

PREDATORY 3: LAST FLIGHT OUT

A Deadworld of Human Horror for the *All Flesh Must Be Eaten* RPG

By TexasZombie

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ALSO NOTE: This work of fiction should not be construed as a set of beliefs of either the author or anyone else regarding the use of animals in industrial and military activities. And please note that animal behaviors are taken from the perspective of a biologist. If you want to believe that some animals are natural New Age mystics, that's your right, but don't expect me to subscribe to it. This is also not a criticism of Russia or the former Soviet Union.

PREDATORY 3: LAST FLIGHT OUT

Somewhere over the ocean...

...The dark wind braids the waves,

A desperate flight to safety in a crippled plane...

The crazed birds raid the trees,

No instrumentation...

Is this our destiny?

No fuel...

To join our hands at sea?

No choice...

And slowly sink, and slowly think,

Just how far will you go to survive?

This is perfect water, passing over me...*

*Lyrics by **Blue Oyster Cult**, *Perfect Water*

ZM Note – This scenario can be played as a follow-up to "[Predatory](#)", and/or "[Predatory 2](#)", or may be used as a stand alone scenario.

If this game is played as a follow up to the biological and nuclear attacks described in “Predatory” and “Predatory 2”, the scenario involves civilian aircraft fleeing North America for Hawaii. If this game is not played as a follow up to the above scenarios, it is up to the ZM to decide how and why the plane crash occurs.

This is a two-part scenario. The ZM should decide whether to play both parts, or whether to focus on one part (see below). Read through the scenario fully to decide which parts to use, or in which order to play out the scenario.

TIMELINE

“Predatory”

Biological attack by Zhou-McKee Syndrome (ZMS) in North America.

Intermission

Nuclear attack by United States on presumed enemy in retaliation for ZMS.

“”Predatory 2”

Nuclear attack on United States by other nations in attempt to sterilize ZMS epidemic.

“Predatory 3”

Total war as United States institutes Mutually Assured Destruction (MAD) SIOP War Fighting Plan. Thousands of megatons of nuclear weapons detonated worldwide by several nations. Numerous biological weapons unleashed by several nations, many targeting agriculture and ecological systems.

The world has been devastated by nuclear and biological weapons. Billions are dead or dying. Only a few pockets of humanity are left untouched by the war.

Alternatives

If this setting is not played as a follow up to “Predatory” and/or “Predatory 2”, the Cast Members are most likely on business or vacation travel. This will be a normal day, just like any other.

In either event, the ZM must decide before the start of the game what the Cast Members will have with them. Once the game starts, all they’ll have is what they can scavenge. Since US Federal Law prohibits the possession of weapons or weapon-like devices on civilian flights, the Cast Members will be unarmed unless the ZM allows one or more to play Federal Flight Marshals. This is **not** recommended.

LAST FLIGHT OUT

“Any station, any station, this is Seattle Air Flight 1113. Any station, any station, this is Seattle Air Flight 1113. Do you read me, over?”

When the nuclear attack described in “Predatory 2” was launched, tens of thousands of planes were in the air over North America. Most crashed due to the Electromagnetic Pulse (EMP) generated by high altitude nuclear explosions, or as a direct result of the nuclear blasts.

A few planes, however, managed to survive initially. Damaged, their electronics and flight control systems malfunctioning if working at all, these planes were left to wander the skies until they crashed from lack of fuel or complete loss of flight control.

Seattle Air Flight 1113 was in the air off the west coast of the United States, heading south to the San Diego International Airport when the nuclear attack warning was given.

The flight crew turned the plane west/southwest, intending to put distance between themselves and the mainland, with Hawaii as a possible destination. Because of this, the plane was well offshore when the attack occurred. Still, EMP effects severely damaged the plane's navigational signals. Several passengers were also temporarily blinded by the intense flashes of light on the horizon that signaled the end of the world.

Flight 1113 had a functioning radio, however, and they managed to contact several other commercial aircraft in the area. A small, terrified convoy was formed. A convoy that was damaged, unarmed, and low on fuel.

There are several planes in the convoy. At least three should make it to the **Island** (see below).

ZM Note – Cast Members or Extras that have skills pertaining to flight or that have simply traveled a lot will realize after several hours that the planes should have already reached Hawaii.

In the cockpit of Flight 1113, desperation has set in: the planes are lost. A navigational beacon that the flight crew thought was coming from Hawaii is still somewhere ahead. It's the only option other than ditching in the open sea.

SCENES

As the impromptu squadron of planes lumbers west toward Hawaii, several scenes may occur at the discretion of the ZM.

Ditching

At some point along the way, one of the planes will run out of fuel or catch fire as a result of electrical and electronic damage. The plane, an Airbus 300, will wobble a few times, then heel over as its pilot and copilot attempt a water landing. The plane, its passengers, and its crew, will never be seen again.

Panic

The Mob rules...

Black Sabbath, The Mob Rules

A fight breaks out on the Cast Members plane between distraught passengers. This might be as limited as two Extras screaming at each other, or might turn into a small riot.

Average Passenger (Norm)

Attributes Str: 2 Dex: 2 Con: 3 Int: 3 Per: 2 Wil: 3

Life Points 34 **Endurance** 29 **Speed** 10 **Essence** 14

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2

Drawbacks: Honorable 1

Skills: Drive (Car) 2, Bureaucracy 2, Craft/Fine Art/Other (job skill) 4*, Craft/Fine Art/Other (choose) 3, Craft/Fine Art/Other (hobby) 3, Computer 2, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Acting 2, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1

Gear: Luggage, a small cup of soda, and a tiny package of peanuts.

The combat skills are more a result of desperation than training. Contacts no longer matter, as the contacts will never be seen again.

Level 2 if job is a double cost skill (Medicine, for example)

The ZM must decide how severe this incident is. It is not, however, serious enough to spread to the flight deck or cause Flight 1113 to crash.

Pilot and Flight Crew (Heroic – Terra Primate/Experienced Survivor, AFMBE – based on Astronaut Archetype, Terra Primate, Eden Studios)

Attributes Str: 3 Dex: 3 Con: 4 Int: 3 Per: 2 Wil: 4

Life Points 47 **Endurance** 38 **Speed** 14 **Essence** 20

Qualities/Drawbacks Adversary 3 (Passengers*), Hard to Kill 3, Humorless -1, Nerves of Steel, Situational Awareness

Skills Acting 2, Brawling 3, Computers 3, Electronic Surveillance 2, Electronics 2, Engineer 2, First Aid 2, Guns (Handgun) 2, Mechanic 2, Notice 3, Piloting (Passenger/Cargo Plane) 3, Piloting (Light Aircraft) 4, Running (Marathon) 2, Stealth 3**, Survival (Wilderness) 3**

Gear: Luggage, a small cup of soda, and a tiny package of peanuts.

The combat skills are more a result of desperation than training. Contacts no longer matter, as the contacts will never be seen again.

*Occurs once the plane reaches the Island. Starving survivors will blame the pilot for their predicament.

**From training as a military pilot

Smoke on the Water

Cast Members may notice after several hours that the small group of planes is gradually losing altitude. This is because most of them are losing flight control.

A huge column of smoke will become visible on the right side of the plane. Cast Members will be able to make out, at the bottom of the smoke column, a passenger cruise ship. The ship is listing heavily to starboard (the right), and is burning from bow to stern (the entire

top of the ship is on fire). Sharp-eyed Cast Members, or those with binoculars or a telephoto camera lens, will see hundreds of people in the water, some in life rafts, some clinging to life preservers, others to wreckage. Burning passengers will be seen plummeting from the deck into the ocean.

There's no way of knowing for certain, but the ship has most likely been torpedoed or hit by an anti-ship missile.

Hunter-Killer and the Boomer*

...A spectacle of awakening light,
The soldiers are baffled, but still they fight...
Blue Oyster Cult, When The War Comes

On the northern horizon, contrails will be spotted, starting at the horizon and arcing east/southeast behind the planes. About ten minutes later a blinding flash followed by a mushroom cloud will come from the same area. The shockwave will hit the planes shortly thereafter.

At this point, the planes begin dropping from the sky, this last EMP completely frying their electronics, including aviation and flight control.

The Cast Members have just witnessed one of the last ballistic missile submarines being destroyed by an attack submarine with a nuclear-tipped torpedo (yes, those are common weapons).

*Hunter-Killer = Attack Submarine

*Boomer = Ballistic Missile Submarine

THE CRASH

“Mayday, mayday. This is Seattle Air Flight 1113 to any station. Mayday, mayday. We are out of fuel, losing altitude and attempting to ditch. Mayday, mayday, this is Seattle Air Flight 1113 to any station...”

Three or four planes make it to the final leg of the flight: ditching.

ZM Note – As in “Predatory” and “Predatory 2”, the ZM should decide whether or not the Cast Members survive the crash with or without injury.

“Are you okay?” (add +3 if character is an Extra)

D10 Result	Effects
1-6	Character is winded and disoriented; no further effect
7-8	Character suffers 1D4X6 damage from impact of car crash
9-10	Character suffers 1D6X6 damage from impact of car crash; 10% for broken limb
11-12	Character suffers 1D6X10 damage from impact of car crash; 40% for broken limb
13	Character suffered critical Traumatic injuries from collision; Character is incapacitated

or,

Quick Injury Determination Chart for Extras

As the scenario develops, the Cast Members will interact in one way or another with a wide variety of Extras. To simplify things the following table is provided for use at the ZM's discretion.

D10	Result
1-3	The Extra has no apparent injuries.
4-6	The Extra has lost $\frac{1}{4}$ Life Points and has a relatively minor injury.
7-9	The Extra has lost $\frac{1}{2}$ Life Points and is obviously injured.
10	The Extra has lost $\frac{3}{4}$ Life Points and is severely injured.

Relatively minor injuries: bruising, cuts, scraps

Obviously injured: bandaged wounds

Severely injured: bandaged and bleeding wounds, broken bones

The Crash can be described in the following terms:

1. Fast drop in altitude
2. "Roller Coaster" effect as pilot tries to time the impact with wave motion, pulling the plane up and down to land in a wave trough
3. Sudden jarring impact, overhead bins pop open, windows pop out, emergency door rips away, part of the wing is ripped off, fire breaks out as burning fuel vapor ignites
4. Water flooding into the plane in strong jets like a hundred miniature fire hoses
5. Complete panic and hysteria as passengers try to make it to an exit door
6. The tail of the plane breaking off and plunging beneath the water; the nose dipping down, water filling the plane from the front

Evacuation

At the ZM's discretion, the Cast Members will enter the water in one of four ways:

1. An emergency life raft
2. Floating escape slide
3. Holding a floating seat cushion
4. Treading water

The Cast Members will notice the following things:

1. Heavy waves tossing debris and passengers. Some Extras will be slammed in to the side of the plane and killed
2. At the crest of the waves, an island will be seen a short distance away. It's not tropical and it's not Hawaii, but at least it's not Alaska

3. The water is COLD. It is not recommended that any Cast Members freeze to death from hypothermia at this point, but, hey, it's your decision, ZM.
4. Another commercial passenger plane screaming by overhead, trailing debris and passengers (one of the emergency hatches is already open). It will land directly on top of one raft full of survivors from the Cast Member's plane.
5. One or two columns of smoke nearby from the other planes that made it this far.
6. "Sharks!"

SEA MONSTERS AND MERMAIDS

Almost immediately upon getting a hundred or so feet away from their sinking plane, the Cast Members will notice fins in the water around the survivors, all of whom are trying to make it to shore less than a mile away.

An Easy Biology + Perception check, or Photographic Memory, or a visual confirmation from a Cast Member in the water will reveal that these are dolphins, not sharks.

Cast Members in the water will be seized by one leg and dragged toward the Island by a dolphin. Cast Members in rafts will find that their raft is being towed and pushed by dolphins.

A Difficult Perception check success will reveal that these are large dolphins, probably bottlenose dolphins. Anyone with skill in Marine Biology will realize they are too large and their heads are too big to be standard bottlenoses.

ATTACK

At the same time, the Cast Members will hear screams nearby as some Extras are rammed and killed by dolphins. At the crest of one wave, the Cast Members will see a raft being overturned by several dolphins. Another will be smashed, survivors and all, by a killer whale

ZM Note – A Cast Member might think they hear the orca screeching "MET!" just before it crashes down on the raft. Yes, it is trying to talk. It is trying to say "Nyet!", or "No!" in Russian.

ZM Note – No, dolphins and orcas are not deranged. Well, not in the traditional sense of the word. As described below, some have been trained as Rescue dolphins while others have been trained as "Killer" dolphins. The orcas have been trained to stop "enemy" zodiacs from landing on the island.

HITTING THE BEACH

Closer in to shore, the Cast Members will see huge black fins protruding four or five feet out of the water. Two large and three smaller killer whales/orcas are following the progress of the rafts and floats being moved by the dolphins.

Closer still, the Cast Members will see dozens of sea lions lined up along one section of the beach, all of them quietly watching. This is an important clue: sea lions aren't quiet when they are disturbed.

THE HAUL

Nearly drowned, freezing, and (hopefully) thoroughly confused, Cast Members and Extras will eventually stagger onto a rocky shore. Somewhere between 150 and 200 people will survive out of the nearly 500 that ditched offshore. A few more would have made it, but

they came ashore too close to the sea lions. The Cast Members will see about a dozen extras attacked by sea lions and dragged out into the water, never to be seen again. The remaining sea lions charge the humans, barking now, biting or crushing anyone who doesn't flee into the forest. If Cast Members want to fight back at this point, stats for the sea lions are included in their own section below.

Note that an adult sea lion can run at 12-15mph and weigh in at nearly 1000 lbs. Being struck by a sea lion charge is like getting hit by a motorcycle. If anyone wants to fight, describe a valiant but futile effort and give them a replacement character.

ZM Note – The sea lions and dolphins will **not** attack flight crews or people in uniforms. This is an important clue.

THE ISLAND

The Island is a small unnamed chunk of rock that is an outlying part of the Kuril Archipelago. The Cast Members are closer to Siberia and Japan than they are to either Alaska or Hawaii.

<http://artedi.fish.washington.edu/okhotskia/ikip/index.htm>

This is probably the most detailed website about the Kuril Islands. There are some great pictures here.

Alternately, the Island could be at the western end of the Aleutian Island chain.

<http://images.google.com/images?svnum=10&hl=en&lr=&safe=off&q=aleutian+islands+map&btnG=Search>

Or, a tropical island could be chosen. It's really up to the ZM. The author suggests somewhere in or near the Kuril Archipelago or the western Aleutian Islands for realism if the Facility was built by the former Soviet Union. If the ZM wants the Facility to have been built by the United States or another power, this scenario could take place almost anywhere.

Palmyra Island is a good alternative.*

<http://www.janeresture.com/palmyra/>

Or Baker Island.

<http://www.google.com/search?hl=en&q=Baker+Island&btnG=Google+Search>

*Palmyra Island is rumored to be haunted, so if the ZM wants to bring in a supernatural element to the game, this would be a good place to do it. A suggestion might be that the sea mammals haven't been conditioned by anyone – they are actually possessed by the spirits of drowned sailors, as would be the monkeys (which wouldn't be there normally, but who cares?).

Jarvis Island is another possibility.

ZM Note – The author cheerfully and freely admits playing fast and loose with the physical characteristics and locations of the Kuril Islands. The Island in question is further east than the main chain, and has never been settled by humans prior to the **Facility** (see below).

If the ZM wants the setting to be one of the Kurils, the island is approximately 20 square miles in area. It slopes gradually up from east (the beach) to the west (the volcanic cone and cliff). The north and south sides of the island drop abruptly into the ocean. Two large

streams feed down from the volcanic cone (roughly 3000 feet high) to merge near the beach in a large marsh.

The central part of the island is a mixture of forest, meadows, marshes, and a few small ponds.

The Facility is located on the southeast corner of the beach. The faint remains of a trail might be discovered leading up to the second facility if the Cast Members don't find it on their own (see below).

THE FOREST

The forest isn't palm trees and vines. It is oak, spruce, ace and shrubs. The sea lions will not pursue anyone into the tree line at this point.

A few birds will take flight as the Cast Members and Extras enter the forest. For the record, these are more likely to be petrels and grebes than parrots. There are no parrots here. In fact, it's chilly. It's more like winter in San Diego than spring in Honolulu. It's foggy, drizzly, and the uplands in the interior of the island are cloaked in a heavy mist that obscures their peaks.

It's summertime, so the temperature is going to fluctuate between 60 and 70 degrees F most of the time. Rain will be common.

There is no real food here unless one can survive on leaves and bugs.

MONKEY PLANET

One potential source of food are the monkeys. A Cast Member or Extra with knowledge of Biology might note that the monkeys resemble macaque monkeys, with their thick fur. Macaques survive well in cold conditions, but are not likely to be native to the island.

In fact, they are not. The monkeys are another product of the Facility. They are smarter and faster than any "real" monkey (see below).

GLIAL CELL DENSITY ENHANCEMENT

The Facility (see below) had two main research projects: enhancing the central nervous system of nonhuman mammals by increasing the concentration of their glial cells, and training marine mammals (both natural and enhanced-glial forms) for use in military operations.

Many species were studied, but only five were successful and continue to exist in the area. All are described later in this scenario.

1. Dolphins (Chimera-hybrid, mostly Bottlenose dolphins, large percentage of human genes)
2. Killer whales/Orcas (Chimera-hybrid, large percentage of human genes)
3. Sea lions (Chimera-hybrids, mostly California and Stellar sea lions)
4. Monkeys (Chimera-hybrids, mostly Macaque monkeys, large percentage of human genes)
5. Humans (Chimera-hybrids, only one remaining, many nonhuman genes and traits)

IMPORTANT NOTE TO THE ZM – At this point, the Cast Members may not have a clue as to where to go or what to do. It is up to the ZM to keep events moving and to keep the players interested. Suggested scenes include:

1. Explore the Facility
2. Explore the Island
3. Try to treat the injured
4. Try to rescue survivors that are still coming to shore and who may or may not be under attack by the sea mammals
5. Try to salvage equipment from the wreckage that is washing up. Sea lions will try to drag it back into the water (see below). This may involve combat. Alternatively, wreckage and salvage may actually be easier to find by scaling the cliffs on the south side of the island west of the Facility. The sea lions can't get there due to the waves smashing against the rocks with dreadful force. This may not be healthy for humans either.
6. Hysterical survivors fighting over supplies, children (someone can't accept that their child drowned), or trying to kill the flight crew (if he or she is used in this scenario) because they blame him or her for the crash.
7. The ZM may choose to make one or more Cast Members part of the Flight Crew. See 6 (above).
8. The Scientist (see below).
9. The Chimera boy (see below).
10. The animals (see below).

THE FACILITY

At some point the Cast Members will stumble across the Facility. This was once a research outpost that conducted extensive research in applied biotechnology, animal behavior and animal psychology. It was abandoned almost ten years ago and all equipment was removed.

The Facility currently consists of several abandoned buildings. Some signage and lettering still persists, but is faded by weathering. The letters are Cyrillic, and the language is Russian. A Cast Member or Extra that speaks Russian will have no problem reading them. Others will have to guess. The generators, water processing plant, and propane storage tanks have either been removed or completely disabled.

1. Barracks/kitchen/community Building – completely stripped of useful items; even the beds were removed. Brackets for bunks, and scuffed floors show that the area was heavily used over the years. Only the showers and toilets are still intact, but there is no water for them.
2. Administration Building – this was a small building with extensive electronics for communication. Almost everything has been removed or disabled. There are several panel boxes still in place, but pretty much everything has been smashed. There is no hint of the location of the navigation beacon the planes of Flight 1113 were following.
3. Wharf and Warehouse – the wharves are still intact but loose and rickety due to lack of maintenance. The warehouse is completely empty except for several badly

mildewed dusty canvas tarps that are full of crickets and rodent droppings. Off the wharves, several smashed motorized launches can be seen resting on the bottom, about twenty feet down. They might be useful sources of metal, but the motors are completely welded together with rust and corrosion.

4. Laboratory buildings – like the rest of the facility, these have been stripped and emptied. Brackets and a few broken cages for the monkeys are the only clues. A Cast Member or Extra with scientific or medical skills will recognize animal habitat areas, laboratories, a surgical suite, and an extensive pharmacy and clinic. One wing of the building extends out to the wharves and has an open indoor pool and the remnants of a winch and pulley system to remove dolphins, sea lions, and small killer whales from the water. This area is covered in sea lion feces, or may still be used by sea lion cows that have nursing young at the discretion of the ZM.
 - a. Numerous monkey tracks, many made in the last few hours, surround the building.
 - b. Likewise, the present of sea lions inside and outside this building are readily apparent.
 - c. The animals that were conditioned here still return for medical checkups that never happen.

The Facility has been completely abandoned by its staff. Only two people were on the Island when the Cast Members arrived, and both are now in hiding (see below).

Survivors will immediately occupy the buildings as shelter. This may become a central battleground later as the humans begin attacking each other (see below).

SECRETS

The “other” Facility is less than a mile away, but it is underground in the slopes of an extinct and eroded volcano at the west end of the island. This facility is partially operational and is the source of the navigational beacon picked up by Flight 1113.

There are several ways that the Cast Members could discover the other Facility:

1. Noticing dolphins and sea lions diving under the water at the base of the cliff on the sea side of the volcano and not resurfacing – they’re entering through a submerged tunnel.
2. Using Tracking and Stealth to follow the Monkeys and seeing them enter a door that is hidden behind a thick growth of cedar bushes.
3. They are taken here by the Scientist (see below).

This facility is more-or-less identical to the first one, but with the following changes:

1. The barrack facility is minimal. There is a small kitchen and dining area, and a tiny community room
2. The administrative area is a series of small offices.
3. The laboratory facilities are much more extensive.
 - a. The surgical suite is mostly intact, but is not fully operational due to lack of maintenance, parts, supplies, and staff. The Scientist and the Monkeys have tried to maintain an effective first aid station for the abandoned experimental animals.

- b. The sea mammal suite is entered through a large tunnel that extends out into the ocean at the base of the cliff. The tunnel, pull, and harnesses are large enough to accommodate an adult orca. The area is huge.
- c. There is a small stash of medicines and supplies that the Scientist has hidden here. Most of the medicines are not intended for human use, and the bottles are all labeled in Russian. Most would be involved with immunosuppression, tranquilizing very large animals, or controlling salt content in the blood.
- d. Some of the monkey cages are huge. Many are dented from the inside in such a way as to suggest that very large primates were once imprisoned inside them. They were. Chimpanzees and humans have been kept here in times past.

It is up to the ZM whether or not either Facility will play a big role in this scenario. The more prominent the role, the more details the ZM will have to determine and fill out.

THE SCIENTIST

Pietr Borodin was a scientist stationed at the Facility. When budget cuts forced it to be closed down, he refused to abandon the animals and the human chimeras under his care. He hid in the forest with stolen supplies until the search for him was abandoned. He's been here ever since and is not quite sane at this point. All the human chimeras but one have died, so he's been talking to monkeys and dolphins with sign language for the last ten or so years.

Pietr is an older gentleman with a wild main of gray hair and a long gray beard. He is disheveled and wild-eyed, looking more like Rasputin than a former Chief Academician. He lives in a cave near the secret Facility.

Pietr's stats are based on the Scientist Archetype in the AFMBE Main Rulebook.

Pietr Borodin, Scientist, Experienced Norm

Str 2 Dex 2 Con 2 Int 4 Wil 4 Per 3

LP 20 (sickly), Endurance 20 (sickly) Speed 6 (sickly), Essence 17

Qualities/Drawbacks: Contacts (Animals) 3, Photographic Memory, Weird Delusions (various)

Skills: Mechanic 3, Craft (Weaving Grass and Tree Bark) 3, Craft (Flint Knapping) 2, Electronics 2, Engineer (Biological) 4, First Aid 4, Language (Finnish) 2, Language (Sign) 5, Research/Investigation 3, Sciences (Biology) 4, Science (Behavioral Psychology) 4, Survival (Forest) 4, Veterinary Medicine 2

Quotes (may be inaccurate – I only know a few words of Russian):

Я огорченн. Я не говорю английскую язык. (I'm sorry. I don't speak English.)

Пожалуйста. Не пойдите в воду. (Please. Don't go in the water.)

Бег! (Run!)

Я буду научным работником. (I am a scientist.)

Здравствулте!. Моим именем будет Pietr. (Hello. My name is Pietr.)

Не ушибите их. (Do not hurt them.)

Обезьяна (Monkey)
Дельфин (Dolphin)
кит убийцы (Killer Whale)
гибридный ребенок (Hybrid child)
Пожалуйста. Приходит эта дорога. (Please. Come this way.)
Не снимите (Do not shoot!)
Я был покинут (I was abandoned.)

MORE SECRETS

The dark wind braids the waves
The grays bird raid the trees.
Is this our destiny?
To join our hands at sea?
And slowly sink, and slowly think:
This is perfect water, passing over me.

Do you know Jacques Cousteau? Well, they said on the radio
That he hears bells in random order, deep beneath the perfect water...

Blue Oyster Cult, Perfect Water

THE BOY

“Alexi” (he was named by Pietr) is the last remaining Chimeric human from the Facility. He is approximately 15 years old, but looks much younger.

In appearance, Alexi is short (maybe four and a half feet tall), nearly bald, very chubby (blubber), and has a terrible case of acne. His toes aren’t webbed, but aren’t clearly separated. He doesn’t have gills, but can remain underwater for nearly fifteen minutes. Alexi is also mentally retarded.

Alexi can speak with sign language and uses Russian occasionally. He can also squeal and click like a dolphin (he has his own “call sign”) and bark like a sea lion pup.

He spends most of his time with the sea lions and dolphins. He doesn’t live in Borodin’s cave with the scientist. Instead, he helps the sea lions and dolphins trade fish with Borodin for woven basket, ropes, and nets.

Encounters with Alexi are detailed below:

Alexi
Str 4 Dex 3 Con 5 Int 1 Wil 2 Per 5
LP 61 Endurance 38 Speed 16 Essence 20
Qualities/Drawbacks: Amphibious 2*, Contacts (Animals) 3, Hard to Kill 5, Resistance (Cold) 5
Skills: Brawling 2, Language (Russian) 2, Language (Sign) 5, Stealth 3, Survival (Ocean) 5, Swimming 6
*New Quality, Alexi only – Alexi can swim at normal running speed and stay underwater for about fifteen minutes; he must come to the surface to breathe. He’s not a fish; just a sad lonely child.

Encounters with Alexi

1. Strange humanlike tracks might be found leading both into and out of the water.
2. An odd-looking person might be seen swimming or sitting with the sea lions or in the water with the dolphins.
3. Alexi might be glimpsed leaving Borodin's cave.
4. A female Cast Member or Extra might be approached by Alexi, who is drawn to humans because, well, he's human despite what was done to him genetically and *in utero*.
5. Cast Members or Extras might spot Alexi watching them from a distance. Unless approached very carefully, he will flee. And he will not stray far from the sea.

SURVIVAL

A more shocking scene cannot be imagined, than that witnessed by the party of men who went to the relief of the unfortunate emigrants in the California Mountains. The bones of those who had died and been devoured by the miserable ones that still survived were lying around their tents and cabins. Bodies of men, women and children, with half the flesh torn from them, lay on every side. A woman sat by the body of her husband, who had just died, eating out his tongue; the heart she had already taken out, broiled, and eat! The daughter was seen eating the flesh of the father - the mother that of her children - children that of father and mother. The emaciated, wild, and ghastly appearance of the survivors, added to the horror of the scene.

The California Star, 1847

CANNIBALISM

...Hungry times in camp...

...Mrs. Murphy said here yesterday that she thought she would commence on Milton and eat him, I do not think she has done so yet, it is so distressing, the Donners told the California folks four days ago that they would commence on the dead people if they did not succeed that day or next in finding their cattle...

Patrick Breen, Diary, 1846

The survivors of the crash reach the Island with no food. There are no trained foragers among those who made it.

The forest does not contain fruit trees. The monkeys are too smart and quick to be caught. Hitting a sea lion with a club or rock is suicide.

Within 3 or 4 days, bodies of the drowned that wash up on shore will be seen to be missing parts. A few fires springing up among the survivors will carry a smell remarkably like ham or bacon.

Food poisoning from eating decaying flesh will force a new decision.

In 1988, a wooden boat with slightly more than 100 men, women and children fled Vietnam in search of asylum...about a week later, the rations were gone. People began to die. On Day 12, those remaining crossed over into the abyss of survival when they began to kill, cook and consume weak fellow passengers before Filipino fishermen rescued them....

...Of the original 110 refugees, only 52 survived the journey to Bolinao in the Philippines...

Pacific News Service, 8 January 2005

... The court-martial of a United States Navy captain accused of refusing to assist a group of Vietnamese boat people...who later resorted to cannibalism to survive...

...The refugees, originally numbering 110, left southern Vietnam on May 28 in a 45-foot junk. According to the survivors, they planned a six-day voyage to Indonesia but reached land only after 38 days at sea. Only 52 refugees remained when they were rescued by Filipino fishermen south of Manila...

The New York Times , 11 February 1989

WHO'S FIRST?

The first people to go will be “others” – solitary wounded survivors. Then the helpless. Children, the elderly, people who don't speak English and cannot call for help.

Danny: “What was the Donner Party?”

Jack: “They were a party of settlers in covered-wagon times. They got snowbound one winter in the mountains. They had to resort to cannibalism in order to stay alive. “

Danny: “You mean they ate each other?”

Jack: “They had to, in order to survive.”

Wendy: “Jack.”

Danny: “Don't worry, Mom. I know all about cannibalism. I saw it on TV.”

Jack: “See, it's OK. He saw it on the television.”

The Shining, Warner Bros., 1980

Since no one on board any of the planes was armed, survivors will be forced to improvise weapons. Clubs, sharp rocks, and scavenged metal pipes or struts will be the norm. Eventually crude spears may turn up, just long sticks with sharp ends. No one will reinvent the bow or flint-tipped spears for months or years to come.

TRIBAL WARFARE

Stronger than reason
Stronger than lies
The only truth I know
Is the look in your eyes
The look in your eyes!

Ministry, Stigmata

“Tribes” will start to form. People who knew each other, people from adjacent seats, people from one plane or another will form the nuclei of cooperative groups. In the face of starvation, the first “cannibal tribe” will be hunting “the others” within a few days.

The survivors from the planes break out as follows:

1. Tribe 1 – formed around a group of businesspeople and the people sitting around them. Their “chief” is a former CEO who spouts a good line of bull\$hit about teamwork and pulling through. There are 30 members in this tribe.
2. Tribe 2 – formed around a group of college students, lead by a complete raving lunatic that rules by fear alone. 20 members.
3. Tribe 3 – Rows 12-18 of one of the planes. 12 members.
4. Tribe 4 – Two former felons who happen to like killing people.
5. Tribe 5 – a mob of 35 anarchists with no organization or structure. They are as dangerous to themselves as they are to others.
6. 51 unaffiliated survivors who are trying to catch monkeys and birds and sea lion pups, and who are slowly starving to death in groups of 1D4 individuals.
7. The Cast Members and any friendly Extras. What they do is up to them.

They had not proceeded above two miles, when they came upon the Indians, lying upon the ground, in a totally helpless condition. They had been without food for eight or nine days, and had been four days without fire. They could not, probably, have lived for more than two or three hours; nevertheless, Eddy remonstrated against their being killed. Foster affirmed that he was compelled to do it. Eddy refused to see the deed consummated, and went on about two hundred yards, and halted. Lewis was told that he must die; and was shot through the head. Salvadore was dispatched in the same manner immediately after. Mr. Eddy did not see who fired the gun. The flesh was then cut from their bones and dried.

Jessie Thornton, 1849

Cannibal Encounters

1. A torso missing its head and legs, a pile of leaves cover its face, found in a thicket. A cloud of flies and a swarm of beetles is busy devouring what’s left. The smell carries for at least 100 feet.
2. A terrified Japanese businessman runs past the party, bleeding from a gash in this forehead. 1D6+1 cannibals are catching up to him. The cannibals are armed with large rocks.

3. Someone screaming for help in the distance, begging for mercy. The voice is abruptly cut off.
4. A small child sitting next to a butchered corpse, pulling its hand, begging "Daddy" to please get up before "the bad people" come back.
5. The Cast Members are attacked by 2D6 cannibals if outnumbered, wounded, or spread out too far.
6. The Cast Members two groups attacking each other, with the dead being dragged away. If no one intervenes, once 1D6 members have been killed, the battle stops and the dead are carved up with crude knives and carried away.

After we was there a bit they told us how they had suffered for months. The food all gone and death taking them on all sides. Then they showed us up into their cabins, and we saw the bodies of them who had gone. Most of the flesh was all stripped off and eaten. The rest was rotten. It was just awful. Ten were already dead and we could see some of the others was going. They were too weak to eat, and our provisions being scant, we thought it were best to let them go and look after the stronger ones.

Riley Moutrey, interview, 1888

Cannibal Stats

*Denn du bist
was du isst
und ihr wisst
was es ist...*

Rammstein, Mein Teil

As desired, the ZM/AM/GM can choose which statistics he or she wants to use for the cannibals.

Average "Survivor" (Norm)

Attributes Str: 2 Dex: 2 Con: 3 Int: 3 Per: 2 Wil: 3

Life Points 34 **Endurance** 29 **Speed** 10 **Essence** 14

Secondary attributes can be reduced due to injuries and/or sickness.

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2

Drawbacks: Honorable 1

Skills: Drive (Car) 2, Bureaucracy 2, Craft/Fine Art/Other (job skill) 4*, Craft/Fine Art/Other (choose) 3, Craft/Fine Art/Other (hobby) 3, Computer 2, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Acting 2, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1

Gear: piece of broken pipe or iron rebar (treat as club)

The combat skills are more a result of desperation than training. Contacts no longer matter, as the contacts will never be seen again. Contacts can be replaced with "Tribe" 4.

Level 2 if job is a double cost skill (Medicine, for example)

CANNIBAL (All Flesh Must Be Eaten)

Power	Description
Weight	Life-Like (0)
Weak Spot	All (0)
Getting Around	Just Like Everyone Else (7)*
Strength	Dead Joe Average (0)
Senses	Like the Living (1)
Sustenance	Occasionally (2) All Flesh Must Be Eaten (0)
Intelligence	Language (1) – note: Cannot speak, but can understand Long-Term Memory (5) Problem Solving (15)
Spreading the Love	N/A
Special Powers	Emotional Instability (-1) Rage (-2)
Power	28
Attributes Str 2 Int 2 Dex 2 Per 2 Con 2 Wil 2	Spd 8 Essence 12 Life Points: 26
Skills 2 points in Brawling and/or Hand Weapon: Club and/or Hand Weapon: Knife Optional Skills for Exceptional Cannibals (+8 to Power) Notice 2, Running (Dash) 2, Stealth 2, Tracking 2	
Attack By weapon or Brawling	
*Getting Around – Just Like Everyone Else (7) The zombie moves at about the same speed as an average living person. Dex 2, Speed 8	

CANNIBAL (Terra Primate)

Human Cannibal	
Strength 2	Constitution 2
Dexterity 2	Intelligence 2 (Human)
Perception 2	Willpower 2
Life Points 26	Speed 8
Endurance Points 23	Essence Pool 12
Attack: By weapon Skills 2 points in Brawling and/or Hand Weapon: Club and/or Hand Weapon: Knife Optional Skills for Exceptional Cannibals (+8 to Template Cost) Notice 2, Running (Dash) 2, Stealth 2, Tracking 2	
Abilities/Cost: Aggressive -1 Atavism -1 Carnivore -1 Total Template Cost: -1	

KILLING

Close the city and tell the people that something's coming to call
 Death and darkness are rushing forward to take a bite from the wall...
 If you listen to fools...
 The Mob Rules!

Black Sabbath, The Mob Rules

The slaughter will go on for as long as the ZM deems necessary, or until everyone is dead. At some point, the Cast Members will notice that people are turning up dead on the shore. They might even glimpse sea lions starting to lurk inside the tree line to attack people coming too close to shore.

The animals, Alexi, or Dr. Borodin have decided to intervene. Their fragile truce is being shaken, and the island's collective health is being endangered by the cannibals.

TEMPTATION

Depending on how the ZM wants to work the scenario, there are two AK-47s hidden in a crate in the back of Borodin's cave. He's forgotten all about them. The two rifles are still packed in grease, but can be cleaned enough to be fired. There are 20 30-round magazines, and at least 1000 rounds of ammunition.

We'll sail up north and cross the ice
And cross the barren snow fields.
You've gotta be tough, and you've gotta be a man
To club the baby harp seal,
To club the baby harp seal.

We're men among men and manly men.
Yes, manly men are we.
We're men among manly men among manly,
Manly men are we....

Greg Keeler, Manly Men

Using the guns against the cannibals is acceptable. Using the guns against Borodin, Alexi, or one of the animals will bring an immediate and violent response. The monkeys will begin harassing the group, hurling sharp stones (1D4 damage) at first, then rotting human remains. They will attempt to poison a pond being used as a source of drinking water by quietly polluting it with human intestines. Eventually they will try to kill members of the group at night by dropping larger rocks on them from tree tops.

Anyone who tries to get out of the forest will be attacked by sea lions who will attempt to drive them into the water. The dolphins and orcas are waiting patiently.

ANIMALS

I am ahead, I am advanced
I am the first mammal to make plans, yeah
I crawled the earth, but now I'm higher
Twenty-ten, watch it go to fire
It's evolution, baby

Pearl Jam, Do the Evolution

ANIMAL AND CHIMERA ENCOUNTERS ON THE ISLAND

It is not the strongest of the species that survives, nor the most intelligent that survives. It is the one that is the most adaptable to change.

Charles Darwin

MONKEYS

Astute Cast Members or Extra may notice the monkeys signing to each other, or using baskets to harvest nuts and leaves. They may also witness monkeys carrying baskets, nets and ropes to the water and giving them to sea lions. The sea lions then swim out to the waiting dolphins. All of them submerge and disappear.

FOOTPRINTS IN THE FOREST

Pietr Borodin's tracks can be found around ponds and streams, and near monkey colonies. He weaves baskets, ropes and nets to trade to the monkeys for nuts and to the dolphins for fish. Alexi and/or the monkeys act as "middle men" for trade with the dolphins.

FOOTPRINTS ON THE SHORE

Odd humanoid tracks left by Alexi.

The tracks may or may not be accompanied by numerous sea lion tracks, and lead both into and out of the water.

NO! BAD HUMAN! BAD!

Unattended equipment will be grabbed by sea lions and dragged into the water.

The killer whales will be seen ripping apart floating sections of the plane out past the reef.

Monkeys will steal, if it is safe to do so, any piece of machinery or metal and throw it into the ocean. Alternative is for Cast Members to see a group of monkeys throwing items into the water, or loading a woven basket with items that a sea lion will drag into the lagoon.

THEY'RE WATCHING US

Cast Members or Extras notice, out in the ocean, that they have an audience. Dozens of heads bob quietly in the waves, watching them.

ZM Note –The unnerving part (point it out to the Cast Members from a helpful Extra if necessary, or as a result of a successful Simple Perception check) is that the watchers are a mixture of dolphins, sea lions, and one or two killer whales.

A Simple Test using Perception + Biology allows a Cast Member or Extra to know that this is not normal. Dolphins and sea lions don't associate peacefully, and killer whales eat sea lions.

The animals watch quietly before dispersing equally quietly.

THE NEW ORDER

The descendants of mankind won't necessarily be created in mankind's image.

Dolphins (Advanced, based on Terra Primate, Eden Studios)

STR 3-5	DEX 4-6
CON 3-5	INT 4-6 (Animal) = 1-3 (Human)
PER 4-5	WIL 3-5
Life Points 29-45	Speed 30-40
Attack Ram D4(2)XSTR (+1/10 yards of "charge", up to +4)	
A better way to calculate Dolphin ram damage is to consider it a vehicle collision: an adult bottlenose may weigh up to 1200 lbs. At 35 mph, the impact is tremendous.	
Skills Brawling 2, Dodge 1, Notice 5, Swimming 6, Tool Use (Special) 3	
Powers Animal Communication, Atavism, Impaired Speech, Jump (water only),	

Notes on Dolphins

ZM Note – Dolphins are animals like any other. They are not, to paraphrase a marine biologist I respect a great deal, "Godlike beings of infinite compassion". They kill animals without eating them (reference numerous reports of dolphins killing members of other dolphin species, harbor porpoises, and small whales); they have been known to attack and kill humans.

Dolphins can dive to 1000 feet/300 meters. There is evidence they use high-frequency acoustic shocks to stun fish. Dolphin "speech" includes individual "names" and the ability of different species of dolphins to communicate with each other.*

Like killer whales, dolphins recognize themselves in a mirror. They can be taught a wide variety of complicated tasks, including recognizing tools/devices, symbols, and sign language.

*This isn't incredibly profound. Wolves and dogs can communicate, as can dogs and people, or house cats and ferrets.

Dolphins have supposedly been trained in attack-and-kill missions since the Cold War. The US Atlantic bottlenose dolphins have supposedly been taught to shoot terrorists attacking military vessels.

Usually dolphins were controlled via signals transmitted through a neck harness, or have been fitted with harnesses and small electrodes planted under their skin. This is a nice way of saying they were shocked into obedience.

Sea lions (based on Seals, Terra Primate, Eden Studios)

STR 3-5	DEX 4-6
CON 3-5	INT 1-3 (anima)
PER 3-4	WIL 1-3
Life Points 20-50	Speed 15-25 (water), 15-18 (land)
Attack Bite D6(3)XSTR to D8(4)XSTR for large bulls	
Skills Brawling 2, Dodge 1, Notice 3, Swimming 5, Tool Use (Special) 2	
Powers Animal Communication,	

Notes on Seal Lions

ZM Note – Sea lions are highly intelligent and highly aggressive carnivores. One thing they'll do that many seagoing carnivores can't do is chase prey or enemies onto land. Note that sea lions can run across land at speeds in excess of 15mph. They are social, but "friendly" relationships usually only occur between cows and calves, and between related cows.

Size (based on California sea lions): Males (bulls) up to 1000 lbs. Females (cows) up to 300 lbs. Length is 6 to 8 feet.

Sea lions can hold their breath for a long time (I've heard for hours, but may be mistaken). Holding their breath for 15-20 minutes and diving to 800 feet/260 meters is well documented, however.

Sea lions have good vision, including low-light vision, and communicate by vocalizations, posture, and touch.

They can also be taught to recognize symbols, written words, and human sign language. They can remember things they've been taught for years without practicing, and can extrapolate at least as well as dolphins and many people. They have even been taught to follow and film whales at seal.

Sea lions shore areas are called "hauls". Bulls will defend their section of a haul from other bulls and from other animals.

Killer Whales (Advanced, based on Terra Primate, Eden Studios)

STR 16-20	DEX 1-2
CON 4-7	INT 4-6 (Animal) = 1-3 (Human)
PER 1-2	WIL 4-6
Life Points 150 to 185	Speed 30 - 38
Attack Bite D6(3)X(STR+1)	
Skills Brawling 2, Notice 4, Swimming 8, Tracking 4	
Powers Animal Communication, Atavism, Jump (water only),	

Notes on Killer Whales/Orcas

ZM Note – Killer whales are the largest dolphins, up to 30 feet/10 meters long and up to 5 tons. The dorsal fin is 4 to 6 feet/1.5 to 2 meters high.

They can dive depths of 2000 feet, but typically hunt no more than 100 feet below the surface. Prey is taken by being grabbed in the jaws and shaken to death (or hammered to death if the killer whale beaches itself temporarily).

Killer whales "**spyhop**". This is when an individual "treads water" to stick its head out and look around. This is commonly done around boats as killer whales are curious animals.

Killer whales have been reported as being able to identify pictures of other killer whales and to recognize that the pictures are not real whales. Members of a group (pod) will teach each other, and most pods have a unique "culture" of behaviors that the orcas have taught each other. Like dolphins, killer whales can also recognize themselves in a mirror.

Monkeys (Advanced, based on Terra Primate, Eden Studios)

STR 0-1	DEX 4-6
CON 3-5	INT 2-4 (animal) = ~1 (Human)
PER 2-4	WIL 1-4
Life Points 9 – 18	Speed 19 - 27
Attack Bite D4(2)X(STR+1)	
Skills Acrobatics 2, Brawling 1, Climbing 4, Dodge 4, Notice 3, Sign Language 2, Stealth 2, Tool Use (Special) 3	
Powers Animal Communication, Atavism, Brachiation, Jumping, Knuckle-Walking	

Notes on Monkeys

ZM Note – These are chimera monkeys combining several species along with a large percentage of human genes. They are almost as smart as most humans, and smarter than most human children. Some of the older monkeys remember what they were taught by their former handlers. All of the tribe “speak” using a combination of calls, posture, and sign language.

END GAMES

“At such moments, you realize that you and the other are, in fact, one. It's a big realization. Survival is the second law of life. The first is that we are all one.”

Joseph Campbell

There is only one long term solution to survival on the Island.

When the bones of our oppressors have turned to dust;
And the cause that we serve rules the world.
In a vision, visitation!

All hail the revolution!

Blue Oyster Cult, When The War Comes

Surrender. The survivors must learn to become better than human to survive the New Order. Mankind is history if it can't learn to coexist with the new beings it has created.

1. Destroy the cannibals, or avoid them until they have destroyed themselves.
2. Refrain from harming the animals or the two humans they've so carefully conditioned to help them.
3. Find one's own place in the new order that has developed on the Island. Anyone who wishes to live on the island will be conditioned like Alexi and Borodin to cooperate and use their thumbs for the betterment of all.
4. Communication must be established. Unless the ZM is allowing some pretty wild Cast Member Archetypes, this will have to be through Alexi and Borodin. This means the ZM will have to encourage the Cast Members to establish ties with them and keep them alive.

...Is this the way to love?
Or is this just the way to die?
Speak to me in many voices
Make them all sound like one
Let me see your sacred mysteries
Reveal to me the Unknown Tongue...

Blue Oyster Cult, Unknown Tongue

ZM Note – This is not a clear cut path to resolution. The ZM will have to guide the Cast Members in the right direction. The easiest way is to let them see Extras being attacked and injured or killed by the animals after harming or killing an animal.

Another way is to insert a scene wherein a Cast Member or Extra is left alone and unharmed by the animals because they have not come to bring harm themselves.

Cast Members might also be encouraged to defend a sea lion pup from other humans. The watching animals will be able to tell them from other humans (all of the animals involved have good to excellent vision). Subsequently harming an animal, however, will do away with any goodwill that was accumulated.

LONG TERM

...I was born in the sign of water,
And it's there that I feel my best,
The albatross and the whales, they are my brothers.

It's kind of a special feeling
When you're out on the sea alone,
Staring at the full moon, like a lover...

Little River Band, Cool Change

If the Cast Members keep their wits about them and don't try to kill everything on the Island, a new society will eventually arise. A small tribe of humans and a small tribe of monkeys will control the forests of the Island. The dolphins and orcas will control the seas around it. The sea lions will act as intermediaries between land and ocean.

Baskets, rope and nets will be traded for fish. Nuts will be traded for flint knives. The Cast Members or their descendants will discover the fish "farms" that the dolphins and orcas are tending offshore. They will discover that the sea lions are smarter than they look.

And they will also discover that some of the dolphins and orcas can talk to them in a way, in a form of Russian-English pidgin that allows basic ideas to be shared.

And eventually, generations later, one might see a small raft set off from the Island, crewed by humans who no longer desire to dominate all other forms of life, and a few smart monkeys, escorted by orcas, dolphins and sea lions, to discover what has become of the old world.

...The Second Earth is a child and must not die...

...The oak and the fish, the snail and the spider, these are no lesser things than man...

Patrick Woodroffe, except from Coda: the Message of Hermes, The Second Earth: The Pentateuch Retold

eMail comments to: evilovertlord668@yahoo.com

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Author's Note: Some things are only fiction because they haven't happened...yet.

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