ceilings to other sections of Alpha Complex. Nor does it pull clones into the ceilings with its mighty arms and razor sharp claws, eat them messily and then return to its lair with their bones. How could it? It does not exist.





### **TOXIC WASP**

SMALL

DIFFICULTY 3





A horrifying insectoid monstrosity with an incredibly toxic sting. Due to an allergy recopied into the genome of every single clone in Alpha Complex, the sting from this creature will cause any citizen to swell up, break out into an itchy rash and then melt into a puddle of goo in a slow, painful, & invariably fatal manner.