

## CCSF 2016 Creatures C3DS Article

### Caring for Toxic Breeds

By Venithil

In Creatures 1, an illness was virtually the greatest danger possible to a group of Norns. They spread easily and if a Norn was young or not a good eater, they could spell doom for that particular creature at any time. Consumption of the Deathcap Mushroom was also a very likely cause of death in the basic world of this game, teaching many Norn breeders what to watch out for when trying to keep their Norns healthy.

In Creatures 2, the status quo was reversed somewhat. Other than falling into the bodies of water, and starving themselves, Norns were more in danger from various toxins than they were from illnesses. More toxins than in Creatures 1 could also lead to a Norn's early demise.

This would've likely taught the players what to expect and avoid, but while Creatures 3 and Docking Station did expand upon the amount of toxins and random illnesses still happened, a certain novelty also appeared. A creature that reversed the expected attitude towards toxins and illnesses, prompting those raising them to try to seek out situations in which their pupils/pets managed to poison themselves or infect one another.

Toxic Norns, from what I understood, didn't exactly sweep the community back then, but they've gained a few fans who enjoyed being carebears in a way reverse to how they were supposed to treat the usual Norns. Several similar breeds appeared as well, and any successful Toxic/Non-Toxic cross was also somewhat celebrated. A small number of player-created and official agents and metarooms were also meant to aid Toxic Norns, or Toxic creature breeds in general, in growing up to be unhealthily happy. Healthily sick. Posi-sick.

I'm technically still a rookie within the community, certainly compared to some who have been a part of it starting back in the previous century, even if it was with rising or falling intensity. However, I did take my time to consider each and every breed that appeared interesting to me, and I did take my sweet time in Creatures Docking Station attempting to set up rooms to follow a certain theme. And while getting any of the mall breeds has become a challenge these days, this extends primarily to sprites. The community always happily shared various genetic improvements, and as such obtaining breeds that behaved in many ways similar to the Toxic Norns, or Toxic Norns that simply don't look like Toxic Norns, is actually fairly easy, even if you don't have any friends who'd be able and willing to quietly and privately share the mall breeds' sprites. Remember hosting the full breeds themselves anywhere publicly is *\*not\** allowed!

### Part 1 : What Toxic Breeds are out there?

There are several Toxic Breeds available and possible to download. Other than the basic Toxic Norns, whose sprites cannot be obtained this easily but whose CFE and CFF modified genetics likely won't give you any trouble in terms of finding them. Remember you don't necessarily need an egg agent if you can get your hands on one of the egg-laying agents [i.e. JayD's Egg Maker] that are universal, or on importable creatures. If you're playing Creatures 3, certain breeds will be considered by the automatic egg layers for laying into the game as well.

There are two sub-types of toxic creatures to consider. One is the Toxic Norns themselves and any breed that works very much on the same basis – absolute reverse of the usual rules, where ingesting toxins or being infested with bacteria actually helps the breed instead of harming it.

The other is what could be called semi-toxic – creatures that are either neutral to toxins without being bugged or immortal, or benefit partially from what Toxic Norns would benefit from but don't have a completely flipped immune system. It's a fairly arbitrary qualification, but I did decide to put three specific creature breeds in here just to make sure they're not accidentally treated as fully toxic by others.

**The fully toxic** breeds that I am aware of at this time and are still accessible and downloadable are :

- Original Toxic Norns (Improved genomes accessible through the Creatures Community, sprites not officially available, so different sprites may be substituted depending on which you have)
- Darkhole87's Toxic Grendels. (If unmodified, require Jungle Grendel models)
- Tera Grendels by HavenHoney (I believe they currently hatch as Norns with Banshee Grendel models)
- Sewage Banshee Grendels by Grendel Man. (If unmodified, require Banshee Grendel models).

If you're interested in toxic crossbreeds, you can also download a pack of babies that are a mix of Toxic and Astro Tetras genetics, by Kitty Tikara. Also, remember neither of the grendel breed's alterations (the Tera Grendels are Grenorns and generally friendly) has been altered to be more tolerant to Norns and as such cases of violence may be common. In my personal experience Darkhole's grendels were actually a little more agreeable with the Norns, but they have trouble taking care of their friendliness drive since it is always high and may overpopulate. It does seem like their mating instinct don't necessarily recognize the species barrier; some of these Grendels got very friendly with Norns of the opposite gender and kissed them a lot. One or the other may be more tolerant of Norns, however, and many creatures develop individual quirks of behavior, too.

The **full Toxic breeds** can be characterized with following :

- They benefit from toxins, and generally prefer or benefit more (or about as much) from toxic food than non-toxic variants of it; most should be able to survive on toxic foods alone, but are not necessarily harmed by normal food unless it possesses cures in it.
- They benefit from bacterial infections.
- More often than not, cures and medications are harmful to them.

What's characteristic to these breeds is that you can create what is essentially the most deadly and poisonous environment to the normal Norn and these breeds should all be able to thrive in it. I believe Sewage Banshee Grendels have their individual quirk of much preferring water and were supposed to, at some point, only lay eggs in water, but that part of the project might've been abandoned. Some benefit from presence of gadgets, critters, or weeds as far as their mental needs are concerned.

Also, if crossbred with regular creatures of their kind, the child more often than not won't inherit the correct set of genes to survive, i.e. will be harmed and killed by the suddenly gained amounts of antibodies OR antigens. Some lucky creatures do survive, however.

***The semi-toxic breeds*** are ones that I believe will be able to survive in the deadly, absolutely poisonous environments I've mentioned before, and may benefit from part of it, but are unlikely to be able to survive solely on toxins. The best examples of these breeds I've found are :

- *Plague Ettins*, by Snapdragon. These ettins cough and sneeze a lot, and histamines are crucial for their metabolic processes, so they will continue to cough and sneeze a lot if they are to survive. They're immune to toxins and benefit from antigens and diseases. Because of how easily they spread bacteria, they're best kept with partially or fully toxic breeds. They require normal food to survive and do not benefit from toxins, merely aren't affected by them.

- *Garbage Banshee Grendels* by Grendel Man are essentially a simpler version of the Sewage Banshee Grendels; they're immune to negative effects from toxins and bacteria but don't benefit from them.

- *Paradox Norns* by Marcus K. , available at Mummy's Creatures. From what I know, these Norns benefit from toxins and antigens, but just the presence of toxins alone may not be enough to allow them to survive (it is not judging from what the reactions with toxins are described to do). They mesh better with Toxic Norns than any regular Norn breed.

So, we can come to the conclusion that, to keep toxic and semi-toxic breeds together, all you need is both toxic and non-toxic food, and an environment free of medications. In vanilla game, this can be achieved through cobs/agents like "***Cure Free DS***", or, if you want to go a step further, "***Toxic Replacements***".

It is possible, of course, to create environments that'll benefit some of the toxic or semi-toxic breeds to an extent without being as dangerous to non-toxic creatures, but you have to decide on your own if you simply wish to make things as good for the Toxics as they possibly can be, and for Toxics alone, or wish to strike for that gentle balance. Later on, I will examine and propose some breeds that can potentially survive in an environment beneficial to Toxics because of strong immune systems. Remember, however, that creatures with a strong immune system may not make good breeding partners; so beware of unwanted crossbreeding if you decide to go that way!

Also, remember not only you may be able to find other Toxic breeds, but some may emerge later on – perhaps you will make one yourself at some point? Finally, be sure to experiment; these breeds can have more quirks than I myself managed to find out about!

## Part 2 : Natural Toxic Homes

If you're tired of keeping your Toxic Norns in the usual parts of Capillata and basic C3 terrariums, you'll regrettably find out that there aren't all that many rooms that are geared for toxic breeds. However, this is easily remedied if you know which COBs to use. I'll try outlining some of the rooms that are definitely easy to make Toxic-friendly!

The first of the two rooms that are downright geared for toxic breeds are the ***Garbage Dump*** – which comes with a lot of toxic foods, a bunch of macrobacteria floating in the air, spots that constantly release antigens, and generally an atmosphere that wouldn't be well-suited to any nontoxic breed. Of note is the fact that this is a very graphically active room – things move, clouds of antigens float in the air. It may not be the best room to use with a high number of agents, Norns, and other rooms active at the same time if you're experiencing any slower framerate or compatibility issues! If you don't have those, or will only use a small number of Norns and/or agents/metarooms, this is one of the best rooms for classically toxic breeds.

A more than decent alternative is the ***Tropics***. This room comes with its own vendors and toys, some of them geared specifically for toxic Norns. There's even a little device you can activate to spread bacteria, but beware of leaving it active for too long, as a huge amount of bacteria can greatly slow down any game! Between a toxic food vendor, a toxic plant that self-replicates, and this little bacteria-spreader this room is a very good basis for both Toxic Norns and Plague Ettins, as well as other such breeds. It has no water, and the only health hazard is if you keep the upper level without food. It grows its own fruit (which are safe for Plague Ettins at least to consume, meaning there's no antibodies or antihistamines in there) and has an oreo vendor (meant to keep the upper floor supplied). The flaw of the Tropics room is that it lacks a set of CA links, meaning creatures won't be able to detect what they can get by going up and down the elevator and will decide on that randomly or based on quirks. Of course, if you use the Magic Words or any other room-editing medium, you can add such links. However, the room is fairly small and as such creatures won't have trouble finding the food sources wherever you may place them.

If you ever raised Toxic Breeds up to this point, you were, however, likely aware of these metarooms! This is where we move on to the other types of metarooms suitable for toxics – those with a partial fauna/flora, and those that are empty and meant for customization. Before we get to what can be \*made into\* a Toxic Home, we need to know what can help make a toxic home.

## Part 3a : Feels Like Home – Toxic & Semi-Toxic Food

In general, there is a couple of 'regular' food agents meant for toxic norns. Some may be hard to find because of original websites going down. The Atomic Teapot, Stinking Stump Vendor, Mushy Fruit Tree, and Litter Box as well as the Radioactive Waste Barrel, made by Twilight Cat, are in this group; the original website is down but you can download some of them from the archived version. Norngirl also made the "Addictive Suicide Juice" which I believe is still downloadable and actually beneficial to Toxic Norns.

The disappearance of this website does limit the options somewhat; however, fear not!

**Amaikokonut's Garden Box** and the corresponding Patch Plants can be the rescue even in this situation. There are two main tactics with it : Use Patch Plants that are toxic in the first place, or ones that generate detritus that is still consumable.

The first group is short and sweet : Bitter Almonds (by TheSecond) that contain cyanide (which helps with energy, which helps with ADP to ATP conversion/re-conversion; in theory it's one of the least helpful toxins to Toxic Norns, but can still be a lot of help nevertheless). Remember the Bitter Almonds are classified as seeds; if a creature can get taken down by Cyanide and has normal seed-eating instincts, it's very dangerous to put in a room with that creature!

There's also Shelf Mushrooms by Kezune and Mea : Variant B contains alcohol with fat and protein, while variant C contains glycotoxin and sleep toxin. As it is classified as manky, only some creatures will have any instinct to consume it. A good option is the shelf mushroom B, too, as it contains fat, protein and alcohol. Kezune and TrelyDawn made one more highly variable set of patch plants, the Chocolate Roses. Two variants of the rose qualify as manky and detritus. They contain Alcohol with ATP Decoupler, and Cyanide with Belladonna. There's also regular roses that are a lot of help if your creature has trouble with a certain hunger due to a room lacking the general source for feeding it, giving starch, protein, coldness, and reducing homesickness. There's even one that acts as an aphrodisiac!

Finally, there's Medlar, by Malkin, which contains alcohol and qualifies as manky. It won't be particularly harmful to other Norns, so fill free to mix it in with regular food for non-toxic creature breeds.

The second group will double as food for those Toxic breeds that can and will eat properly, along with breeds that simply require normal food. While the Shelf Mushrooms \*do\* leave behind detritus, in my experience Norns refused to eat it or simply couldn't much of the time. Pizza Dough Mushrooms, by Kezune and Mea, Aubergines, by Laura and DarbyDoo and Pears by ham5ter work in such a manner.

Proper placement of patch plants inside of a room and voila! Your Norns/Ettins/Grendels will be able to eat whenever they want, as long as the plant itself is sufficiently matured. You can choose in which seasons a specific plant grows or not, and how fast a fruit can develop.

But there are agents that can be just as versatile as the Patch Plants. First of all, Kezune and Mea again strike with the **Bountiful Bread Basket**. It's a type of vendor that vends several pieces of food at once (qualified as food, fruit, or seed to help you feed your creatures whatever it needs). This food of course can be eaten by the Toxic Norns or any other Norns, but as an extra bonus it also moulds up and becomes non-confusing, consumable detritus perfect for the former!

The other agent of major importance is the **Munchroom**. Munchrooms vendor is injectable and removable freely with a single click if you have the Terra Pliuvialis (by Liam) room, or the TP2DS pack of agents where the vendor will be injectable and removable freely like a normal agent. The vendor releases spores of the Munchroom that flow randomly (possibly according to wind direction) and settle into the ground. Depending on type of room the floor they end up on is in (possibly also depending on factors like the season, too, and some randomization), munchrooms can grow into a variety of forms which varies in classification and nutritional value. In my experience, two forms

were considered fruit, one was considered food, one was considered seed, and one was considered manky. This versatility and variety of possible growths, along with a (relative) predictability and repetitiveness of what room certain forms appear in along with the combination of these forms with the room's general food resources itself make Munchroom an excellent, renewable, self-replicating source of additional food, \*particularly\* when trying to raise toxic and semi-toxic breeds, and even more so if trying to raise them in the presence of breeds that don't benefit from toxic food.

In my experience, the form most interesting to Toxic breeders, the manky one, offers either alcohol or more frequently alcohol+glycotxin combinations to creatures that eat it. However, Munchroom has a second important function : It primarily grows as non-manky in the two rooms that are already geared towards Toxic Norns, so it is perfect to place there if you're aiming for a mixed population or are using the semi-toxic breeds. In the Tropics, the primary product is seed (nearly exclusive on the upper level), while in the Garbage Dump both fruit and food happen.

As a sidenote, vendors for original *C1 weeds and herbs were made for C3DS by Silverpelt*. If you can convince your toxics to consume weeds (or are using Malkin's altered CFE version that makes them recognize weed as beneficial), you could use the oldschool nightshade, baobab, and deathcap mushroom to keep your toxic creatures posi-sick!

### **Part 3b : Where else can I keep them?**

We've already covered the rooms that are naturals at housing Toxic breeds, and the cobs that would help someone raise Toxic creatures when used correctly. It is now the turn for alternatives; rooms that are potentially good at raising Toxic norns in! Some of you probably have much more experience in trying with such breeds than I do, and to those I would still suggest checking out this part at the very least; an outsider's experiences and perspective can be very beneficial, and this is probably the only part where people with Toxic-breeding experience could struggle.

There are two room types to consider here : Rooms with partial or full ecosystem that you'd only be enhancing for purposes of better Toxic breeds' growth, and rooms with no real ecosystem that can be filled with whatever you wish. I'll try with the first ones, and I'll try to make is to the rooms in a particular category are in order of recommendation (from personally experienced as most reliable to less reliable, but still notable out of ones selected; this will be more so in the rooms with no ecosystem than those with an existing one). There are many metarooms and you could experiment with more!



The room to definitely consider is **the Canopy, by Corona**. The Canopy has two floors and a water pond that is easily made less interesting to creatures (of you just move the lift down, those that aren't button-obsessed will leave it be; simultaneously if you own any amphibians or aquatics, the pond is a benefit). The flaw of the Canopy is that these places don't have any CA links, as the room stopped developing in late alpha/early beta. However, the ecosystem flourishes, the norns are generally happy in that place, there's small vendors or sources for any type of food, plenty of space to use Garden Box on, and last but not least... it's a room where infections happen.

In few rooms did my Norns get infected so often but in such a light and benign way than they did in the Canopy. Canopy infections usually start with one bacteria and plenty of fear and/or sleep toxin. This means 'tough' Norns will almost always beat the infection away on their own, but it can be beneficial to toxics and Plague Ettins if you don't want to inject your own bacteria. There's sources of seed, fruit, and critters; at least one of the sources of food is actually mildly toxic, too. Regrettably, you need to look through it by experience, as the room's agents never got descriptions. Not to be underestimated, the room is simply pretty, nice to look at, and the Norns like it a lot; they just need toys and, for Toxic, extra sources of toxic food to be happy there!

The Munchroom, if used, adds primarily fruit-type Mushrooms to the Canopy. This isn't particularly beneficial to the Toxic Norns, but won't hurt them, either. Both fruit-types grow for added variety. I recommend using Munchroom on the upper level if at all, since it is less nutrient-rich, and focus on the Garden Box to decorate the room with toxic mushrooms and Chocolate Roses, along with bitter almonds and other such nasty stuff that would kill unprepared Nontoxics!

If mixing with another breed, remember regular Norns have no instinct to eat detritus on their own, so you can still use some of it; alternatively, use the alcoholic Medlar and Shelf Mushroom if the room is meant to be geared for less-toxic breeds. You have two levels, plus a cave and a pond, to work with; the amount of room and variations on where to place what is not particularly limited. The Medlar fits well with the treats, the Shelf Mushrooms fit excellent with the cave backgrounds or the trees, and some of the exotic trees and plants look nice with the chocolate roses.

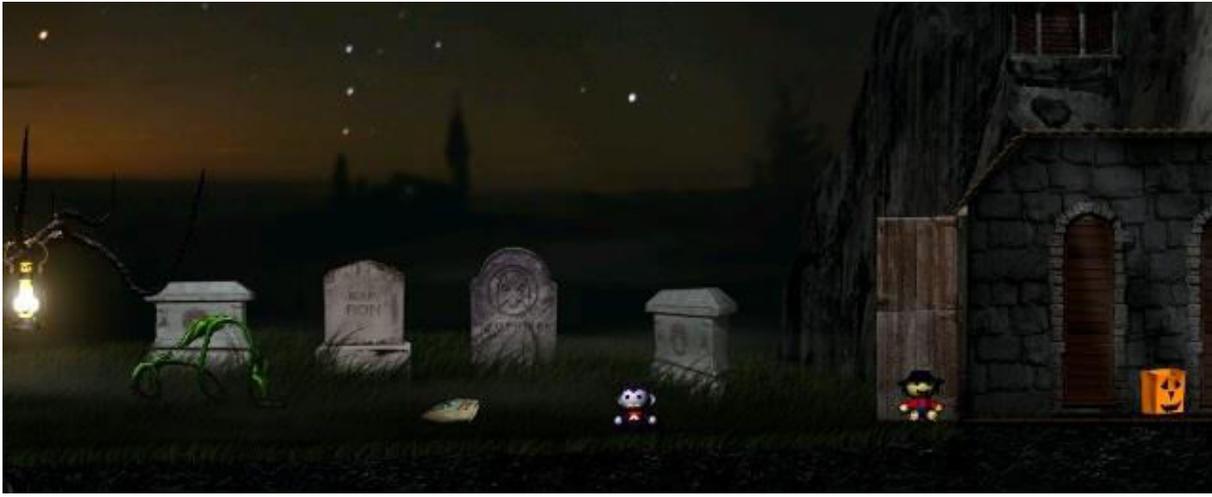
Here's a shot of the Canopy made very toxic :



- Medlar under the spider.
- Bitter Almonds on the tree above the medlar.
- Shelf Mushrooms variant C (Manky) in the lower cave and at the entrance to the 'waterfall cave'.
- Shelf Mushroom Variant B (Food, with Alcohol, Fat, and Protein) covers the rest of the cave.
- Toxic and Poison Chocolate Roses in the small desert area. (Detritus and Manky, respectively).

You can mix and match the cobs as needed depending on what your Norns need and can survive!

Next would be **Tulu and Primordia Redux**. A little hint here : If you wish to use Tulu for Toxics and Non-Toxics alike, use both rooms. As they're made by Ghosthande, you can inject plants from Primordia Redux into the Tulu room for extra nutrients.



Starting with ***Tulu***. Here's a shot of the empty room. It has its own vendors for minor foods, but what you should work it depends primarily on what you want to be keeping here.

95% of all Munchroom that grows in Tulu ends up being manky. This is one of the only rooms that will get COMPLETELY overgrown with Munchroom if it is left uneaten, so I recommend only using the Munchroom here with a toxic-heavy population. The tree and the door make good candidates for placing shelf mushroom patch plants, and we have alcoholic/Fat/Protein and glycotoxin ones in here.



As you can see I brought the seed spreaders over from ***Primordia Redux*** to enhance the amount of food and toys (the big 'mushroom-like' things are actually growable toys!) available. With this sort of a mixture a Norn population of any type is sustainable in this otherwise somewhat empty room. My only qualm is the relatively small amount of space, easiness with which the Munchroom overwhelms the room, and lack of much food sources off-the-bat, but when raising Toxics the latter may actually be a blessing.

Next up is the ***Primordia Redux*** itself!

Issue with using the Munchroom here is that it seems the least predictable room in terms of what will grow here. It contains its own toxic weed with fully edible seeds which should help Malkin's version of CFE Norn flourish here, and the manky version of Munchroom does appear at some points more often than not. There's a lot of natural-looking background that makes for many good spots to implant fruit, shelf mushrooms, or such into the world. There's a line mimicking the weed growing in the background that makes for a good drop spot of Chocolate Roses or Bitter Almonds should you wish any, and the numerous trees make for good Shelf Mushroom spots (as do some of the cavelike background parts), while the crowns can house Medlar or simple fruit that decomposes into detritus. Manky Munchrooms are also visible!



Thankfully I managed to grow them this time, but trust me, this room is somewhat unpredictable with this agent. Thankfully it contains a lot of local food itself and you can always increase the weed's population with the local vendor! I think it's a great room to house Toxic breeds in personally.

Only three rooms 'with an existing flora' to go. While I personally believe some parts of their design or usage make them a little worse off for toxic breeds nurturing than the ones mentioned above, these are still good rooms to try out, particularly for specific breeds of the group.



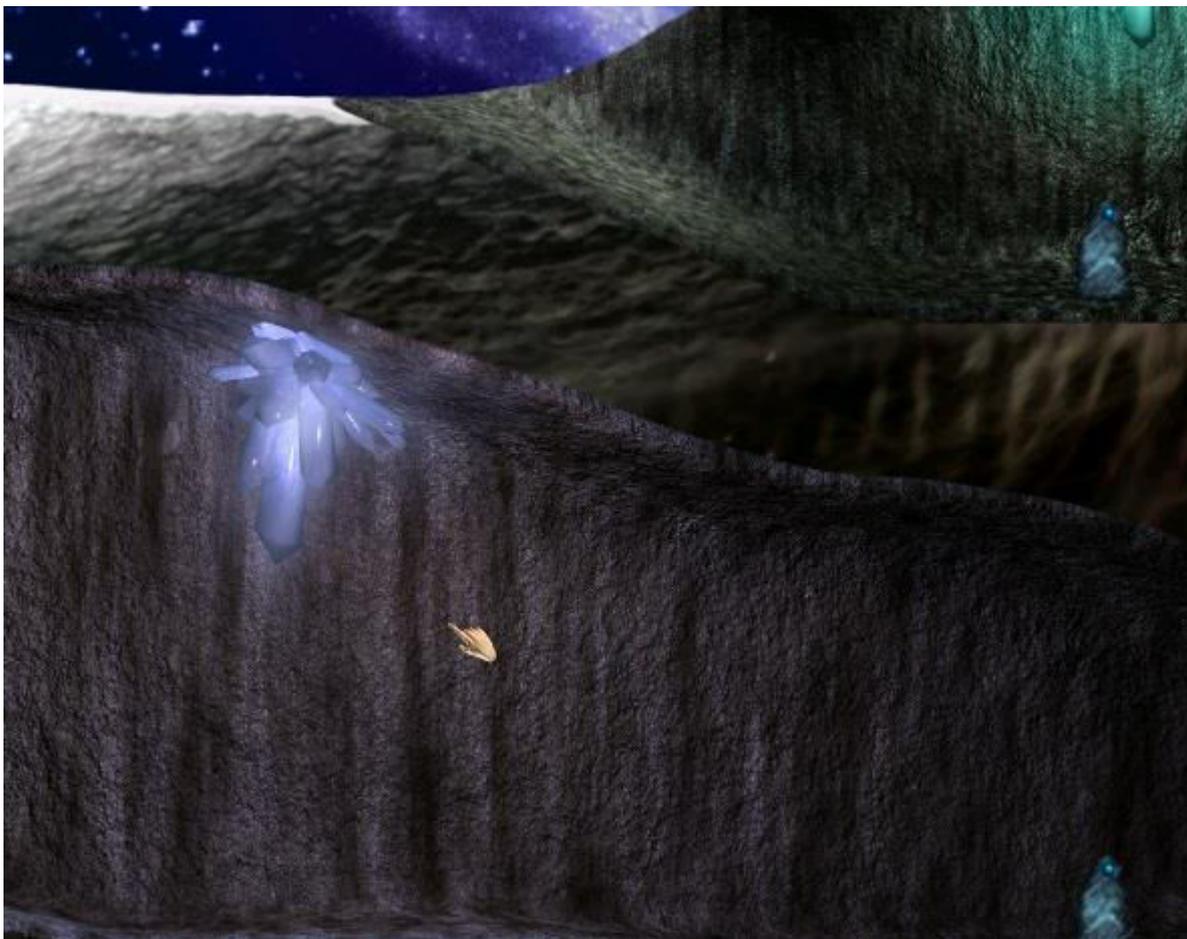
First of the three is the **Desert Ruins, by Allekha and Mea**. It is a somewhat empty-ish room, but it has with its set of lifts and CA links, toys, and more flora than you'd guess at first glance (although it could use being expanded upon, particularly in the lower levels) with a bit of fauna thrown in.

There are three main chambers and two main floors to this room, each with slightly different growth type for Munchrooms; the upper floor contains all of the local flora and can grow some Manky-type along with fruit-type Munchroom, while the lower level primarily allows seed-type and the other fruit-type. Despite not being fully developed it's a very well-made room as far as filling it up goes. The ecology kit suggests there's plenty of light on both levels of the room, however the underground is significantly cooler than the hot upper level. You could easily try utilizing the strategy of keeping all the toxic food on only one level.

**The Ancient Arch by zareb** is a room I'd particularly recommend to people who keep Sewage Banshee Grendels or an amphibious breed. It automatically injects two rooms, one aquatic and one without water. Both sides have their own fauna and flora and although it is very basic it can easily be built upon further with COBs. This room is of note for toxic breeds because, similarly to Tulu, virtually all Munchroom grown in it will be of the manky variety; in the aquatic side of the room, the Munchroom grows only on the little amount of what is above water. I think it is one of Zareb's earlier metarooms and if I was to complain, it's that in the freeware version of Creatures DS it had some trouble with its teleporters if one of them was placed as a connection with another room, but a lot of metarooms had that issue in my experience. Its slopes also make eggs move occasionally, but are easy to conquer by creatures. According to the Ecology Kit it is also fairly empty ecologically and doesn't seem to have much heat or light (often shows up at zero, except around the big windows), which may confuse some creatures' ability to navigate except by sense of smell. I did notice creatures put in the water side were somewhat more successful than these on the land side (if they were amphibian, that is). Because it'd need extra food anyway and because manky version of munchroom is easy to grow there, it makes for a decent room for toxic breeds. Should you have a feeling your creatures aren't really doing much while in there, try to increase the amount of light in the room with extra sources, such as the lamppost/Tiki lanterns by Geek2Nurse, or the Glowflower by Mea and Grendel Man . According to what I've learned, it shouldn't make a difference, though.

Last but not least is the original source of the Munchrooms themselves; ***Terra Pluvialis***. It is definitely a room best geared towards amphibian creatures of regular metabolism, but can easily be remade into something very fitting for Sewage Toxic Grendels or any other amphibian breed. It is a pretty, lively room with very active fauna and flora, and the Garden Box is the best tool to further make it accommodating for Toxic breeds. Because of how its extra button for Munchroom works, removing the Munchrooms if they happen to overpopulate is extremely easy if you have the room injected.

Next are the rooms that will take a little bit out of you when it comes to setting things up, but ultimately offer the greatest amount of customization. Metarooms that have no sources of food in it and few to no agents, requiring input from the player to fill up if anything is to live there. There's a decent number of rooms like this, so I will only be covering a small number that I found out can be customized in a desirable way.



***Chione*** is probably the best choice for a prospective transformation into a Toxic room. Chione is a winter/cold themed room made by Mea and Grendel Man. It doesn't have any natural food in it (although there's the Needleleaf Carrot agent that will inject specifically into Chione), but it does have a set of lifts and teleports as well as full set of CA links, making movement fairly simple and efficient for creatures once it is full.



The walls and floors make for excellent spots to grow some mushroom, and plenty of stuff can actually grow in Chione if you take the time to put it there, although unless you overdo things the Garden Box or use agents that multiply like crazy it probably won't be a very food-rich area. There are three separate areas to consider when growing munchroom in here; the surface, the smaller caves, and the big cave in the leftmost and lowest part of the room. On the surface, food and fruit types will grow; the big cave will house primarily the second fruit type of munchroom. However, virtually every other cave gives a huge return of manky-type munchrooms, making it a great place to use this COB to help with toxic norms' development. Thanks to the many CA links, Norms will also feel what kind of food they can expect before using any of the local lifts.

Here's some shots post-toxification :



The second room is the one that is basically made to be highly modifiable and flexible in terms of what the player wishes to do with it. While the **Biodome's** extra underground rooms are somewhat confusing to Norns and can't really be navigated well without an extra set of lifts like the Elevines, the room itself can be a good place to raise pretty much any breed or combination of breeds through the use of the Elevines. The upper level has set up its CA links properly as well helping your creatures move around. The Munchroom here will grow primarily into seed and food types, so the toxic source of food will best come from other agents or from the Garden Box. Biodome was made by Liam and supposedly the same or similar squad to the one that produced T. Pluvialis.

The last room of this type I'd touch on is **Veridia**. However, there's not much more to add; in many ways it is a flatter, wider version of the Biodome, although without the extra customizability of the Biodome's lower level. It is a pretty room and one where creatures can flourish if you use the Patch Plants from the Garden Box, there's just very little special about it that'd help you raise Toxic Norns specifically. The munchroom grows mostly as seed here, sometimes as fruit and food. Just use them if you wish to add regular Norns to the mix, otherwise focus on more toxic Garden Box agents and ones that produce detritus. Veridia was made by Soliloquy and Liam.

Honorary mention goes to the Bug's Temple for pretty and simplistic design along with the ability to separate your creatures because there's a way to fall from the 3<sup>rd</sup> floor to the second, but no natural way to fall from the 2<sup>nd</sup> floor to the bottom. It was made by Bug and Twilight Cat.

#### **Part 4 : Non-toxic friends!**

The final section of this article has to do with what you can raise \*beside\* Toxic breeds without creating too many issues and deaths. First thing to note is that obviously semi-toxic breeds are the perfect thing to raise alongside toxic ones, and toxic norns will actually benefit from presence for Plague Ettins since the latter are designed to spread illnesses easily. However, you may wish to not run a toxic and semi-toxic exclusive company, and maybe have considered attempting to crossbreed Toxic Norns – though in this case you surely have a long way ahead of you, filled with miscarriages and stillbirths and whatnot. Remember that some agents are very friendly to both types, i.e. the Bountiful Bread Basket that creates normal food that then dissolves to consumable detritus.

Enhancing a creature's durability and immune system is in general quite a frequent thing to do in new breeds, but you have to remember the more 'traditionally strong' a creature's immune system is, the more stillbirths may happen if a particular set of genes is inherited. However, creatures with strong immune systems are the ones that can survive alongside toxic and semi-toxic breeds, particularly if you intend to introduce illnesses to the mix. It is also crucial to know what you want to introduce and which rooms you'll mix what creatures in (unless you intend to allow free travel between the rooms).

An example would be Apple Norns; they're meant to be relatively tough and have specific resistances to Cyanide and ATP Decoupler, so throwing them into a room with these toxins and a small risk of benign infections might be cool; throwing them into a room with the glycotxin mushrooms and alongside heavily infected Plague Ettins may be too much for them to handle.

I composed a short list of breeds that I believe might do fine overall. Whether you want to only raise Plague Ettins and Toxic Grendels and allow Norns to be regular or mix things up quite a bit or even attempt half-toxic crossbreeds, these breeds should generally be able to cope on some level, as long as you don't overdo things on toxicity. I didn't get to properly test the mentioned Apple Norn, but it's been named and mentioned.

- Marsh Norns. These are 'regular' breed I used the most with Toxic toxin metabolism genes generally are dormant leading to complete toxin There are exceptions - geddonase, only available through stingers, fear toxin, sleep toxin and glycotoxin. Only the last one is a true issue, you have to watch out for any foods that contain it, which are otherwise Toxic Norns, and this regrettably includes munchroom's manky form. are made by Arnout



Norns. Their immunity. toxin, muscle however, as beneficial to Marsh Norns

- Culibri Norns use Bengal sprites and unique genetics. They're made by Horstj. I didn't play with them, but they're supposed to be immune or heavily resistant to most poisons. However, Belladonna and ATP Decoupler can still get them.

- Banshee Norns are Sprite Norn variation made by Trix and Liam (not at all related to the Banshee Grendels). While occasionally quick to anger and slap, I've had plenty of Banshees assimilate into societies. They have a tough enough immune systems to survive in the Garbage Dump or stick with Plague Ettins inside of the Tropics after the ettins developed illness, but they are taken down by deathly toxins like ATP Decoupler, Cyanide, or excessive amounts of Glycotoxin.

- Hardman Norns are supposedly tough enough to sometimes handle cohabitation with Toxics.

- Tilynn Norns by jelisa\_j, Lone--Wanderer and Shadowveil. Tilynn's aren't particularly smart, but they're the toughest breed I've come across. Long-lived and bordering on immortal (but not quite), they may be the best breed to put into a world with mild toxins and plenty of illnesses.

- Sahara Norns by Mummy and Alien; Indio Norns by the same people. Sahara Norns can safely eat regular forms of detritus and manky and are immune to heavy Metals, along with a strong immune system in general. Indio Norns also have an enhanced immune system.



- Twilight Norns by Grendel Man. I didn't have the pleasure of playing with them myself yet, but I intend to try once I decide on which sprites I should re-customize them to for personal use (as I don't possess Hardman sprites, my Creatures' adventure having only started in 2016). They should be rather resistant to cyanide and somewhat to ATP Decoupler, making them much safer to use with stuff like Bitter Almonds.

- The geat Gaia has supposedly a strong enough immune system to survive anything.

- Zabriskie Norns are made by Arcwelder, based on Beowulf Norns, who are in turn more grendel-aggressive Hardman Norns with a bit of Bondi-like spriting tossed in. Of course, keeping them with Grendels is not advised as a result.

With these breeds of Norns, you should be able to create a world that houses both toxic and non-toxic breeds without excessive fatalities, as long as you carefully consider whom do you want where, and which toxins you want available.

### **Part 5 : Extra advice**

- Remember you can keep every metaroom virtually separate from the rest of the world, try to create a web of them, or try to create a setup where rooms are created into smaller sets. Whatever passages you use, remember that putting CA links (i.e. through the use of magic words agent) near the gateways can really help Norns with moving between them. Personally I use Archways and Offline Portals the most these days, along with whatever teleporters are provided by the rooms themselves.

- Try to remember the specific resistances of any breeds you decide to use, and whether or not the food agents you placed in a room contain that particular toxin. For example, when raising marsh norns the version C of shelf mushroom and the manky-type munchroom can be a danger to them, as would be raising them near the stingers. However, they can easily handle both of the poisonous/toxic chocolate roses, the bitter almonds (which are classified as seed, so many creatures will have an instinct to eat them!), heavy metals (I believe some of the Twilight Cat's cobs put that in), alcohol (i.e. medlar, shelf mushroom B), and as long as an infection doesn't contain too many toxins they are not resistant to, they could potentially handle it the resident Toxics being ill.

- Try to decide relatively soon whether you want your toxic breeds to be able to reproduce with non-toxics or not; this means the difference of keeping nontoxic Norns with only Grendels and Ettins that are toxic/semi-toxic, or allowing a general mixing of any and all populations. If you do let your toxics breed with regular Norns/Ettins/Grendels, be prepared for semi-frequent stillbirths or children that have trouble surviving. In the case of semi-toxic breeds, they're generally much easier to reproduce with toxics and nontoxics both; while a Plague Ettin mix with something else occasionally results in a baby that can't properly digest food, I've happened to have only healthy crossbreeds with other Ettins.

- Remember all toxic&semi-toxic Grendels are somewhat aggressive; unless you're using them as selective pressure you'll have to teach them not to slap your Norns.

- Remember Plague Ettins will always spread their diseases because they cough and sneeze all the time. However, if they're not actually \*ill\*, they have nothing to spread; in this case, just keep an eye on their histamine levels to make sure they are always up, otherwise they might starve.

- Remember you can remove and reinject the Munchrooms if the Norns accidentally carry seeds somewhere you didn't want them to appear, or if it conquers too much of the room.

- Remember most Toxic breeds can eat normal food as long as it doesn't contain medicines. Plague Ettins can eat whatever doesn't contain antihistamines or antigens.

- Remember semi-toxic breeds usually need normal sources of food (classified as Food/Fruit/Seed) too.

-If you mix populations, using a tool like the Medical Monitor or the Biochemistry Kit to monitor toxins in your nontoxic norns can be very helpful.

And, last but not least :

- If you're using the Capillata, Munchroom can grow almost everywhere there, with Manky-Form being noticeable in the passage and in the workshop area, and almost every food in Capillata contains medicines of some sort.

Whatever you do, I hope both you and your Creatures end up being satisfied with your decisions! Perhaps you'll end up researching more on Toxic breeds or playing a world geared towards them?