

Palladium Books® Presents:

A Dead Reign® Sourcebook:

Hell Followed™



By Taylor White and Kevin Siembieda

E.M.G.I.S.T.

Warning

Horror, Violence, Zombies & the Supernatural

The *fictional* world of **Dead Reign®** contains subject matter that deals with the supernatural, death cults, zombies, conspiracy theories, the paranormal, magic, war and extreme violence.

The setting is our modern world taken over by the walking dead – zombies. Hideous animated corpses that feed upon the living. The heroes are ordinary people who battle for their own survival and to reclaim the world from the dead. Human civilization has collapsed, our cities and towns are infested with zombies, madmen and cultists.

Some parents may find the subject matter, violence, magic and supernatural elements of the game inappropriate for young readers/players. Furthermore, the realistic manner in which the fictional horror material is presented *may* be disturbing for some young readers.

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Hell Followed™ is a sourcebook
for the ***Dead Reign®*** zombie role-playing game.

Dedication from the Authors

To Yoko, who is always there to listen to my ramblings on horror.

– Taylor White, 2016

To Nick Bradshaw, friend and fellow creator who makes me laugh and always gets my imagination going. This one is for you, my friend. Keep that twisted imagination of yours forever burning bright.

– Kevin Siembieda, 2016

Other Dead Reign® RPG Titles

- **Dead Reign® RPG** – Core rule book. Easy to learn. A lot of fun.
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- **Fear the Reaper™** – The code and info on the iconic heroes.
- **Graveyard Earth™** – World overview, tables and more.

The cover, by *E.M. Gist*, depicts a horde of zombies unwilling to let anything stand between them and their human prey.

PDF Edition – January 2018

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Special Thanks to *Taylor White* and *Nick Bradshaw* for brilliant contributions that have inspired us to expand upon the zombie genre and take the Dead Reign setting to a new level. This is just the beginning. To *E.M. Gist* for another dynamic zombie cover. And to Palladium's heroic survivors, *Alex*, *Julius*, *Wayne*, *Kathy* and *Chuck*; we live to fight another day.

– *Kevin Siembieda, 2016*

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NOWHERE TO GO

Yuri Chernavski and Jim Reynolds were the last ones left alive on the International Space Station. All of their comrades and colleagues had fallen ill months ago, and they never recovered. Yuri and Jim, who had never met before arriving on the space station, were left in charge of taking care of them. Within a few hours of showing symptoms of a strange sickness, all of the other astronauts were dead. No one on Earth was responding to their emergency calls. Six months later, and still no one was responding.

Their dead colleagues had risen up and turned into murderous corpses. They banged on the door to the tiny observation deck where Yuri and Jim were hiding. The dead never stopped banging. They could not get through the door, it seemed, but they never tired of trying. The dead didn't speak, only moaned, low and pained, from the other side. Thankfully, the two astronauts had found some earplugs which gave them the last few months in silence. Of course, they took the plugs out when they needed to communicate, but they had quickly adopted hand signals that worked well. The two had hoped that eventually the creatures would eventually die and give them some peace, but months later, the dead still clustered and hammered at the door. It was almost as if they knew the two of them were still alive and wanted in at them.

The observation deck had a wall-sized window of clear plastic, allowing the two to watch the world pass by under their feet. It had been a long time now, since they had stopped wondering why no one on Earth was talking to them or trying to bring them home. When the lights started to go out in most of the cities, everywhere, the two realized that something catastrophic had taken place. They knew it wasn't war, and guessed it was a pandemic. The radio broadcasts they managed to intercept before everything went silent, seemed to suggest a pandemic, mass panic, and civil unrest. They prayed it wasn't the same weird disease that turned the rest of the crew into cannibalistic monsters, but from what they could tell, it sure sounded like it. Creatures that seemed incapable of dying ... because they were already dead? Creatures that – and they knew it sounded crazy – appeared to be the walking dead like you see in zombie movies. But that was impossible, right?

It made them angry that their own people on the ground did not alert them to the problem or explain what was happening back home, before they lost direct radio contact. Before the world went dark. By day, the Earth looked as it always did, a radiant blue, green and white sphere. By night, everything was dark. A few specks of light here and there, suggesting tiny clusters of humanity might still exist. They imagined the silence at night to be deafening. Unless it, too, was filled with the bumping and banging of the angry dead searching for the living.

When Yuri and Jim wanted to talk — needed to hear each other's voice — they would lock themselves into a room barely big enough for both of them. The rest of the time, they used their system of hand signals and traded messages on pads of paper

using pencils. Neither of them dared to speak out loud outside the tiny room, for fear of making the monsters try all the harder to get inside. They had learned early on that the sound of their living voices only agitated the creatures and incited them to engage in more frantic and loud hammering of fists and slamming of shoulders against the walls and door. The astronauts had tablet computers for awhile, until the batteries died. Not that it mattered. Their research had been shot all to hell in the chaos, and there was no Internet to look at or radio broadcasts to intercept to find out what was transpiring at home, below.

Being scientists, and both intensely curious, Yuri and Jim spent most of their time coming up with plausible reasons for the illness to have transformed people into ... the living dead. What could possibly bring the dead back to life and turn them into predatory monsters that preyed upon the uninfected? They would pass the notepad back and forth between them, trading hypotheses and debunking each other's suggestions. The other game was devising ways to kill the creatures and return home. Neither of them had come up with anything plausible, but the mental exercise kept them from wanting to break through the window and leap into the void of space.

Yuri could not let go of his Death Cult theory. He proposed that a secret society of death worshipers to some dark god had caused the dead to rise. Jim stuck to his story of a rampaging super-virus. Eventually, the two of them tired of arguing, endlessly circling the conversation as they were endlessly circled the Earth.

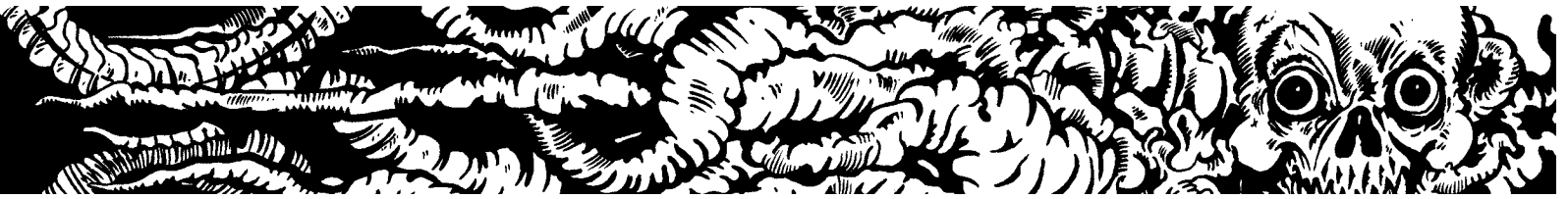
Finally, Jim decided to drop the whole thing. He passed the notepad to Yuri, and it read "Let's just agree to disagree, comrade. I don't have the energy to keep this up."

Yuri read what he wrote, and responded. He passed it back, and his message read "Yes. However they came into being, we can agree that all they want is to come in here and kill us. Let's not fight any longer."

Hours passed, with nothing said between the two men. Jim counted out the last of their meals. There were ten left between them. Ten meals. The air circulatory system would last a bit longer without their attention, but without food and water they would not last much longer. Yuri ran one more diagnostic check on the space station's life-support systems. Everything was nominal; in the green. The automatic functions were performing well considering no one had run a physical check on anything in months.

Hours later, the dead still pounded at the door. Yuri and Jim ignored them. The earplugs helped soften the noise to the point where you could imagine it to be the background noise of a noisy machine, not dead friends and crew members wanting to kill them.

A Chinese astrophysicist named Chin Nu Lee floated in front of the window. Jim pointed at him and smiled. He elbowed Yuri to get his attention, and mouthed the words "Look, there is Doctor Lee again." Dr. Lee had been on a spacewalk when he fell ill. He passed out and floated away from the space station. Somehow, his corpse was still wandering around the hull, trying to find a way back inside. From inside his spacesuit, Dr. Lee's dead eyes gazed at Yuri and Jim; not looking at them, but past them. A



blank stare that conveyed nothing and saw little. Dr. Lee's hands groped at the window, searching for a way to get inside the observation room. Finding no grip, he floated past, disappearing on the opposite side of the window. They knew he'd be back in a day or two.

Yuri took the pad and wrote something and handed it to Jim. It read: "At first I was scared of them. But now I just feel bad for them. They are helpless."

Jim shook his head and wrote. "You will be scared of them again when they break the door down."

"I think we will starve to death before they break in."

"Maybe."

Yuri had the pad, but sat without writing for a long time. They both knew that the space station would fail, or the food would run out before the living dead got to them. They were just waiting now, with nowhere to go. Finally, he wrote, "Do you think we will be like them?"

At first, Jim thought Yuri was trying to instigate another "where did they come from" discussion again, but he could tell from his face that the question was speaking of more traditional fears, and an attempt to come to grips with the eventuality that laid before them. Jim was never one to lay down so easily, and he would not let his last friend do the same.

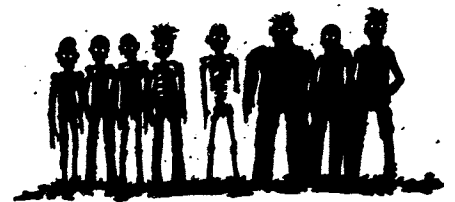
"Do not worry about that. I will go into a mighty rage to protect us both, my friend." Alongside his comment, he drew a rough picture of two astronauts bashing in the skulls of the dead with their fists.

Yuri smiled at the picture, amused. He wrote, "You can't kill them. They are powered by dark magic."

Jim responded with, "Of course you can kill them, they are just regular people with a horrible disease! We will beat them yet, you just wait and see."

Yuri winkled and wrote, "I do not think we have long to wait."

HELL FOLLOWED



"I hear a lot of folks talking about life now in zombie America as a living Hell. That Hell followed in the wake of the Wave. I can see why. All the signs of Hell are there. The dead walking the Earth, trying to exterminate the living. Weirdo cults popping up everywhere, false saviors trying to exploit the hopeless and fearful masses. Men and women driven mad by desperation or hunger, preying upon each other for another day of scraping by for what? This ain't living. It's barely surviving.

"Our civilization is in ruins. No government any of us have seen. Nothing is assured to us anymore. In a world where the dead rule over the living, nothing makes sense except our suffering and bloody deaths. The world we knew ended with The Wave, and only Hell followed.

"Thing is, I don't believe in that. I can't believe in it. And I hope you don't either. Yeah, the world is pretty messed up right now, but we can still fight, can't we? We can still find something to have faith in. Some people put their faith in bullets and guns. Some people, like me and the Road Reapers, work to save lives and destroy the risen dead. We still believe in families, community and brotherhood. Some folks believe in just themselves. Other people believe in a higher power – some good, some wicked. Whatever it is, you have got to find something to keep you going. Without a reason to live and fight, you are just another one of *them*. Another dead body wandering around aimlessly, waiting for the day when you fall to pieces and rot away.

"Hell didn't follow the Wave. All that followed was another day on planet Earth. Sure, it was a bad day, and it is a weird-ass bizarre version of Earth, but hey, we're still here and we're still breathing, and we're still kicking. The sun still shines and the

birds still sing. Hell only follows those who give up on living. Hell follows every person who throws his hands up to the sky and cries, 'Why me?' when some crazy shit comes down into his life. Hell follows the nothingness you invite into your hearts and minds when you start asking yourself why fight any longer, and you question the reason for surviving. Hell is what follows when you sit with your thumbs up your ass, giving up the fight against the monsters out there. When you think it's too hard or pointless, that's when Hell will find you.

"That, right there, is the only kind of Hell I fear, and that's hopelessness, not zombies. Me and the Reapers can handle the zombies. You can too. We just need to hold onto hope and help each other. People are starting to regroup. I have seen it with my own two eyes. I have seen wilderness havens, fortified strongholds, people living and thriving inside caves, and believe it or not, people living on the rooftops and upper levels of skyscrapers. That's no lie. Folk will tell you that you can't survive, not for long in the big cities, but I'm telling you, where there is the will, there is a way.

"So don't give up on God and Heaven just yet. Or us Road Reapers for that matter. Find a way. There is always a way. Hell followed, my ass. I'm living, fighting and riding hard every day. Don't you give up on yourself. We haven't."

– Brad Ashley, *Leader of the Road Reapers*

The Wave has rippled across the world. Billions have died, and those billions have, in a dark and unholy nightmare, come back from the dead to prey upon the living. When the dead rose, Hell followed with them. A living Hell of murderous corpses,



great disasters, and the complete and total disintegration of civilization.

Now, the dead outnumber the living, and more are added to their grim number every day. Every day the world teeters a bit further towards what seems like oblivion. The food stores are disappearing, rotting or kept from the living by the horde of zombies. Bullets are being used up. Gasoline is going stale. The great mechanized infrastructure is failing. Poisons and contaminants are being released into the environment. Every day, the population dwindles as people are succumbing to disease, violence, madness and them – the hungry dead.

Still, even in the face of extinction, there are those who dare to stand up to the screaming, rotting Hell that the Earth has become, with the simple defiance of living another day.

They fight because they refuse to become a part of the Hell that surrounds them. To some, this new world represents open opportunity and total freedom. They have shed the restraints of drudgery and banality and are now free to carve out their own destinies. Others have found ways to hang onto life and some semblance of civilization. They grip and hold onto traditions and responsibilities because their ideals are greater than any horrible thing that has crawled up out of the pits of Hell or some dark nightmare. To them, the essence of existence is to preserve the better parts of civilization and humanity, and protect it for the benefit of the future, because there will be a future. For others, life has not changed much, not really. The Wave was something they saw on television and the Internet, which they promptly ignored. For them, life has always been about battling for survival, and the living dead are just one more challenge to overcome.

For still others, the world is completely transformed. It is a place of darkness that has freed them from the constraints of civilization to do as they please. They see the world as having become a primordial hunting ground where the strong survive by taking whomever and whatever they want, and the weak become their slaves. The risen dead are the common enemy, the monsters that stalk us all. It is a new world, their world, and the primordial hunter is just figuring out how to carve his place in this new world. For them, this may be Hell, but if they have to live in Hell, they intend to be counted among its rulers, not its victims, slaves or sheep. They plan to spit in the eye of Death, take what they want, and do more than survive. This new world will be theirs. And someday the dead will answer to, and serve, them. Hell is home now. Best find your place in it and make the best out of it. The only alternative is death and becoming one of them, the dead that never rest.

As weeks turn into months, people are finding ways to survive. Gathering to form groups, if not actual communities, and figuring out ways to stay alive. Many want more than to survive. Whether they be heroes like the Road Reapers and most Safe Haven communities, Retro-Savages or evil Death Cultists taming the dead, all are clawing out their place in the new, hellish nightmare that is our world.

CONTINUITY OF OPERATIONS

The Federal Government Response to the Zombie Apocalypse

When the Wave first hit and people started falling ill, there were people who knew about it before anyone else. Intelligence agencies, pandemic watchdog groups, and press people with the right connections.

The Wave traveled fast. Much faster than any normal plague and faster than anyone had expected. But information traveled faster, at least for those who had their ears in the right places. Washington D.C. knew about the Wave before it even left China. The administration watched the Wave as it traveled the globe. And once they saw that this was no ordinary outbreak, that this was something uniquely threatening, they knew just what to do.

The American government, and possibly other governments as well, were preparing for the end of the world before news of the Wave had hit the major media outlets. High-ranking agents and staff members scrambled as emergency continuity operations were ordered by the President.

Put simply, **Continuity of Operations** is a *special protocol* installed by the government to keep the country functioning during a cataclysmic event. If Washington D.C. were bombed, if the President and his successors were killed, if the entire world were to face certain destruction, the United States government would keep going. In theory, this would prevent a power vacuum and general anarchy. Once the dust settled, whoever had been placed in charge would be the acting President and would resume command of the country. Immediate disaster recovery actions would take place, and the government would take account of its damages.

So when the Wave really started to kick off and people started falling ill by the millions every hour, the government was already well into acting on its Continuity Protocol. Senior staff members and other necessary administrators were being rushed off to secret bunkers, specially-outfitted airplanes, and ships floating out at sea.

This, however, was not your typical war or disaster scenario. It was impossible to tell who would fall victim to the Wave and become zombies that would, in turn, slaughter countless survivors everywhere. Including those sealed off inside secret bunkers and hidden military compounds. People succumbed to the Wave in droves, everywhere, without much clear warning. The very people who were supposed to be running the government, military and relief centers became sick and died, or were slain by their fellow elite as they died and rose again as zombies. Most of them never got to their secret bunkers. Planes fell out of the air, and the ships became floating slaughterhouses after what came next.



Of course, no government on Earth was prepared for a real zombie apocalypse. It was bad enough when millions of people across the globe became sick en masse and spontaneously died, but much worse when those who died came back from the dead and started killing everyone else. Many of those who survived the plague ended up as victims for *the Creeping Doom*. There was no unified government response to the zombie attacks, only small, localized efforts to rescue survivors and evacuate people from affected areas. Many of those failed as well. To the majority of citizens, the government which they were counting on for help and direction was nowhere to be found. Whether the government and military had retreated to save itself, or had simply been swallowed up by the merciless zombie hordes, Washington had failed them. Though rumors persist that tell of military camps and of NORAD and Area 51 out west, no one knows if the rumors are true.

Survivors living in the world of Dead Reign, today, have all but given up on the old government for anything. No one has seen anything come out of Washington since the whole thing started. What is left of the military seems to have no idea where the bureaucrats are hiding. No one has gotten any official orders from any credible source in weeks. (And as time passes, months and months.) The few survivors who have made the trip to known government bunkers have returned with disappointing tales of underground vaults, silent except for the scratching and moaning of the dead. That is if they return at all.

Despite all that, rumors still persist that there are men and women in official administrative government positions “out there.” They are still alive, somehow, somewhere, and they are working to make things better. They have laboratories and ad-

vanced research facilities and secret lairs and military protection, and they are going to resurface to bring some damn order back to this country! They will get rid of the zombies and rebuild civilization.

Adding to these rumors are the rare men and women who *claim* to actually be working for the federal government. As the rumor goes, these *Federal Emergency Managers* are sent out into the world to locate groups of survivors and help them get whatever they need: food, medicine, warm blankets, fuel, guns and ammo, portable housing, protection from bandits, etc. It is said they move from survivor camp to survivor camp, staying just long enough to help out and take a quick head count, and then they leave, presumably to help others. And as the rumor goes, they ask for nothing in return as it is all just “*part of the job.*”

The Federal Emergency Managers are not the only rare signs of a still-functioning government. Rumors abound of coded radio signals, scrambled satellite transmissions, and freshly-painted markers left on the sides of buildings and roads. Many of these signs use specialized lingo and symbols known to disaster responders. They seem to mark places where zombies or survivors are known to be located, and have different signs for each. *Someone* is leaving these signs, but it does not appear they are intended for the average survivor.

In short, most people believe (or want to believe) that some portion of the government and its military have survived and will come to save them. People hold on to the idea that, some day, the proverbial calvary will ride in, or fly in on helicopters, to save the day; or will find them and sweep them away to a safe zone defended by soldiers, tanks and jet fighters.

CONSPIRACY THEORIES, RUMORS AND FAIRY TALES

Rumors abound about government enclaves and covert military operations. Some rumors report the government establishing survivor strongholds, sanctuaries and zombie-free zones protected by the troops. According to the rumors, these efforts are all for the benefit of survivors and open to anyone who can locate and get to them. Other rumors suggest these facilities are available only for designated government officials, their families and military personnel. They are closed to the public and exist only to protect military secrets, top secret installations, and designated government leaders, support personnel and troops. It is presumed these government leaders are working on plans to reestablish control and retake cities, states and provinces from the zombies and initiate rescue and emergency help for civilians at some point in the future. The fact is, nobody knows, hence the speculation and many rumors.

Among survivors who believe the government is still operating from the shadows, speculation runs rampant as to what the federal government of the United States of America could or should be doing. Stories and conspiracy theories of secret projects and operations circulate like wildfire among survivors who pray for soldiers and the National Guard to rescue them, and wonder why nobody is coming. Many of these rumors and stories are labeled with covert super-spy-sounding names.

Many of the conspiracy theorists responsible for these rumors had put their message out on the Internet shortly before it collapsed. Others have sent them out since the collapse of civilization via the airwaves with radio broadcasting, shortwave, CB, and any other means they can find, to anyone in range. Some also create and distribute crudely-made pamphlets as well as posting fliers on telephone poles and the doors or buildings to spray





painting messages and cryptic warnings on the sides of buildings, fences and structures throughout the ruins of zombie-filled cities. Of course, the most common and easiest method of spreading rumors and conspiracy theories is by word of mouth. Survivors are desperate for news and words of hope, so stories that promise government salvation, refugee camps, and government sponsored safe havens available to those who can reach them, are among the most common rumors known and spread by everyone. (“Have you heard? There is a military installation in the Nevada desert at Area 51 that takes in survivors. One in the Colorado mountains and Wright Patterson, Ohio, too. If you can get there, they’ll take you in. We’re headin’ to Wright Pat. Heard tell that the government has plans for sweeping the country and exterminating the zombies too. Only it will take months before they can begin to execute that plan. We’re not waiting. Too dangerous to hole up and wait. We’re heading to Ohio. You should too.”) It does not matter that they don’t know who started this rumor or if it is true. Desperate survivors cling to the hope it is real and spread the rumor to everyone they encounter.

Note: These theories, no matter how outlandish, are important to know, because they drive the actions and behavior of many survivors and distinct groups. Desperate times lead to desperate measures, and without one voice or government to direct the conversation or to be the voice of reason, speculation has run amok. People believe what they want to believe, and follow charismatic crackpots and fanatics if they tell a convincing story. All kinds of wild theories exist. Many of which are based on hope, wild conjecture, hearsay, terror and growing superstition. Most have little or no bearing in reality or reliable point of origin, yet people act on them. Game Masters, use these stories and the people who believe them for encounters, the basis for adventure and story arcs. People will behave in particular ways based on their beliefs, blind faith (in anything), and the desperateness of their situation.

Game Master Note about the Rumors: It is up to you whether any, one or several of the rumors above are true. Have fun with them and use them as a source for creating adversaries, non-player characters and adventures for the player group.

Some of the most popular conspiracy theories

Location Note: Though the following conspiracy theories and rumors are generally presented with the *United States of America* in mind, they can just as easily be applied to any country, from China and Russia to France or Brazil. Most nations around the globe have all suffered in the same way and are dealing with the same problem on the same scale. The truth of the matter is, all governments and their militaries are overwhelmed and crumbling quickly, if not already completely destroyed or scattered. Emergency responders and the military were the first to be attacked by the risen dead simply because they were surrounded by mountains of dead bodies prior to the dead reanimating to attack the

living. While there may be isolated camps and secret bases where the members of the government and/or military have survived, perhaps even with a small army, ask yourself, what can a few hundred or even a few thousand personnel do against billions of zombies? More fuel for adventure ideas, because some will try to make a difference, others will hide and wait, while still others will try to seize power and dominate others, or fight for their own group at the expense of others.

Project Biopsy

These theorists claim that the zombies were created by the government to use as a weapon – a claim to which many theorists adhere. Based on this assumption, they reason the government is already working on a way to “shut them off,” and will not re-surface in force until they have found the way to do so. Whether the zombie plague was deliberate or an accident is left to much heated debate.

Those who believe the Project Biopsy theory say the government still exists, locked safely away in one or more secret military compounds, working to identify the source of the zombies and plans for rebuilding civilization. Ideally, the solution would revert all zombies back to regular, inert corpses, instantly, worldwide. Theorists have varying levels of optimism as to whether this would even work.

Others claim Project Biopsy is currently developing infantry weapons to destroy the zombies utterly, like an acid cannon, zombie-eating nano-bots, or a necro-flesh destroyer – a ray gun or bomb – that would only kill the dead, not the living.

A similar theory has one or more corporations responsible for creating the zombies as an experiment to replace conventional military troops, or even to replace living employees with a tireless zombie workforce that does not need food, benefits, or pensions, and can work around the clock as obedient automatons; the next logical step to job outsourcing. Obviously, something went wrong and the corporation’s scientists are secured in a secret lab or bunker where they work on a cure or other means of “shutting the zombies off.”

Most people who believe in a corporation version of Project Biopsy usually point to bio-tech companies and genetic engineering as the cause of the Wave that made people sick and creates zombies out of those who die. This theory is especially popular among *Retro-Savages* who reject science and technology because of the Zombie Apocalypse. They believe this is God’s way of punishing us for playing god and toying with the very building blocks of life. Genetic research seems like a logical cause for the Wave and the zombies, but there is no evidence of this, nor is it reason to abandon all science and technology even if it were true. Still, there are people who subscribe to this belief and have given up machines and science, believing it is their only way to salvation for both the body and soul.

Sadly, many such *Retro-Savages* look upon the zombies as “the hand of God,” or “God’s children” sent to punish and set the living straight on the right course. As a result, *Retro-Savages*



have a propensity to feed outsiders, criminals and nonbelievers to the zombies, as well as use zombies as watchdogs and attack animals. The beliefs of Retro-Savages vary from semi-reasonable to the extreme reaches of madness, making them a danger to many innocent survivors, particularly those who refuse to accept their beliefs and live “a pure life free from technology and science.” Even in the short few months since the Wave, the beliefs of Retro-Savages are spiraling into superstition, pure fiction and unchecked religious zeal.

Operation Rescue

This rumor has it that the government has established several “Zombie-Free Zones” and quietly sends out squads and companies of soldiers to find innocent and deserving survivors and whisk them away to this safe place or places. Their primary objective, to rescue the innocent from certain death and take them to such refugee camps and keep them safe until the military can launch an all-out war against the living dead and restore their nation to the way it was.

Area 51/Groom Lake, known for its testing of secret aircraft and the Roswell UFO incident, is one such region claimed to be a Zombie-Free Zone under tight military control. It is said that anyone who can make their way to them will be placed under military protection and given work and a safe place to live.

The NORAD Command Center and the mountains around it are said to be another government haven. Rumors claim survivors are not allowed inside the mountain complex of NORAD itself, but are given protection in one of several nearby *mountain rescue camps* defended by the Army. According to this tale, these rescue camps in the mountains are idyllic towns that resemble ski resorts, not tent cities. Families of four or more get their own home, smaller groups and individuals have to share a home with as many as 8-10 people per home. If the stories are true, there is heat and air-conditioning, hot and cold running water, showers and ample food. The Army has already cleared out the mountain towns and villages, and armed troops and helicopters patrol the area, tanks are posted at major streets and highways, and military forces completely control all roads in and out of the mountain and around NORAD. The rumors swear this is all true, but nobody knows. If it is true, survivors finding a paradise-like safe haven do not leave its safe embrace. If it is false, people never survive the journey or may take to hiding in the mountains where the number of zombies should be much less.

It is a great story. However, desperate survivors want to apply this type of rumor to every government base or secret compound they know of, or learn about, but few are ever real. The way the sick and dying began to rise everywhere, including within secret government bases and sanctuaries, means most were compromised and quickly overrun. Few are the safe havens they want them to be. Most are overrun by the risen dead, or the living, like all survivors having fled with whatever supplies, weapons, ammo and vehicles they could lay their hands on. In some cases, survivors have managed to take and hold one area of the base, or

civilian survivors have managed to reclaim an area of it, or make regular supply runs to it. Some military bases are still overrun with zombies, making their promise of weapons, ammo, fuel and supplies a tempting lure in what is probably a death trap. And because survivors keep coming to military bases for such resources and offer the zombies a regular food supply when they die for their efforts, the risen dead have not left the bases. At military posts where the zombies have gone, the base is usually already stripped clean by survivors who got to it a long time ago.

Operation Sleeping Giant

This rumor states that the United States government and most other world leaders have no plan for fighting the zombies or rescuing survivors. They are alive somewhere out there, alright. Safe and secure in their bunkers and caves and vaults. They are alive and watching, but that is all they are doing. And that is all they plan to do. Sit, observe, and wait, for now.

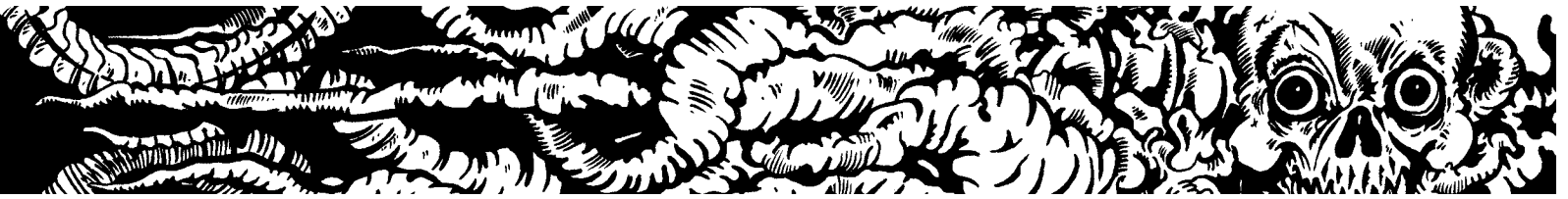
These conspiracy theories claim the government has deteriorated to the point of having no control over this national crisis. To preserve their continuity of operations, they have simply decided to pull completely out of the disaster, hole up, and wait it out until the situation becomes more manageable. There is no rescue plan. No reconstruction. No massive counter-assault.

In fact, the government in hiding is hoarding what it can, sending small companies of troops out to secure more supplies as necessary for the long wait, especially from other secret and strategic outposts that have been compromised by the zombies but should still contain weapons, ammunition, meds and other vital supplies. The citizenry are on their own. Survivor groups are secretly observed by the government, and some believe spies have infiltrated some of the survivor groups that seem like a potential future resource or force the government can ally with when they come out of hiding; whenever that may be.

According to the Sleeping Giant conspiracy theory, the “people in power” figure the crisis will eventually burn itself out after a few years. All they have to do is wait it out and make sure they can regain control when it does. By that time, the survivors should be so weakened there should be little resistance when the government and its military resurfaces to offer their aid and support. Any petty upstart dictator, warlord or hero who thinks he runs things in the good old US of A will have a little surprise coming when Uncle Sam opens the hatches and puts things back in order. In the meantime, it is best for survivors to forget about any help from the government and focus on staying alive by any reasonable means available to them.

Project Cans and Strings

The rumor says that there is a New Internet housed in mobile servers, accessed only by a rare few. While this may technically be possible, no one (least of all, the vocal conspiracy theorists) has actually done it as of yet. Many survivors hold onto their



old smartphones, laptops, and tablet computers in hopes that someday they will discover a signal that will deliver a message of hope, or at least the distraction of checking up on the remnants of their social networking lives, and cat videos. But those batteries are dying, the hardware is failing, and the means to keep that technology relevant are quickly drying up.

Project Cans and Strings conspiracy theorists claim that in secret government enclaves, they are working to link everything back up, so everyone in military bunkers across the country knows what the others are doing. They hope that a massive plan to take the world back can be orchestrated once this new network is up and running. Or, maybe they will just talk to each other in an effort to preserve the government status quo and protect the elite. Going above ground only to handpick the best from the normal survivors and scavengers for specific supplies or to watch and observe normal folk on the surface and study the zombies. These conspiracy theorists hope and pray that they are found favorable to the elite and, some day, will be chosen to join them.

Operation Phoenix Rising

A similar theory claims that the Wave was caused by the Phoenix Group, genius hackers and anarchists looking to create a better world. Rebels and so-called “traitors” to the existing governments of the world, they had to tear down the old, even if it meant taking down civilization with it and killing billions of people. It was a necessary sacrifice to bring about a new world order. Some rumors suggest the **Phoenix Group** may have been a rogue faction within one or more governments themselves. The USA, Russia, China, India, or North Korea being the most blamed as the source of this group of nihilists. To tear down the old, they hacked into a government military facility that developed biological weapons and released the bio-engineered virus that caused the Wave and brought about the Zombie Apocalypse.

Now that the old world has collapsed, and while the last of the old guard are being slowly rooted out and devoured by the zombies, the Phoenix Group is building the *New Internet* free of government constraints, and working on their manifesto to outline the plan for a better society. One in which communication and the sharing of ideas is free, and everyone is equal and enlightened. They are said to be working on (or sitting on) *the cure* until the world has seen the light and is ready to accept their master plan. In the meantime, they are said to be hidden and quietly continuing “their work.” This includes establishing the infrastructure to the *Phoenix Communications Network* or the New Internet that will be open to everybody. The rumor claims the Phoenix Group is making an organized effort to provide *right-minded people* with the information and help they need to survive, build safe haven communities, avoid raiders, fight off the dead, tear down the remnants of the old government, and reclaim the Earth for rebuilding as the Phoenix Group believes it should be rebuilt. These rumors say that if you find a cache of weapons, supplies or medicine someplace you would not expect, it is the handiwork

of the Phoenix Group, and you may be recognized as one of the enlightened. Or on the road to enlightenment.

The Phoenix Group’s primary targets for destruction are military operations (even those helping survivors), soldiers, law enforcement officers, political figures, political and religious organizations, corporate leaders, and anyone who seems to be trying to bring back or preserve the old government and corrupt society. For the Phoenix Group, there is no status quo, no going back to the old ways. That means all the old political infrastructure, including religious organizations, must be destroyed. All the old institutions are considered corrupt and bad. They must be left behind in the wreckage of the old world in favor of new, enlightened ways to live.

Whether there is any truth to this rumor, or whether the Phoenix Group ever really existed, let alone caused the Wave, is unknown, but it is unlikely. However, there are survivor groups, probably inspired by this rumor, calling themselves **The Soldiers of Change, Ops Phoenix** and **Phoenix Group Sub-Chapters**, out there, working to make their perception of this rumor a reality. Or in the hopes that the founding Phoenix Group will welcome them into the fold and give them protection and membership in the new world order they are helping to create. Such groups actively subvert any government factions and military operations that do appear, even if they are trying to save and protect lives. The Phoenix Group devotees kill anyone who looks or behaves like a soldier or police officer. They torture and assassinate politicians, destroy historical documents, and set fire to museums that have anything to do with the old government or history of that nation. Government buildings, police stations and military bases are vandalized, booby-trapped or destroyed, but only after being looted of weapons and resources. They even undermine survivor communities that use the laws, rules and policies of the old government. The zealots born from this rumor target government leaders, politicians and business people for death. Their credo, “Let the old ways die so that a better world (designed by them) may rise.” In the 1960s, their battle cry might have been, “Down with the Man,” and “Death to Capitalism.” These self-proclaimed “rebels” and “soldiers of change” are dangerous fanatics trying to push forward the misplaced agenda of an organization that probably never even really existed, except as a rumor. The irony being that a rumor without substance has given life to a twisted fantasy that is becoming a dark reality in a world some already consider to be Hell on Earth.

What makes members of any of the Phoenix Group factions truly dangerous and unhinged is that they are willing to sacrifice innocent people for their insane beliefs as well as die for their cause themselves.

If the Phoenix Group really did exist and cause the Wave, they are the architects of global genocide and continue to take lives to create *their* delusional vision of a better world. Throughout history the outcry for a better world has been the call of every rebellion and new movement, however it is also the justification for every madman and cutthroat with a plan to “fix the world” to



do it through bloodshed and the slaughter of the innocent. So it is with the followers of the mythical Phoenix Group.

Project Living Space Quarantine

Project Living Space Quarantine is one of the crazier rumors. It claims that the government is creating special homes for survivors designed to either trap zombies for easy extermination or to lock down zombie invaders when they manage to breach the outer wall of the home. On the inside, the homes are under constant observation by 24-hour security teams who alert the occupants to danger, hopefully in time for them to make it to a safe room. The security force then notifies emergency responders to deal with the trapped zombies. The homes are said to be equipped with remote-controlled inner doors and walls that slam down to isolate and contain zombie invaders until an extermination team arrives. This mechanism is also used to trap the living infected with “zombie germs.” Each home also has a special furnace to cremate the recently deceased so they cannot rise as new zombies. Being constantly watched by the authorities in your own homes will be a small price to pay to insure that you are not murdered by zombies in your sleep.

According to some versions of this rumor, the government is placing these anti-zombie homes at random locations where survivors can find them and start a haven community around them. Other versions of the rumor suggest that entire neighborhoods of these homes already existed at secret locations where the wealthy and government elite evacuated just *before* the Wave hit. This, again, goes back to the belief that the Wave and the Zombie Apocalypse were deliberate, and that the government was responsible.

Another version of this theory has it that the government was not responsible for the Wave or the zombies, but are building such homes as the solution to a world of zombies. According to them, these homes will become the future of post-apocalypse living, and they are being constructed and tested even as this rumor spreads. Some theorists have drawn plans for what they envision these new miracle, zombie-proof homes to look like. Of course, most of these designs are deeply flawed: unrealistic, expensive, physics-breaking, or simply ignorant of how tough zombies really are. Many come with plans for automated laser turrets or sentry robots or counter-gravity levitators and other wild nonsense. Perhaps needless to say, no one has ever encountered any of these anti-zombie homes, let alone an entire neighborhood of them.

Project Abandon Ship, also known as Project Genesis

This theory suggests the “chosen elite” within the government, and their families, escaped Earth entirely to live among the stars. It claims the elite live new lives, safe on the International Space Station or a secret space station, or even a Secret Moon Base.

There are also theories of space-based super-weapons, like satellite lasers or gravity rail guns which can safely wipe the Earth clean of the living dead from orbit whenever they choose. As the theory goes, the elite in space intend to have the zombies destroy what’s left of human civilization, then wait a few generations until the Earth replenishes itself and returns to a lush paradise to begin anew, centuries from now.

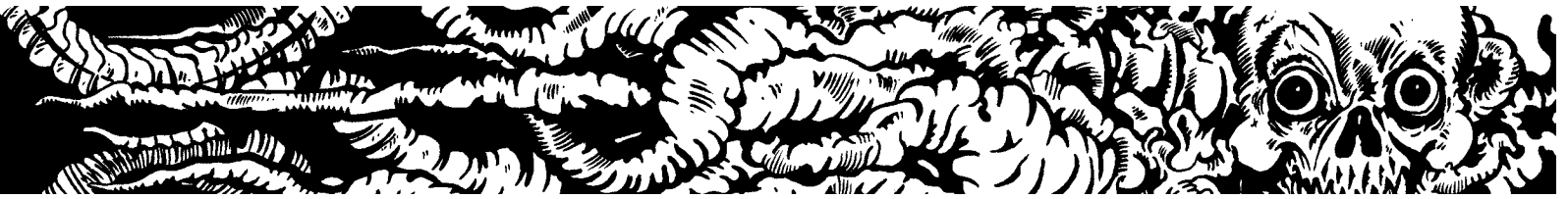
Other theorists say that the *New Orbital Elite* have left Earth and never looked back. They are on their way to colonize other worlds and leave the rest of us down here to rot. Those in favor of this theory point to secret allegiance with aliens from another world or dimension since the Roswell cover-up. Some wonder if the Zombie Plague is not the handiwork of aliens. Perhaps Earth was sold or traded to the aliens. This theory has it that the Wave was the way to clean the planet of the human pestilence that occupied it, and the zombies are the means to hunt down and destroy the human survivors immune to the disease. When all living people are gone, the aliens will deactivate or otherwise destroy the zombies and reshape the Earth to their own particular needs.

The Demonic Invasion Theory

An increasing number of survivors are starting to believe the zombies are supernatural in nature. Whether they are the result of some natural unknown phenomenon, magic, or something else (some blame government experiments in time travel or teleportation that opened a door to the realm of demons that has caused the dead to rise), a supernatural explanation and mounting superstition is becoming acceptable. Among the religious and fearful, some believe the plague and the zombies are punishment from God. Still others say they are demonic invaders that have a supernatural entity or dark god of some kind pulling the strings. It then goes to reason that if that entity/god can be found and slain, or banished, exorcized, or appeased in some way, it should bring an end to the zombie apocalypse. This theory, and others like it, are shockingly common and have spawned countless tiny (and growing) survivor groups led by death cultists, self-proclaimed prophets, seers, and messiahs who claim to know the “path to salvation” or way to find the monsters’ demonic ruler and destroy it. These prophets and psychics promise safety and a future for those who are willing to accept them as their spiritual leaders and follow them.

A variation of the supernatural theory is that the zombies are a gift sent to end the old corrupt world in order to create a new, better one. The people who survive Hell on Earth will be the worthy, and shall find a way to corral and control the zombies, and turn them into indentured undead servants. Zombie helpers to protect the survivors, plow the fields and do the hardest work for their living masters. This world will become populated by people working toward bringing heaven to Earth, because they have survived Hell, know Hell and strive to be the best they can be because of it.

Of course those with a more dystopian outlook believe they are being punished and that though they may learn to control



and command the dead, they will be forever at war amongst rival tribes of survivors and the untamed, wild zombies scattered across the globe.

Forget the zombies, just survive, agenda

Many other survivors believe that the zombies came into existence independent of any outside controlling forces, or feel that knowing how they came into being is not important. Forget the government and conspiracy theories. For them, pulling together to preserve human life and destroying the zombies one by one is the only way to kill them and take back our world. It will take time and conviction, but it is the only way. And yes, let us learn from the mistakes of our past and rebuild a gentler, kinder world than the one that has just died. This is the philosophy of a growing number of survivor groups, starting with the **Road Reapers** who perpetually spread this philosophy and save lives while doing it.

THE SURVIVING GOVERNMENT

By Taylor White and Kevin Siembieda

It is really up to the Game Master as to whether or not *the government* has survived the Zombie Apocalypse in any capacity whatsoever. Having them around may spoil the fun of an independently-minded player character group. On the other hand, having any fragment or fragments of the government and/or military can provide a sense of order and clear objectives for player characters who are soldiers or government operatives.

Such surviving pieces of the government or military may have good or bad intentions. The majority of the leaders and their people may be dedicated to high ideals and a powerful sense of duty, or may have gone rogue. Player characters who are part of any organization that is trying to save lives and restore a sense of order may serve as protectors of the people, advisors or defenders of small or large Safe Haven communities, or function as helpful allies to survivor groups, and/or engage in rescue and other field missions, including medical operations and zombie extermination squads.

Bad guys who are members of an evil, self-serving or ruthless government operation are likely to be dangerous rivals to everyone else. This could make them villainous bandits and raiders, would-be tyrants and brutal leaders in a cruel new world. They may be law and order zealots, self-righteous saviors, military extremists, control freaks or dangerous madmen with any number

of twisted or self-serving agendas. These rogue factions and villainous survivors of the old world are likely to see themselves as the men and women who still hold the reigns of power or who represent the new world order. This may make them agents of doom exterminating not just zombies, but anyone they fear is “infected” or “dangerous” to them, or who gets in their way. Others may function from the shadows as mysterious *Men in Black* observers or keepers of dark secrets. Or the Game Master may find rumors and tall tales of government factions to be little more than smoke and mirrors – a convenient plot device that may or may not be real but whose rumored existence can drive the plot and story, and motivate player characters.

GOVERNMENT CONTINUITY ENCLAVES AND ENCLAVE CREATION TABLES

Game Master note about using the random tables: Random tables are always provided to give the G.M. ideas and options he can quickly and easily use to create characters, stories, rewards, etc. In the case of the section below, the tables are for creating possible government enclaves. Organizations and fragments of the government that may still linger and have plans for “their country” post-Zombie Apocalypse. HOWEVER, none of this is written in stone. Please feel free to modify any of the categories to fit the needs of your game, or completely create your own. This is true of all tables. They are a guideline and source of inspiration you can adjust as you deem suitable. Likewise, while the tables in this sourcebook are written specifically with the United States in mind, they can be applied to most national or state governments, worldwide. Enjoy.

Government Continuity Enclaves are places where federal government personnel/staff live and work. These places are usually bunkers and secret underground compounds secluded in national parks, built into the sides of mountains, hidden on or under a large military base, or built underneath major cities. Though, technically, they do not have to be located at such places, this seems to be the norm. That said, any place where government or military personnel are still following a bureaucratic hierarchy and maintaining a “keep the machine running” mentality can count as an enclave. (**Note:** And the kind of places targeted by members of the *Phoenix Group*, *Retro-Savages*, and *Death Cults*.) The people living in these enclaves – many of which are tiny sanctuaries that have survived due to their remote, isolated, fortified locations – are no better off than any other survivor camp. For most, it is



their *sense of duty* and *the idea* of continuing the operations of the government that gives them something to live for. The well intentioned government enclaves' hope is that they can rebuild the country and make it strong enough again to support the citizens who live there. Power-mongers and fear-mongers are likely to see themselves poised to become warlords and the masters of the hellish world they have inherited.

Player characters who are part of a government enclave have jobs that get them into action beyond the safe walls of the secret base or bunker. A lot of what goes on in the real world at these secret installations and bases is paperwork and record-keeping, or surveillance and monitoring of communications. None of which is particularly glamorous or fun to play in a game. Players will want their characters to get out in the world, fight zombies, save lives and do things that keep them and their superiors safe, or try to rebuild society. The latter may involve looking for survivor camps and other government enclaves, and helping anyone they can, in any way they can, along the way. Zombie extermination as well as supply runs and reconnaissance (going into zombie infested areas) and rescue missions are all the exciting, action stuff players want in their adventures.

Characters attached to a government enclave are likely to be loyal to it and work to bolster the enclave's defenses and to further its agenda – which may or may not accurately reflect the intentions of the government before it collapsed. Remember, any part of the government and military that has survived the Wave and the advent of the Zombie Apocalypse is likely to be cut-off and *on their own* just like everyone else. They may speak with the authority of their government office, but what does that even mean anymore? The leaders and members of that specific government enclave are calling the shots and doing what *they believe* is their duty, their jobs and/or what their last orders instructed them to do. Many are likely to try to fulfill the responsibilities of their organization or office and do so with good intentions. Some will do that better and with more compassion than others. Some may be brutal and heartless, hardened by what they have seen and experienced, or motivated by fear for their own survival.

How any of this may play out in your games is up to the Game Master and his players, but being members of a government enclave, whether military or not, can provide strong direction, missions and fodder for adventure. This could be a good, fun way to go for player characters.

Of course, not every **Dead Reign O.C.C.** will be suited for government work, but most should fit somewhere. In some cases, the character could be a family member or sub-contracted employee, or Joe Average Citizen taken in by the enclave, and he does his best to pull his weight. Moreover, not every government enclave has trained soldiers. Some have only a few, or even no soldiers/defenders/security personnel. That means while some situations could have player characters who are soldiers, spies, detectives and law enforcement personnel, other situations involving government enclaves could be mostly or entirely pencil-pushers struggling to survive in a hostile world of zombies. They may have access to some weapons, but they are, in effect,

Ordinary People who are safe for the moment at a fortified base, bunker or secret location. They may have access to government secrets and information, but little of that matters against zombies.

Whatever the case may be, it is all fun and challenging. Think inside and outside the box. Game Masters and players, challenge yourselves and your characters to survive in this crazy world where the dead reign and human life could be on the brink of extinction. Any of the possibilities can provide interesting role-playing opportunities, avenues of adventure and inter-party conflict. Have fun with it.

Government Staff Composition Table

The populations of most government enclaves are small, 4D6x10 people. This includes the entire staff and their families, and any security force. (For many that is only 2D6+2 soldiers, Secret Service or hired security.) Smaller enclaves are not likely to last long unless they are, indeed, locked away in a secret vault or bunker. Enclaves of any size may devolve into barbarism, mutiny or dissolution. Much larger enclaves may be possible, but are rare, if they exist at all. Game Masters, be careful with very large organizations as their resources and manpower may spoil the elements of the setting, including terror, uncertainty, day-to-day survival challenges, scarcity of certain necessities and discovery in the world of the dead.

Roll percentile dice or pick one to determine the vast majority of government workers who are in this enclave. **The Survivor O.C.C./Ordinary People** starts on page 85 of the **Dead Reign® RPG**.

01-20% Civil Servants: These are just regular folks who managed to get into a shelter or bunker. They are likely just office workers and clerical staff who have been lucky enough to survive this long. There will be some kind of leadership based on the old hierarchy, with office managers and security staff (if any) at the top.

Roll up these characters as the Survivor O.C.C. Student: College and/or Computer Technician or any ordinary person with clerical or bookkeeping skills.

21-40% Specialized Workers: These bureaucrats are highly-skilled and probably have not stopped working since the Wave first began. They could be research scientists, engineers, civic planners, or just high-ranking bureaucrats. Their skill sets could be all over the place, but they will have big plans for reconstructing the country after the zombies are gone.

Roll up these characters as the Survivor O.C.C.: College Student, Scholar/Professor/Scientist or Engineer: Electrical or Mechanical, or Communications Engineer or Computer Programmer.

41-60% Career Politicians: Senators, Congressmen, State Governors, and other elected officials who were whisked away by security forces. These people will be great speakers and have



intimate knowledge of how societies function. Typically, the partisan politics and shadow games of the old world will have fallen away. Only the most petty or ambitious politicians will hang onto old party divisions.

Roll up these characters as the Survivor O.C.C.: Entertainer or Con Artist (similar skills and proclivities, but not a criminal), or Scholar/Professor/Scientist, but could come from almost any walk of life and be any Ordinary Person category except criminal or police.

61-80% Heads of State: These are top-ranking government leaders, including members of the President's cabinet, foreign ambassadors, and other lawmakers. These are the people who ran the government from the top down, and may have the highest ambitions for fixing things.

Roll up these characters similar as above, the Survivor O.C.C. Entertainer or Con Artist (similar skills and proclivities, but not a criminal), or Scholar/Professor/Scientist, but could come from almost any walk of life and be any Ordinary Person category except criminal.

81-00% Military: Government operatives who are predominantly trained soldiers and some support personnel operating by an established military hierarchy and protocols. All tend to be law and order types looking for a way to establish a beachhead to battle the zombie hordes and begin to rebuild their country. The leaders of this enclave believe their training makes them the most qualified to be calling the shots to restore the nation and protect the innocent.

These forces are likely to be organized, direct and forceful, and have high ambitions for fixing things. Most are men and women of action. Combat troops are likely engage in operations *they believe* is their duty and/or the fulfillment of the last orders given to them by a higher authority. Which, by the way, could be, "hold your position and wait for further orders." Whether there are top ranking brass from the Pentagon present is up to the Game Master, but a very real possibility.

Roll up these characters as the Soldier O.C.C. described on page 82 of the **Dead Reign® RPG**. Any non-combat personnel are most likely to fall under the Survivor O.C.C. categories of Engineer, Communications Engineer, Medical Doctor and Paramedic, and any of the Computer occupations.

Goals or Standing Orders Table

An enclave's purpose, goals or standing orders direct how the group conducts itself and address the types of missions and operations it will conduct. Its primary purpose and goals are likely to be long-term and put into place early on, and most likely have not changed. However, the enclave may have been given final orders before communications went down and governments vanished in the wake of the Zombie Apocalypse. These agendas and final orders might have been determined by one the enclave's own leaders, or by whoever initially set the staff in place, or by a higher authority such as the head of the Centers for Disease Control, the Pentagon, a regional leader, military commander, or the White

House. In the latter case, it probably came from a Cabinet Secretary, but possibly as high up as a General from the Pentagon, Vice President or even the President. Their goals could also have been selected by democratic process, or may be limited to whatever their resources can actually allow. A particularly large or well-functioning enclave could have the manpower and resources to have three or more goals. Most small and medium enclaves are likely to focus on one or two primary agendas. Bear in mind, these goals and purposes can be interpreted quite broadly. For example, the purpose of *saving lives* or *disaster relief operations* could be interpreted to mean medical treatment, food drops and evacuation of survivors to Safe Havens being established by the enclave itself, to helping survivors in other ways, to fighting zombies, since killing the monsters saves lives and secures areas as, at least temporary, safe zones.

01-10% CDC or similar Disease Control or Emergency Crisis Response Team: These are federal specialists trained to recognize, respond to and deal with disasters resulting from acts of terrorism and enemy aggression that utilize terror, biological and nuclear warfare, including toxic gas, germs, and other methods of mass murder and terror. All of whom are highly organized and efficient. Among their ranks are scientists, chemists, doctors, nurses, paramedics, first responders, firefighters, and (5%) security personnel (soldiers or law enforcement, probably FBI or Homeland Security), as well as support staff which should include computer specialists and clerical personnel. Few or no military personnel, weapons or combat vehicles, but will have access to ambulances, firefighting trucks and gear, and medical field equipment, drugs and access to labs and a clinic or small hospital facility.

In the aftermath of the Zombie Apocalypse, these guys are likely to be looking for the cause of the Wave and zombies so that they can create a cure. (They'll be looking for a cure regardless of knowing the origin of the Wave.) They may also be rescuing survivors, treating and releasing survivors, studying select survivors, and eliminating threats specifically to their continuing operation. However, a lot of outright combat and zombie slaying, or organized, military scale extermination of zombies is **not** going to happen with this group. Nor is this enclave going to establish safe havens or take in survivors unless those survivors can help them with finding a cure or a biological means to destroy the zombies (i.e. fight biological warfare with biological warfare). Ultimately, this type of group is likely to remain isolated and secretive, helping survivors in a peripheral and indirect way while they search for answers and a cure. Equipment includes light vehicles, trucks, ambulances, oxygen masks, full environmental suits, and access to laboratory facilities, quarantine chambers, and the federal and military database and files on biological and nuclear warfare.

11-20% Mitigate Disasters: These workers are trying to make the Zombie Apocalypse a little easier on everyone by maintaining the country's infrastructure and making things safer. They clear roads of debris and stalled vehicles, do simple repairs on bridges and railroad tracks, put up barriers and fences to try to block the movement of zombie hordes, and leave trails and signs



to help travelers. When a fresh disaster strikes, these workers are out there assessing the damage and trying to determine if there's any way to fix the problem. Unfortunately, many recent disasters are beyond their ability to fix. In that case, the mission is more about helping anyone who was affected by it, and alerting other survivors to the continuing dangers that the disaster has brought. This group is likely to have a number of engineers, construction workers, and laborers, as well as some first responders, but no military or combat personnel.

21-30% First Responders or Emergency Response: This group is likely to be composed of local police, firefighters, paramedics, a few doctors and nurses and their support personnel. Odds are they are active in helping and rescuing survivors, providing medical treatment based on available supplies and helping people escape zombies, not heavy combat with, or extermination operations of, the zombies. That means they fight long enough to rescue people in trouble and make good their escape, or to get the supplies they need. They may help anybody in need without questioning whether they are good or bad people, raiders or death cultists. Equipment includes light vehicles, small trucks, police vehicles, ambulances, fire trucks, firefighting and rescue equipment and gear, including such things as the jaws of life, bolt and metal cutters, crowbars, axes, basic tools, rope, pulleys, ladders, oxygen masks, and access to a small clinic or laboratory with basic hospital equipment (X-ray, EKG, various other scanners, 1D4 operating rooms, and a couple of hospital wards). There are likely to be no military personnel as part of this enclave; maybe a few (1D4) police officers.

31-50% Provide Disaster Relief/FEMA/Red Cross: This enclave reaches out to survivors and helps them. This could mean giving out supplies (food, drinkable water, medicine, clean clothes, blankets, soap, fuel, etc.). It could also mean giving out information on where people can find supplies on their own, known Safe Haven communities, or warnings of encroaching dangers, and even trying to establish safe havens. Weapons and ammunition are NOT typically available to such an enclave and never provided in disaster relief. There is no security force for this group. This enclave deals with fundamental human needs to survive. Naturally, enclaves that help survivors must make sure their own stockpiles of food and supplies are safe and secure, first, before helping others. Likewise, they are likely to need to send out acquisition teams to find and return with supplies from the ruins of civilization in order to continue to provide help for survivors. The enclave may try to establish safe houses, survivor communities and medical clinics (probably mobile units). They will not wittingly help survivors known to hurt or rob other people, such as bandits, raiders, psychos, cultists, etc.

51-60% Reestablish Communications: This enclave has some communications gear, which could be modern satellite and internet lines, or could be older radio or ground-based telephone systems. Their primary goal is to connect with any other government enclave, survivor camps, military units, or private bunkers that have their own communications equipment. People can trade

news, rumors, and warnings with each other. Plus it also just helps to let people know they aren't alone out there.

61-70% Observe and Wait: This enclave does not help or try to contact anyone else. In fact, they work to keep themselves secret and hidden from view as much as possible. Their main function is to watch the Zombie Apocalypse from a safe, defensible location, and remain passive, objective observers. They may feel that their survival or continuity efforts are fragile and untenable, and any interaction with the outside world would put them in jeopardy. They may also feel that they, alone, are the elite of the nation and are simply biding their time until the zombies and the unclean plebian masses all wipe each other out. This enclave will have protocols and plans already written for how they should stay hidden, wait and rebuild when the time is right. 1D4+1 high ranking public officials are part of this group and one third of its personnel will be military personnel led by a director of operations that is either NSA or CIA.



71-75% Military Defense: This enclave is military, homeland security or law enforcement. The staff includes troops and support personnel with a military trained leader, hierarchy and protocols. Their job, to protect and preserve their nation, its government and its laws. Unfortunately, this purpose can be interpreted very broadly to justify all manner of good or evil. They have communications equipment, basic medical, light to medium combat vehicles, riot control equipment and gear, assault rifles, shotguns, side arms, batons, shields, and smoke, tear gas, and flash grenades.



76-85% Military Control: This enclave is military or NSA. The nation is in total chaos so they are now the law and perhaps the leaders of the country. Half the personnel are trained soldiers, the other half support personnel who follow military protocol and hierarchy. The leader is a military commander with his own hierarchy of subordinates. Their job, to protect and preserve their nation and its top leaders/elite by any means necessary, as well as to defend their position and eliminate all immediate threats. Unfortunately this purpose can be interpreted very broadly to justify all manner of good or evil behavior. Enclaves such as this are likely to fight only to hold and maintain their own stronghold and any new bases of operations they may establish. They have communications equipment, and medium and heavy combat vehicles, including tanks, APCs, helicopters, combat drones, and possibly combat aircraft. Full combat gear and body armor is available to each soldier as well as limited access to heavy weapons, grenades, mortars, rockets and rocket launchers, machine-guns, and other man-portable and light vehicle-portable heavy weapons. These guys are ready for war, or more to the point, ready to reclaim the nation via force when the time is right.

While one might think the members of this enclave would be out front and center saving lives and establishing safe havens and survivor camps, or battling zombies, they are much more likely to do very little but hold their position and gather intelligence. Their job is to protect the remnants of the government and its secured leadership at secret and defensible locations. If no viable, recognized leader appears to command them after 8-18 months, at some point the top leaders within their own enclave will take charge and surface as “official” representatives of the US government and leaders of the new world. How well that works out is anyone’s guess.

86-90% Military or Law Enforcement self-preservation and the New Leaders: The old government and law enforcement are gone. This is a new world. A living hell where only the strong survive. And the members of this enclave intend to survive. This group probably sees themselves as the elite or lucky who must survive so that they can lead survivors, rebuild and rule over survivors in a new world order. They are as militant, organized, brutal and probably as ruthless and myopic as any cultists or other fanatics. The difference is they have some remnants of the old military or law enforcement at their disposal. Any “safe haven” community established will be for their own preservation. Only survivors who are subservient to them and possess skills that can contribute to their group’s survival and the advancement of their plans to become the new power base in the post-apocalyptic world are accepted into their enclave or survivor communities. Might makes right, and they have the might.

Equipment and gear is probably limited to police and National Guard type gear: riot control, side arms, assault rifles, some shot-guns, basic body armor and radio communications gear, basic medical supplies, and light to medium trucks and combat vehicles, but may have 1D4 heavy armored vehicles, even a tank or APC or two, or a couple of combat helicopters. They are the new

power in town and any survivors taken in must accept them as their leaders and obey or be exiled or killed.

91-95% Preservers of Civilization and Culture: This enclave refuses to let the old world die completely. Civilization is not dead. It is still out there in museums and secure vaults. The members of this enclave rescue artifacts and documents integral to the United States government, its history and culture. They may conduct daring raids on government buildings and museums of all kinds to “rescue” priceless antiques and documents such as the Constitution and the Declaration of Independence, diaries, and other records and works of art related to the depiction of history, government and culture. While they do important work, they are generally more concerned with collecting and protecting these items in secret archives than helping their fellow man. Any assistance to survivors is likely to be self-serving or a short-lived moment of compassion. They do, of course, fight and work to keep themselves supplied and able to continue their important mission. In a time when survival against impossible odds is almost everyone’s top priority, this enclave knows their life and death rescue of antiquities will be appreciated by future generations to come. There are plenty of other groups and individuals helping people survive.

96-00% Covert Zombie Research: The members of this enclave take it upon themselves to learn everything they can about the zombies. Their reasoning is, every mystery they solve or secret they uncover only helps the survivors and combat forces fight and destroy the monsters. These scientists and researchers are looking for ways to destroy zombies, prevent new zombies from being created, and possibly uncover the original cause of the zombie plague, pretty much in that order. Their findings may be disseminated freely into the general populace, or they may hold onto this information until a higher authority makes itself known, or until their data better serves their group’s own needs. Secretive, hidden, and avoids contact with most survivors.

Enclave Location Table

This is the enclave’s stronghold. This is where they are hunted down and base their operations. Most government enclaves were established before the Wave, and so they have all or most of the equipment, water, food and supplies their staff needs to function for 8-18 months, sometimes longer. All have some kind of power source, usually from generators, but could also have solar, hydroelectric, geothermal (NORAD) or a connection to the local power supply. Gear includes whatever that particular type of government agency needs, be it office supplies and computers or military weapons and vehicles. All have some kind of communications equipment, water purification system, hot and cold running water, living quarters, offices, meeting room, war room/operations center, a cafeteria, multiple storage lockers, a garage or hangar, and possibly an armory and gun range or training grounds. Those with medical or science orientation will have some laboratories, at least one operating room (if not several), and related gear and equipment.



Security at government enclaves is always tight, with reinforced metal doors or hatches, some of which are more like the doors to a vault or airlock, and all sorts of identification and access protocols. If you do not have the proper clearance and fit the I.D. requirements, you do NOT gain access. Period. No one can just wander in from the outside, and there are usually posted guards, cameras, fences, barbed wire, and heavy blast doors.

01-10% Aerial Sanctuary Aircraft: Although this could be Presidential aircraft *Air Force One*, it could also be any number of government aircraft designed for limited habitation. The living space on an official airplane is cramped and confining in an emergency like the Wave, in which it was probably filled to capacity or pushed a bit beyond capacity. An ideal, mobile aerial refuge for long or short periods of time; a couple of days to a few weeks. In our apocalyptic scenario, such an aircraft needs to refuel every 36 hours. This can be done in the air via special refueling aircraft or by landing at any airfield, provided it is not overrun with zombies or controlled by bad guys. Any maintenance issues are almost certain to require landing. Keeping the aircraft fueled and in the air becomes a serious problem as the population dwindles and military personnel are overrun or abandon their posts. After the first few weeks of the apocalypse, when military air bases begin to collapse under the weight of the ever increasing numbers of zombies and people getting sick with the Wave (and turning into zombies), these aerial refuges needed to land. Probably at a secret air force base like Area 51, NORAD, Wright-Patterson Air Force Base or a similar large and fortified, secret or government controlled locations. The alternative is a forced or crash-landing anywhere in the western hemisphere. **Game Note:** It could be a fun adventure to find *Air Force One* or similar aerial government refuge crashed or landed in the middle of nowhere. Is the President or any of the First Family and other government officials still alive? Are they in trouble? Do the player characters need to rescue the President and his family or staff from members of the Phoenix Group or Retro-Savages, or cultists? Or do our heroes have to fight and slay the zombified President and his retinue? Or what if the players find the aircraft, all fueled up, full of supplies and ready to go — except there is no pilot, crew or passengers. They are just gone!

11-20% Floating Fortress: When zombies started taking over the land, one of the best options for survival seemed to be heading out to sea. This enclave is based on a battleship, aircraft carrier, standing oil rig, shipping vessel (full of consumer goods), or commandeered (or disguised to look like a) cruise ship. The floating fortress probably makes frequent trips to dock at ports or to ferry smaller vessels to land to scope things out and scavenge for supplies. The Captain and any military or government leaders aboard also know where naval and secret supply depots and caches are located for resupply, including fuel.

21-30% Underground Bunker: This place was built long before the Wave, probably during the Cold War. Many such “bunkers” and “secret bases” were decommissioned after the fall of the Soviet Union and turned into museums, theme hotels, or sold off to private owners. The enclave could be based in one of

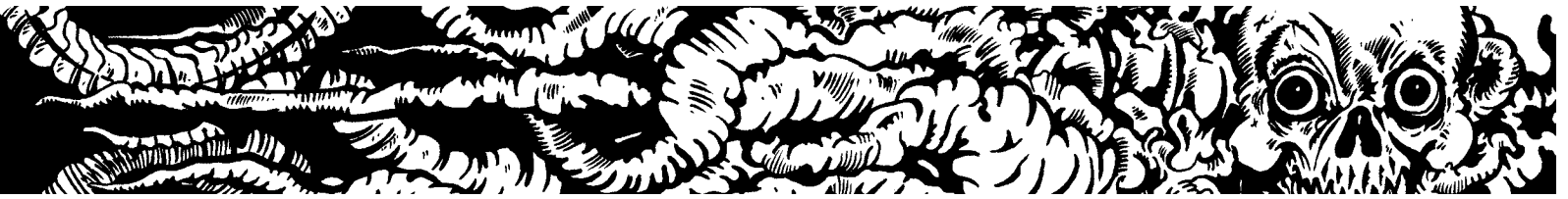
these *old bunkers*, or in those left operational and modern equivalents; the latter modern bunkers are not on any civilians’ maps. An underground bunker will be difficult for anyone to locate or get into, including zombies. The best ones have hidden entrances and are not marked in any way. **Game Note:** All it takes is one zombie or someone who got sick, died, and turned into a zombie, to contaminate the sealed off environment and lead to everyone’s ultimate demise. If that is the case, there could be a wealth of untapped food, water, weapons and supplies locked inside a bunker like this. In that case, there are 1D6x10+30 zombies also locked inside the bunker; four to ten times that number if this was a medium-sized or largish underground hideaway.

31-40% Isolated Community, Base or Outpost: Rural towns fared a little better during the Wave than the cities did due to smaller, scattered populations spread out over farmland or wilderness. Many did not have any hospitals or relief centers nearby, so the sick and the dead were carried away to places where they could be cared for. When the dead rose, there were fewer zombies even if the entire community had eventually succumbed to the Wave. Many small towns and farms remain capable of sustaining life. This enclave either runs a town of civilians or is just squatting in a collection of homes and shops with none of the original residents living there. Or there could have been a small outpost or station, or even a quiet, small military base that, unknown to the civilians, harbored a secret underground emergency refuge, bunker or compound.

41-50% Mountain Retreat: Hidden in the side, base or valley of a mountain is a secret underground emergency shelter, refuge, bunker or compound. On the outside it looks tiny and unassuming, perhaps something as simple as a communications or radar tower, a generator and a concrete hut (large or small). What nobody knew is that the “hut” is the entrance to a secret, government hideaway or installation built into the mountain.

51-60% Desert Retreat: Located in the middle of nowhere, right out in the open, is a secret underground refuge, bunker or compound. On the outside it probably looks like a small and unassuming weather station, earthquake monitoring station, old military testing range with a communications tower, or even a hunter’s cabin. What nobody knows is this is the secret location and entrance to a Top Secret government installation built under the floor of the desert.

61-70% Urban/Industrial Hideout: Everyone assumes secret government bunkers and installations are built in the side of mountains or under the desert, or some other remote location. That is not always the case. They may be built under a military base or even under an active factory or office building in the middle of a major city! For example, there have been persistent rumors for more than four decades about a secret tunnel located inside an unnamed General Motors automobile factory in the city of Detroit. The access door to the tunnel is unmarked or marked “maintenance.” The tunnel is said to go on for as far as the eye can see. It is said to stretch for more than two miles (3.2 km) and is rumored to lead to a secret military installation, purpose unknown. Urban legend? Maybe. Maybe not.



71-80% Commandeered Private Estate: This enclave is based out of a government official's home. This is likely to be a mansion with several or many acres of land and possibly other small buildings (garage, cottage, servants' housing, stables, etc.), and may even have a private helicopter pad. Definitely not the average middle-class house in the city. It could be owned by a high-ranking member of the enclave: a senator, congressman, governor, general, admiral, head of the FBI or CIA, or an executive-level administrator, or other government leader. Somewhere below the estate, probably accessed via one of the buildings, is an emergency bunker or secret emergency installation. The entire compound may be fenced off and patrolled, or only the secret compound is guarded.

In the alternative, this could be an ordinary estate taken over and militarized by the government or some branch of the military. The original owners may be active and willing participants, or dead, or the inhabitants were turned into zombies. Or the inhabitants may still be alive, but have seen their home take over by martial law and are now prisoners in their own home. They are not involved with the enclave's missions or goal, and have to deal with having their estate seized by the government. For better or worse, he and the other inhabitants of the estate are under the protection of the government.

81-90% Military Base: It is well known that some military proving grounds and experimental research centers like the notorious *Area 51/Groom Lake* in Nevada, and *Aberdeen Proving Ground* in Maryland, have a sprawling, Top Secret, underground compound and even underground hangars! Another secret base is rumored to exist at *Wright-Patterson Air Force Base* in Ohio. *Area 51* and *Aberdeen Proving Ground* are rumored to be massive top secret installations, but other secret refuges may be considerably smaller and probably located in remote locations. It is believed that some missile silo bases in *Michigan, Missouri, Oklahoma, Nevada, and Nebraska* actually harbor secret installations and bunkers. Such facilities would have been locked down and sealed to the public as soon as the crisis emerged. The only civilians allowed being authorized workers and government officials, and perhaps their families, with the proper clearance.

Many military bases were overrun by zombies shortly after the Wave. Many of the civilians who fled to these bases seeking protection or armaments also fell to the zombies. Odds are, the surface of these bases are still overrun by zombies, and any survivors trying their luck to secure fuel, weapons and supplies at military installations do so at considerable risk and with varying degrees of success. Usually ending in a hasty retreat or a bloody death. HOWEVER, below ground, in the Top Secret installation, could be the remnants of the government and hundreds of troops and support personnel. If the player characters should run across a base that has been cleared of zombies, they might have uncovered the location of a secret enclave. On the other hand, the enclave may want to leave the zombies unmolested to chase away scavenging civilians, looters and raiders. The enclave is, after all, secret for a reason. Having civilians or bandits hanging around could be a problem. In fact, it is possible that defenders

of the secret compound may herd the zombies toward visitors to make them leave. Anyone who gets too close to the truth may be captured or shot, depending on the attitude and purpose of the enclave.

91-95% Sealed-Off Urban Zone: When the Wave really got going and the zombies were pouring out into the streets, many citizens took things into their own hands. They banded together to fight and created barricades, blocking the dead from getting into their neighborhoods. They moved trucks and cars into positions to build makeshift walls, and used other materials such as concrete dividing walls, sandbags and barbed wire. The perimeters defended with guns, spears and bludgeons. Most of these zones only lasted a short while before the survivors were overwhelmed by the sheer number of the risen dead. A scant few have lasted, becoming proper survivor camps and walled towns. A small percentage of sealed-off urban zones that are still around may have been established by military troops, National Guard or law enforcement and are run by government officials. Some have become enclaves for the government. The enclave may be the primary authority or run the haven in cooperation with private citizens. Either way, the enclave has considerable influence and power over the community, and may pursue its secret agendas without their civilian counterparts knowing anything about them.

96-00% Halls of Government: This enclave is made up of those who stayed behind when everyone else fled or died. The government people of this enclave continue to run their operations as best they can from secured areas, offices, and basements inside government buildings. This could be a state capitol, a federal building, courthouse, jail, city/county building and so on. In Washington D.C., many of these buildings have small fallout shelters in the basement, or were designed to defend against aggressors. In most other communities only a few of these buildings have a secret, emergency stronghold or bunker hidden inside, so the enclave works from areas of the buildings that have been secured and cleared of zombies, at least for the moment. The walls, doors, and windows will have been sealed up tight, and missions into the outside world are hectic and fraught with danger.

Military Personnel Table

Many government enclaves had military personnel on site to provide protection or as some kind of joint continuity effort. Many more had soldiers who were ordered away to some other operation during the global crisis and fell to the risen dead.

Unless an unusually high-ranking government official recognized by the military is part of the enclave's staff, the military takes charge. Moreover, the military are not under any civilian authority and are likely to be following orders from an outside source or the last order from a superior before the collapse of human civilization (neither of which may exist anymore), or have taken charge. The military assumes the role of the leaders as is dictated by the laws of martial order during times of upheaval. It should be the perception of most military (and government officers) that the role of leadership and establishing order is their job.



Pick the one that is most appropriate or make a random roll.

01-40% None: The members of this enclave are on their own for protection, security and fighting.

41-70% Small Security Team: There are 2D6+6 soldiers, National Guardsmen, law enforcement officers, or professional hired security who guard the secret base and bunker and its personnel. At some Top Secret facilities, security may be handled by Secret Service agents, FBI, and even the NSA or CIA. Weapons and equipment are likely to be basic combat or riot gear, including standard body armor (vest), automatic pistol or submachine-gun for a side arm, assault rifles, a few shotguns, and a few smoke, tear gas and shock grenades. Nothing heavy; no tanks, jets, combat helicopters, etc.

71-90% Well-Armed Platoon: 2D6x10 soldiers and enough guns and ammo to keep any zombie mob or raider gang away from the enclave. May have access to a few light or medium combat vehicles, humvees, APC, jeeps, light trucks, transport helicopter or patrol boats.

91-00% A Full Company or More: 1D6x100 soldiers and enough gear to start their own war. They have communications equipment, medium and heavy combat vehicles (including 1D6 tanks, 2D6 APCs, 3D6 Humvees, 1D6 light helicopters, 1D4 combat helicopters, 1D4 transport helicopters, 2D6 combat drones, and possibly other aircraft or watercraft); each soldier is equipped with full combat gear and body armor and there is limited access to heavy weapons, grenades, mortars, rockets and rocket launchers, machine-guns, and other man-portable and light vehicle-portable heavy weapons.

Recruitment Policies Table

Government enclaves are sure to lose members through sickness, accident, disasters, combat and zombie attacks. This is even more true with their outside field agents. They may, from time to time, need to bring in outside help when workers go missing or can no longer fulfill their duties. Of course, introducing outsiders into the enclave has its own share of trouble and danger. You never know who you can trust, who might challenge your authority or steal and cheat. Heck, one of those eager, bright recruits may simply be casing the enclave for an attack from raiders, warlords, looters or cultists. As a result, they may hire outsiders, like the player group, using trade goods of all sorts as enticement and payment. Still, the enclave will need to bolster its numbers from time to time. This table presents how open they are to bringing new people into the fold and basic requirements and policies.

Note: In all cases, the “new guys” must accept the leadership, operational rules, procedures and protocols of the group, and prove themselves to be reliable team players that are loyal to the enclave and its agenda. This provides benefits such as being issued weapons, ammunition, vehicles and supplies that belong to the enclave, but the recruits are allowed to use as per their jobs and missions, as well as a place to sleep or live in a safe environment (secret bunker, vault, stronghold, military base, haven community run by the enclave, etc.) with access to medical treatment,

food, fresh water and basic amenities and teammates to support and rescue them.

01-25% Free agents only: The enclave is not bringing aboard full members, but they may contract certain jobs to outsiders. These missions are either too dangerous or undesirable for the enclave’s regular or limited staff, or may require a certain skill set or mentality (loose morals, that is) that no one in the enclave possesses. Free agents are usually compensated well for their efforts, and success in one mission may lead to more later on.

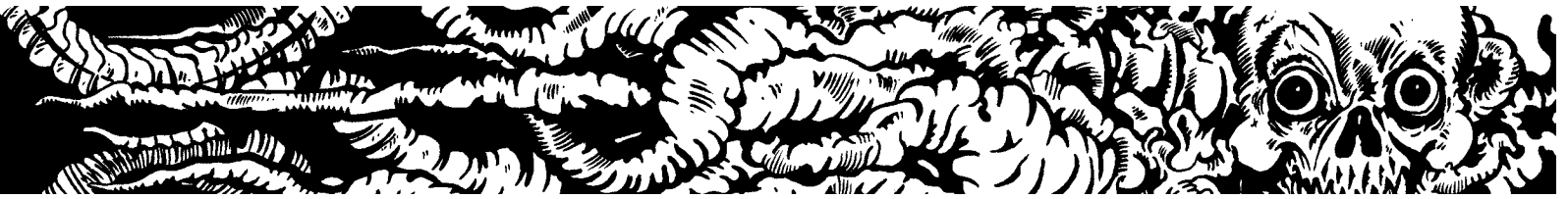
26-50% Open recruitment for those who can pull their weight or have special skills: The enclave is expanding or needs reinforcements to fill recent losses. They seem fairly friendly toward outsiders and strangers and are always sizing them up as possible new members to their group. This enclave will consider any requests to join their group or work for them, but really only want people who possess special skills (and/or something they need, like a lot of guns and ammo, a tank, etc.) and are sympathetic to their cause. Anyone who joins must exhibit loyalty, serve a purpose and push forward the enclave’s agenda. If the recruit cannot contribute or questions their methods and goal, they are rejected or kicked out. Strong loyalty and cooperation is expected.

There is definitely a short training phase for people accepted into the enclave. Followed by an extended trial period (1D4+4 months) before the new recruit is considered a full-fledged member. However, there may be long, lingering trust issues and scrutiny among some individual enclave members. All new members have to prove themselves time and again to these doubters, even though they may have officially been welcomed as a member of the team. Whenever there is a problem or mistake, leadership looks first at the “new guys” to blame.

This enclave is likely to hire outsiders, trading goods and services, for their services, but always keeping them at arm’s length. It may also have connections or allegiance to one or more Safe Havens or other survivor communities.

51-80% Actively recruiting: The enclave is always on the lookout for desirable new members, and actively pursues talented and gifted survivors, but takes in any survivor, young and old, skilled and unskilled. They may be terribly understaffed, or might simply be growing at a fast pace or building a Safe Haven for survivors outside the immediate confines of their enclave. They may talk up potential recruits with patriotic rhetoric (*serve your country, a bold new beginning, Uncle Sam needs heroes like you*), but also have something to offer in return. As noted at the beginning of this table, members of an enclave have access to their facilities, services and even weapons, ammo and vehicles to use on missions that help maintain, protect and grow the organization. Resources are likely to be stretched to the limits most of the time, because they do accept most people. Note: The ones they reject and kick out are those who are a constant problem, troublemakers, thugs, criminals and other untrustworthy or dangerous individuals.

81-00% Closed to outsiders: The enclave is not looking to bring in more people, and probably do not even work with outsid-



ers on a freelance basis. This enclave is likely to be secretive and aggressively hostile toward anyone who pries into the enclave's business, operations or motives, and those who appear to be a threat on any level. Best to avoid this group.

Enclave Attitude Toward Civilian Groups

This is how the government enclave treats civilian groups and survivor communities.

01-30% Respectful and helpful: The enclave recognizes local survivor authority figures and actively works with them towards mutually beneficial solutions and goals. However, both remain separate and are not likely to trust each other completely. This arm's length approach means the enclave may not share everything they know nor make all their resources available to the survivors, and vice versa.

31-50% Respectful for now: This enclave is not necessarily helpful. They recognize survivor leaders, but only so far as the national emergency extends. The plan is, once the zombies are gone and it is time to rebuild, these civilian authorities must relinquish any power they may have and dissolve their station, turning things back over to the *real government*.

51-65% No respect. Open aggression: The enclave rejects any civilian authority, does as it pleases, and follows its own agenda whether or not their actions are disruptive or destructive to the civilian survivor group(s). When questioned or asked to consider other options, the enclave informs the civilians they have no rights or authority over them, and if they don't like it, to get the hell out.

Any resistance or protests by the civilians are met with violence. The civilians' concerns and petitions are ignored and all civilians are treated like second-class citizens by this enclave, or worse. As far as the government enclave is concerned, is the civilians who need to comply to *their will* or get out of their way. There is no respect nor consideration for the rights or needs of civilians. Even civilians who turn to this enclave for guidance and are willing to do anything they ask in order to get their protection and help, are largely ignored or manipulated with little actual concern for their welfare. To this enclave, these people are either a liability or collateral damage waiting to happen. Nothing more.

66-80% Openly respectful, secretly manipulative: The enclave plays along, acknowledges civilian leaders and groups, and seems friendly and cooperative. However, the powers behind the enclave are secretly using the civilians for their own purposes and ends. This could mean using them as guinea pigs in experimentation, using them as laborers, pitting them against perceived threats (like raiders, cultists and rival groups whom the enclave feels threatened by or wants eliminated), using them as cannon fodder, scouts, scroungers, spies and all manner of things. Likewise, the members of the enclave may manipulate members within the civilian group to eliminate leaders they don't like or to get them to do things that further the enclave's agenda.

81-00% We are the Law. Aggressive and Authoritative: The hard-liners within this enclave refuse to accept any authority

but their own. They do not acknowledge any civilian leaders or group springing up among survivors as having any authority. In most cases, these deluded survivors and any claims of sovereignty or independence are ignored. In other cases, they are expected to do as they are told by the real authority, the members of the enclave. In the worst situations, the enclave considers outspoken and uncooperative civilians and survivor groups to be lawless and dangerous rebels, anarchists, or criminals ignoring or trying to usurp the true law of the land. Force and violence (or covert ops) may be used to try to bring these rebels in line and under their authority. This could mean military law, to assassination or blackmail of the civilian leaders to control them, to outright obliteration of the defiant group.

Enclave Authority and Recognition by the People Table

Although maintaining continuity of operations technically places government enclaves in charge as the highest authority around, most know they cannot exercise that authority against the independent survivors who are running amok in the streets and fighting zombies, unless they have a small army. And most enclaves do not have a small army at their disposal. As far as many survivors are concerned, the government is gone – nonexistent. Unless the enclave can offer them protection or services, they have no need for their bureaucratic garbage and orders. The only law is every man for himself. Without a visible government authority and enforcement (soldiers or police), the law is meaningless and the authority of any government enclave is questionable and tenuous at best, unless they have the muscle to enforce their claims of authority.

Such enclaves can posture, threaten and make all the claims of authority they want, but ultimately, survivors are concerned with the basics of survival: their hungry bellies and the advance of the zombie hordes. Government agents who can respect that should find their dealings with regular citizens go much better. Again, might makes right, so unless an enclave has a show of force or makes them believe they have more power and resources than they really have, nobody is going to follow their orders. Another reason for many secret military and federal enclaves to remain isolated and operate in secret. Those who go public or are working to help survivors need to win support via their words and actions.

01-20% Meaningless and ignored: The people do not recognize the authority of this government enclave or agency, and ignore them. The survivors do not try to interfere with or undermine this enclave, they just don't have anything to do with them. That's okay if the enclave is secretive or feels the same toward them. It is not so okay if the enclave has good intentions and really wants to help survivors, fight zombies, or establish Safe Haven communities. In short, the people want nothing to do with the enclave. This may be transferring their fears, dis-



appointment and/or hatred for a government that proved to be impotent and helpless during the crisis, or simply the belief that there is no government or authority over them, and they can choose to live as they please.

21-40% No trust: For whatever reason, whether deserved or not, the civilians do not trust these feds. Everything the enclave says or does is viewed with suspicion and questioned. There is some cooperation, but the civilians hold back their full support as well as information.

41-60% Resentful and uncooperative: The civilian population dislikes and resents the enclave for its interference, bossiness and lack of significant help, and/or for imposing its authority upon them. Civilians resent their presence and seldom work with the members of this enclave unless forced to do so or unless there is something tangible in it for them. Neither shares information with the other and they are rude, disrespectful and condescending toward each other.

61-80% Accepted and welcomed: The civilians trust, respect and work with this enclave. Whether deserved or not, the enclave has won the hearts and minds of the survivors in the area, and with it, their complete cooperation and full disclosure. The survivors consider the enclave their comrades, protectors and even friends.

81-00% Hated as an enemy: Survivors consider this enclave to be self-serving and dangerous. They treat its members as an enemy with open hostility. In fact, the enclave and the civilians may hate and/or fear each other to the point that they work to undermine or destroy each other. Whenever the opportunity arises, each side tries to steal, raid and hurt the other. Even under the most dire of circumstances, neither side is likely to come to the other's aid, nor join forces against a common enemy.

Mediating Civil Affairs Table

As sworn officials in the United States government, many enclave members, particularly leaders and politicians, feel a duty to help survivors by mediating conflicts and disputes, serve as a judge and administer justice, and create new laws, rules and regulations to avoid conflicts and disputes. Government workers, especially those who worked in law, the judiciary, congress or the senate before the apocalypse, can be valuable impartial judges or advisors to help all parties come to a fair and reasonable resolution or issue punishment. Of course, some enclave members may choose to stay out of the interpersonal affairs of survivors, leaving such things up to the locals.

01-20% Fair and Unbiased: The members of this enclave are happy to step in to help survivors settle disputes and establish law and order. They listen to all sides involved in the issue or crime, and deliver their best and fair verdict or advice. They still know that they are outsiders in the affair, and no one is under any obligation to listen to them, but they do what they can to help. Most people respect their decisions and act upon them.

21-40% Spirit of America: The members of this enclave do not get directly involved in disputes or establishing law and order, but instead try to "inspire" the affected parties to resolve things on their own in a fair and judicious manner. The enclave member(s) is likely to make patriotic speeches or hand out books and outlines that detail the kinds of trials and disputes the civilians are dealing with, and may offer opinions and many possible solutions to consider, rather than a final decree or verdict. The idea is to allow the civilian leaders and the people in their communities to operate independent of the federal government while still upholding the underlying values and ideals of the United States of America. This keeps everyone on the same page philosophically, allowing for better communication and integration back into the country once everything calms down a bit. And it keeps the enclave's hands clean of any unpopular or bloody decisions or acts of retribution.

41-60% Letter of the Law: The members of this enclave count among its members a large number of policy-makers and legal experts who are willing to mediate and judge civil affairs, but they make their rulings by the book and even record proceedings and write rulings. This can drag out minor squabbles into long, tedious disagreements, and requires both sides to present their cases in a manner suitable to the enclave's "court." Moreover, some may not take into consideration the extraordinary circumstances of the post-apocalyptic world, while others are quite harsh because of the extraordinary situation, with exile and death penalties common.

61-75% Local Authorities: Members of this enclave refuse to make rulings and offer little, if any, advice. They leave all the important decision-making to the locals. When they do offer advice or recount precedents, it is from the old way of doing things and does not take into account the extraordinary circumstances of the post-apocalyptic world.

76-90% Hanging Judge: Desperate times require desperate measures. The judiciary of this enclave is a no-nonsense tribunal who is fair but extremely tough due the extreme circumstances of the post-apocalyptic world. Offenders who commit serious crimes of rape, torture, kidnaping and murder, as well as repeat offenders or proven of robbery, are either exiled or put to death. There are no resources to waste on keeping prisoners for more than a couple weeks, and repeat offenders are punished severely and usually either *exiled* with whatever they can carry (his family can go with him, but their pleas for leniency go unheard) or *executed*. This may include crimes of stealing a person's food, weapons, horse or vehicle! All things that could result in the loss of one or many more lives or loss of additional property people need to survive in this hostile environment.

91-00% Indifferent. No help: This enclave does not get involved in the disputes and tribulations of the little people's problems. They have their mission and much bigger things to focus on. The people will have to fend for themselves.



RELIEF CENTERS

Disaster relief centers were set up soon after the onset of the plague that became known as **The Wave**. People fell ill so quickly and in such fantastic numbers that hospitals, emergency rooms, and immediate care centers were unable to cope. Emergency management teams from the government and humanitarian organizations started converting churches, schools, community centers, stadiums, parking lots and military bases into places where the sick could be quarantined and looked after. Aid came in from charities and donations, in the form of food, medicine, tents, cots, blankets, soap, books and toys for children. Anything people would need to ride out the sudden pandemic that ravaged nations around the globe.

At the rate people were falling victim to the initial sickness, relief centers were springing up everywhere. Medical crews and volunteers worked tirelessly to comfort the ill, but unfortunately, there was nothing anyone could do. Whatever this sickness was, it didn't respond to modern treatments. In a matter of days, the relief centers were filled to the brim with victims of this new

plague. And people were told to stay home or chose to stay home, and wait for help behind closed doors.

And then, nearly all at once, everyone started dying.

The deaths at the relief centers and all over the world were just as sudden and mysterious as the sickness. There was no explanation for any of it.

When the victims of the pandemic came back from the dead and starting attacking the people who had been trying to help them, it became total panic and chaos. A horror show beyond comprehension.

And things only got worse from there.

Relief centers, just like hospitals, military bases, and urban centers, are among the places that the survivors in the world of Dead Reign have learned to avoid. Although many of the dead left to chase down escaping victims or to search for living people elsewhere, relief centers are still crawling with zombies. However, when supplies are low and the zombies appear scarce, making a suicide run into one of these places could prove fruitful in securing medicine, medical supplies and equipment, as well as fundamentals such as sleeping cots, blankets, pillows, bottled water, bandages, and food. They have been relatively untouched since the Wave began, and there may be a treasure trove of useful supplies inside.

Relief centers vary in size and capability. The largest were set up at convention centers, stadiums and military bases. They can hold thousands of people comfortably, while the smallest may only have held a few dozen. Chances are good that those thousands are now zombies, wandering aimlessly or hibernating and patiently waiting for desperate survivors to stumble upon them. Some locked inside and hungry.

Regardless of size, relief centers are all set up roughly the same, with the same types of supplies, facilities, capabilities and purpose: to help the victims of the Wave.

Some things survivors are likely to find in an abandoned relief center are:

Cell Phones: Cell phones are common items found at relief centers by the dozens if not by the hundreds, and even found in the pockets of some zombies. By the time the Zombie Apocalypse hit, technology had made cell phones much more than a simple communication device. They offer many applications that can be of service to survivors. (Especially if your time line is modern day.)

Recharged cell phones may no longer function (or not function well) as a means to communicate, but they remain useful as *pocket-sized, portable cameras and video and sound recorders* for people who have a need for such a thing. And there are actually many uses for a cell phone as a recording device. Selfie-sticks or one's own hand can hold a cell phone out to see what is lurking around the corner as well as to record all kinds of information: A new type of zombie, an important location, a particular building, street signs, equipment ("Is this what you are looking for?"), and people who may represent possible resources, help or danger. Showing someone a picture of the face of a cult leader or bad guy is much better than describing the guy with words. Likewise,



taking a photo of a street sign, address, building or landmark can be immensely helpful in locating it again, or avoiding the place. Video or sound recordings of meetings with strangers and people who have an offer, request, demand or ultimatum to deliver are also valuable. The recording captures tone and inflections, not just words, and preserves everything said, leaving nothing to memory.

Survivors can recharge their cell phones via car chargers, solar devices and wherever there is electricity, provided they have the right simple equipment like a car charging cord. When the equipment, wi-fi and power source is available, photos and information can also be shared with other electronic devices, tablets and computers, even on the Internet, if available.

The value of a cell phone goes beyond photos and recordings. Many have an app that enables it to be used as a flashlight, some have a compass capability, others count footsteps and link to health monitors. All have alarms and sounds that can be set to a specific time or which can be used to create sound and light to distract, lure or confuse zombies (and other survivors). Music and games can be used to entertain and help pass time. Recorded messages and photos of loved ones can be used for sentimental reasons and motivation, not to mention mobile phones can be used as the timers for bombs and electronic devices, and other applications.

Computers, Tables and Paperwork: Folding tables, notepads, reams of paper and workers with laptop computers, printers and a few tablets were used to register incoming disaster victims. Again, without new manufacturing, things like paper, pens and pencils might find an increasing value. Laptops are only as good as their batteries last or if the survivors have a means of recharging them – which for enclaves is easy. Otherwise, there is nothing especially useful to survivors, unless they are searching for the names of someone who may have been here (Family. Friends. A loved one. A doctor.)

Emergency Operations Center: A large office, separate from the living spaces and probably behind fences and locked doors. This is where the relief center staff coordinated their efforts with first responder teams and emergency rescuers. Many of them could communicate with their larger parent organizations; either the federal government or some other group. There may be a wealth of data and information here for intrepid survivors. They may find the locations of other relief centers, supply drops, regional offices, coordinating hospitals and National Guard bases, donation distribution centers, and known survivor gathering locations, as well as notes about the Wave and symptoms. Maps may also be available as well as walkie-talkies, computers and a perhaps a video camera or two. There could even be secrets or revelations about the zombies themselves. Who knows, maybe the people at this relief center found out something about the Wave and/or the zombies that no one else ever did.

Entertainment Devices: Relief workers knew it was a good idea to keep the people under their care relaxed, occupied and distracted, so they wouldn't worry so much about their illness or the huge mess going on outside. Children especially get restless

and bored. So there is likely to be a good supply of DVD movies (mostly comedies, kid's stuff, and family films), music CDs and data sticks, books, and activity kits with coloring books, crayons, stickers, etc., maybe even a few stuffed animals, dolls and action figures. There are books and periodicals for adults as well. These items and portable music and movie players can bring relief, distraction and nostalgia to survivors in this world too, and they have some value in trade to people who haven't given up on technology.

Fencing: Tall steel fences are often erected as a means to keep people corralled into specific areas and to keep looters and the uninfected out. Fences isolated the sick from the healthy, and later on, the dead from the living. Although they are of little use to survivors, fencing may provide a useful barrier against zombies. If the characters can find the keys to the gates or have tools to break open locks and chains, or to cut through fencing, they can move through the fences with ease. And with keys, they can lock up behind themselves to keep zombies and thugs out. If the characters have some large vehicles, they can even take the fences down and use them in their own camps.

Each section of fencing is 10 feet (3 m) tall and 10 feet (3 m) wide; some topped with another foot or two (0.3 to 0.6 m) of barbed wire. There are interlocking bolts to connect sections of fencing in any length. They are built to keep people from climbing over them, so any attempt to do so suffers a -40% Climb and -30% Prowl penalty. The fences have an Armor Rating of 16 and 200 S.D.C. each.

Living Spaces: This is the area where the refugees/disaster victims were kept. Again, this will vary according to the size of the relief center. There are cots, sleeping bags, small tents, pillows, blankets, and all kinds of small personal effects that people had on them. There are precious few useful things to scavenge from the dead, as most sick people and family members just brought things like family photos, electronic devices, books, magazines, and personal information (birth certificates, etc.). Many of the sick and dying had nothing when they came to the relief center. Still, the characters may find the odd battery, bottle of water, snack bars, booze, pocketknife, pen flashlight, car keys (for a vehicle nearby), or first aid kit. Weapons, alcohol, and drugs (sometimes even prescription medication) were most likely confiscated upon entry into the relief center, so there may be a huge stash of these items in a nearby office. Of course, there are plenty of wallets and purses with cash and credit cards in them, but such things have no value in the world post-apocalypse.

Medical Treatment Facility/First Aid Station: The relief centers were set up to help victims of a plague, so the majority of its space and resources went to medical treatments and care of the ill. Sick people needed beds, IV fluids, antibiotics, blood packs, and fever reducers. Most of this medication is perfectly good even months after the apocalypse up to a year or two later. Even expired meds one or two years beyond their expiration date can be used, but at roughly half their usual potency. The bad news is there are also likely to be heavy concentrations of zombies in urban areas as well as inside and around the medical facility.



And depending on when the player characters arrive in search of meds, the facility may have been looted by other survivors, but there may still be some medication and supplies.

Mobile Kitchen: Mobile kitchens are huge trailers brought in by semi-truck to help prepare meals for disaster victims and workers alike. They have everything a modern kitchen cook could ask for: ovens, stovetops, griddle-tops, deep fryers, refrigerators and freezers, pots and pans, cutlery, utensils and cookware, sinks and cleaners, water and a fire suppression system. Unfortunately, most of the food has rotted away, leaving only dry goods, condiments, canned goods and boxed meals as edible food.

Portable Toilets: If the relief center was located in a place that had its own plumbing and restrooms, they would have become pretty foul within a few days, but manageable with frequent maintenance. Those without indoor plumbing or which required additional toilets, would use chemical toilets located in portable stalls (port-o-potties) that don't require running water. But they are still a far cry from clean. After the crash of civilization, working toilets are a luxury, and port-o-potties are something a survivor community might really need or want. Natural biological decay has taken the edge off of some of these filthy places, but not by much. In any case, there is not likely going to be anything useful to scavenge in toilet areas other than the portable toilets themselves.

Water Treatment/Storage/Purification: Getting clean water to refugees was a priority for relief center workers. Water cooler containers came in by the truckload, donated by charities, beverage companies, or by the city's water company. Relief center workers also bought cases of bottled water from retail stores (as much as they could get, what with everything flying off the shelves in those frightening days of scarcity). Some relief centers even had portable water purification plants, or relied on consumer water filters.

Signs of Passage: It is likely the player characters are not the first survivors to wander into an abandoned relief center. Depending on the zombie population and the desperate needs of other survivors, the facility may have been already looted – more than once. It is possible survivors/looters have been in and out of the facility for weeks or months. That may not be all bad, because they may have left clues to other supply stashes or the existence of survivor communities. Those who fell victim to zombies and never made it out alive might have dropped medical supplies and/or weapons, a backpack with other supplies or loose items left where they fell. That means even a looted relief center might have items survivors need, if they have the time to scrounge around for them.

It is also possible people are still present at the medical facility. (Game Master's discretion, and may depend on the timeline of the Dead Reign setting you are playing.) People present may be innocent survivors looking for supplies and medicine they need, or they may be holed up someplace inside where it is safe, or unable to escape due to the number of zombies blocking the exits, or they may be bad guys with bad intentions. As always with encounters, the G.M. determines if these survivors are good

guys or bad people, and whether they may be willing to share resources and/or possess helpful information to share and even invite the player group to join them. Of course, such a meeting could go badly. These people may have a, "We claimed it first," attitude and be unwilling to share and ready to fight to keep it. Or they could be cultists, bandits or another dangerous group of survivors.

An intact relief center full of supplies could be a godsend to any group of living people, even bandits, raiders, and cultists. They may not wish to share with others, or may let them wander around unmolested long enough to ambush them and steal what they found and take whatever they want from them (or try to do so). If it looks like people have been to the location since the place was abandoned, the player characters need to be extra cautious.

Random Equipment in Abandoned Relief Centers Table

01-03% Tents: 2D6 tents in good condition. Each can hold up to four adults comfortably and provide protection against the wind and rain. G.M. Discretion: There could be a 01-20% chance that each tent that was built and used (not compacted for carrying) contains 1D4 hungry, dormant zombies. Also, roll again on this table to see what else may be inside the tent.

04-06% Cots: 4D6 cots in very good to excellent condition. There are ten or twenty times more, but they are stained in blood, gore, body fluids, and other materials. And some still have a rotting corpse and maggots laying on them! Many of the "used" cots are probably okay for use if thoroughly cleaned, but survivors may be justifiably concerned that some are contaminated with the Wave virus or other germs and bacteria. Making those in good condition most desirable. Each cot is a sheet of canvas stretched over a light aluminum frame that folds up for easy transport. Good sleeping when a mattress cannot be found.

07-09% Sleeping Bags: 4D6 sleeping bags in very good condition. Will keep the character from sleeping on the cold ground. 20% chance of holding at bay a Crawler zombie.

10% Dog Food: People were discouraged from bringing their pets to the relief center. This food was for rescue and helper animals. 1D6 cases; 24 cans to a case. They are labeled with flavors like "Steak & Bacon" and "Chicken, Fish, & Cheese." A find for survivors with canine companions. And though not intended for human consumption, desperate times ... may lead to other uses.

11-13% Medical: Hand Sanitizer/Anti-Bacterial Soap: Used to kill bacteria on hands, clean wounds, and sterilize utensils. +2 to save vs bacterial based diseases.

14-16% Medical: Bandages and Basics: 4D6 packages of large, padded bandages, 3D6 small bandages, 6D6 rolls of gauze, 1D4 rolls of surgical tape, a box of ordinary bandages with 1D4x10 left in the box, plus two full tubes of first aid antibiotic ointment like Neosporin (increases healing and reduces chance



for infection), a bottle of iodine, a large bottle of hydrogen peroxide, a splint and a box of plastic surgical gloves with 6D6 pairs still in the box.

17-19% Medical: Pain Pharmaceuticals: Consumer pain relief (ibuprofen, aspirin), or hospital-grade pain meds (codeine, morphine, etc.), antibiotics, etc.

Pain meds: +5% to save vs coma/death and reduce any penalties due to pain/severe injury by half. *Aspirin* and similar meds reduce fever (and associated penalties) by 30%. Note that hospital-grade painkillers have a narcotic quality to them and can lead to an addiction if the character abuses them. They are also likely to make the patient sleep for 2D6x10 minutes after taking them.

20-22% Antibiotics: Antibiotics kill the bacteria that cause infection, but are useless against illness caused by a virus like the flu and the Wave. **Antibiotics:** +15% to save vs coma/death, +1 Hit Point or +2 S.D.C. recovery per 24 hours of healing and prevents infection and gangrene from wounds.

23% Medical: Doctor's Equipment/Tools: A bag or case with the instruments a physician needs to examine and treat patients, including stethoscope, pen flashlight, 2D6 tongue depressors, mirror, 2D4 surgical gloves, a computer tablet, some basic painkillers and antibiotics, surgical kit (needles for suturing, sutures, 1D4 scalpels), surgical staple gun, pair of scissors, prescription pad, notepad, two pens, 1D6 packages of gauze, and everything you might expect in a first aid kit. Might (50% chance) include the necessary tools for surgery or for conducting an autopsy. +10% to relevant Medical skill rolls.

24% Medical: Kit for making a cast: Splint, wrap, plaster and everything you need to set a bone and make a cast for an arm or leg.

25% Medical: Portable X-Ray Machine: 1D4 of them. The G.M. may substitute other portable medical items if he so chooses.

26% Medical: Portable Defibrillator: 1D4 defibrillators. Used for starting/stimulating a stopped heart.

27% Medical: Portable EKG Machine: Electro-Cardiogram machine for monitoring the heart.

28% Medical: Portable Lights: High-powered adjustable lights for examination and surgical/autopsy procedures.

29% Medical: Portable Generator: 1D6 small, portable generators.

30% Medical: Body Bags: 4D6 unused body bags. Hundreds of body bags that were used, most of them ripped open from the inside out. 5D6 sealed body bags zipped closed and moving with zombies bagged and inside!

31% Medical: Sheets: A cart with 2D4x10 clean, white sheets used for bedding and light covers.

32-34% Canned Food: 4D6 cases; 12 cans in a case. Roll to see what's inside: 01-15% Creamed Corn, 16-30% Clam Chowder, 31-45% Pork 'n Beans, 46-60% Chicken Soup, 61-75% Children's Pasta, 76-90% Cream of Mushroom soup, 91-00% Ravioli. Include their own pull-tab in case you do not have a can opener. In the alternative, these could be boxes of dry cereal of various types.

35-37% Bottled Water: 2D6 cases; 12 bottles in a case.

38-39% Weather Radios: Regular radios require either wall outlets or batteries to work. These have a crank you turn to power them up. Usually also have a built-in light. There have not been any radio transmissions for a long time, at least none saying anything of real importance. Still, you never know...

40% Professional Radio: This is heavy gear used to transmit on a wide range of frequencies. They were used to coordinate rescue efforts and send out alerts to survivors, but that was back when there was still power. And people. If the characters can power it up, they can send a transmission out there to whoever might be listening within a range of 40 miles (64 km).

41-43% Large Generators: These large, portable generators helped keep things running after the city's grid died. They run on gasoline or propane. The tank is 2D4x10% full.

44-46% Maps: Detailed maps of the local area, including streets and topography. These are probably covered in scribbles, used to conduct rescue efforts and make notes of zombie concentrations and possible supply stores. It's up to the characters whether or not they want to check these places out.

47-49% Lights: 2D6 work lights, 1D6 flashlights, and 2D4 helmet lights. They will need batteries, but otherwise they work just fine.

50-52% Packages of Batteries: 3D6 packages of fresh batteries (six batteries per package) of various sizes.

53-55% Tools: A metal box or rolling cart of basic hand tools, used in carpentry, repairs, and electrical work. All of them are in good condition.

56-58% Protective Clothing: When people started coming in by the busload with a strange disease, it was clear there was an epidemic going around. What was not clear was how it was transmitted. The relief center crew played it safe and dressed head-to-toe in hazmat suits, masks, and rubber gloves. These outfits protect the character from toxins, chemicals, the spread of disease, and radiation, but they are flimsy and fragile and useless in combat. If there are zombies around, some of them might be wearing these suits. 2D6 hazmat suits plus 1D6+1 coveralls.

59-61% Consumer Electronics: Laptops, smartphones, tablet computers, video game systems. All of them laying around, dead. If you can find a way to charge them, they might provide a nice distraction, but they are otherwise useless. 2D6 of each.

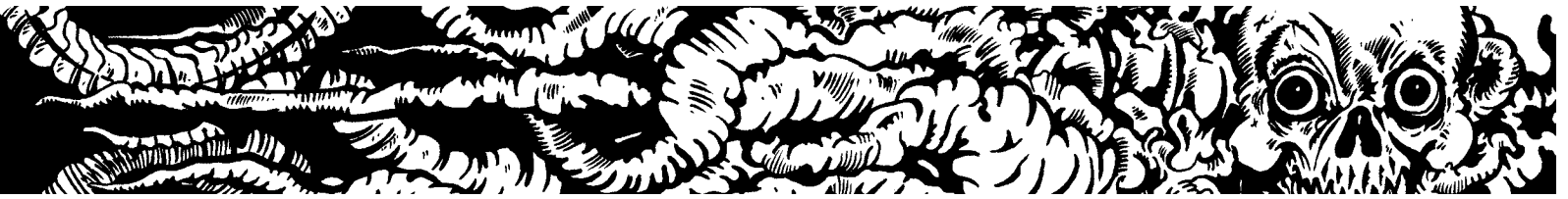
62-64% Thermal Blankets: 2D6 silver thermal blankets. They aren't pretty, but they will keep you warm on a cold night.

65-67% Mosquito Netting: Set up like a large tent, these protective screens keep bugs from eating you up while you sleep.

68-70% Portable Cooking Station: Small pots, pans, and utensils and a propane powered grill. Suitable for military use or for camping.

71-73% Basic Toiletries: 3D6 of each of the following: toilet paper roll, toothpaste/brush, deodorant, shampoo/conditioner, shaving razors/cream.

74-76% Flares: 2D6 road flares; inflict one point of damage as a weapon; or can be used to scare off one or two zombies.



77-79% Ambulance: 1D4 fully stocked ambulances are parked near one of the main doors or bay doors! This could be a huge find for a survivor community or something to trade to a survivor community.

80-82% Small Truck or White Panel Van: Roll to see what is in the back: 01-20% medical supplies (G.M.'s discretion). 21-40% Food (G.M.'s discretion). 41-60% 1D6x10 body bags of which half the zombies have already managed to escape from. They are dormant until disturbed. 61-80% Empty except for 1D6 50 gallon (189 liter) drums of gasoline brought in for the emergency generators! 81-00% a sleeping survivor who took refuge inside the back of the truck.

83-85% Police Car: A police car, with the keys still in the ignition. The car has no gas (it was left running). Inside the trunk is a first aid kit, a shotgun with 30 rounds of ammo, a flashlight, 2D4 road flares, a thermos with cold coffee in it, two billy clubs (inflict 1D6 damage), two bulletproof vests, spare tire, a tire iron and a jack.

86-88% SUV/Responder Vehicle: This is a rugged Sport Utility Vehicle used by relief workers and rescue teams to get through disaster sites, debris, light flooding, and zombies. It has a half-tank of gasoline, but the keys are nowhere to be found.

89-91% Shipping/Cargo Trucks: These 16-wheelers came in loaded with supplies for the relief center. Roll to see what's in the back. At least half the truck is still loaded with supplies. 01-20% Water for drinking plus 1D6 cases of coffee, 1D4 cases of powdered creamer, and a case of sugar packets. 21-40% Canned food. 41-50% Dry food, mostly cereal and snack foods like Pop-Tarts and granola bars; all good for at least another 12-18 months. 51-60% Cleaning supplies like bleach, soaps, detergent, etc., and includes 1D6 cases of toilet paper and 2D4 cases of paper towels. 61-70% Fresh linens: bed sheets, pillows, pillowcases, and blankets or towels. 71-80% port-o-potties (never used; 4D6+20 of them). 81-00% The decaying remains of 1D6x100 dead bodies stacked from floor to ceiling inside the trailer of the truck, of which 20% are zombies, dormant until disturbed. When the doors are opened, the stench is horrific and will hit the living like a ton of bricks. Roll to save vs non-lethal poison, 16 or higher. Those who fail their roll are overwhelmed, gag and vomit, losing half their melee attacks, all combat bonuses are reduced by half and no initiative for the entire melee round and for as long as they stand within 10 feet (3 m) of those open doors. The zombies inside will try to attack but half are stuck under the weight of the dead bodies. Still the few dozen that are able to crawl out are trouble.

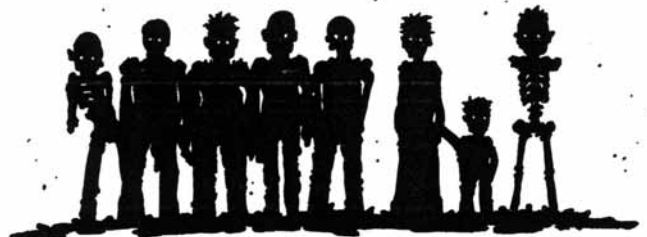
92-94% Domestic Cleaning Supplies: 4D6 various bottles and drums of soap, bleach and cleaning solutions used for cleaning and sanitation.

95-96% Weapons: Civilian Small Arms: 2D6 loaded pistols and/or revolvers and an additional 1D4x10 rounds of ammunition can be found after an hour of searching the facility. They may have been confiscated and placed in a drawer or cabinet in one of the offices, or found scattered among the belongings of the people who were once in the facility.

97-98% Weapons: Civilian: 1D6 loaded hunting rifles, 1D4 shotguns and 4D6 rounds of additional ammunition. The weapons may have been confiscated and placed in a cabinet, locker or the corner in one of the offices, or found scattered among the belongings of the people who were once in the facility or even just laying on the floor where they were dropped when the person fell victim to one of the newly risen dead.

99-00% Weapons: Military/Law Enforcement: 2D4 loaded assault rifles, one heavy sniper rifle, two combat shotguns and 1D4x10 additional rounds of ammunition for each weapon. **In the alternative**, the military grade weapons are 2D6 smoke grenades, 1D6 tear gas grenades, 2D6 fragmentation hand grenades, a flare gun with 1D4 extra flares, and 1D4 riot control shields and batons. The weapons were brought into the facility by the police or National Guard and probably belonged to forces assigned to help defend the facility and/or maintain order there. These items are likely to be found on the floor scattered throughout the facility where they were dropped when the soldiers or police officers fell victim to the risen dead as they suddenly began to rise and attack en masse.

Note: After several months have passed, at least 30% of the emergency relief centers will have been completely looted of valuables, especially the smaller facilities. Another 50% will have been partially scavenged and looted, leaving 20% untouched. There are two main reasons for this. One, most hospitals, schools, stadiums and makeshift relief centers are located in the heart of cities, where survivors must navigate through streets and buildings filled with zombies just to get to the facility. Two, the facilities themselves are likely to have a lot of zombies around and inside the buildings, and many more zombies at the location still trying to claw and chew their way out of body bags or find their way out of rooms and hallways. Most of these facilities had many hundreds if not thousands, even tens of thousands of sick people and giant piles of dead bodies before the dead rose. Game Master discretion as to what dangers and resources can be found at these and similar locations, but a locked facility will be crawling with hundreds or thousands of zombies – which is why it still has supplies. Odds are, the large facilities may just not be worth the risk to open up. Even Zombie Slayers and Road Reapers often leave these large buildings locked tight, even reinforcing the doors or erecting barricades on the outside and spray painting warnings on the walls, rather than unleash what could be thousands or tens of thousands of zombies onto the streets. **FYI Game Masters**, this and all notes and tables are guidelines for you to use as you deem best for your player group and the adventures you are creating. Use them as they are, change them, or create your own. Have fun.





DISASTERS

By Taylor White and Kevin Siembieda

The Wave is a catastrophe for mankind. A true apocalypse by any standard. The animated dead turn that catastrophe into a horror show that defies belief and makes disaster relief and recovery that much more difficult. Humanity's numbers have been reduced to mere percentage points of what they once were. And we are no longer at the top of the food chain. The living are now the hunted. Hunted by packs of reanimated dead, smart zombies and fellow survivors. The carnage alone has returned the Earth to a state more similar to a time before mankind's domination over it. That becomes all the more evident with the passage of time as lawns, parks, and gardens become overgrown, streets and roads are not cleared of fallen trees and debris, and animals start to resurge and fill in the gaps of the uninhabited cities and towns. The streets are quiet now, except for the hungry dead that wander them, and there is room for nature to creep back in.

The natural world has been continuing on its own course, unmoved by the plight of humanity or the proclaimed reign of the dead. Vegetation moves in, animals adapt, weather and nature proceed unhindered.

In the world before the Wave, government agencies and humanitarian organizations were there to mitigate disasters. There were people who studied them extensively, learning how they worked and what conditions caused disasters to come about, how to be prepared for their impact and how best to respond in their aftermath. Early warning systems were developed using high-tech devices and scientific methods. Regular folks were instructed on how to protect themselves from disasters. Education and communication prevented unnecessary deaths.

When disaster struck, there were agencies on the scene to rescue those who had been afflicted. Rescue workers and volunteers pulled them out of the rubble, led them to relief centers, and helped them get their lives back in order. Federal and state governments led recovery efforts. Rubble and debris were swept away. Bodies were buried. Memorial services were held for those who did not make it. Soon enough, relief money came in, which instigated new construction. Flowers grew over the ripped up earth. Ashes were washed away from the wind and rain. People mourned, rebuilt, and life went on.

Storms, floods, tornadoes, hurricanes, volcanoes and earthquakes still happen in this post-apocalyptic world. Only now there are no advance telecasts or warnings of the oncoming danger. While some of these natural events will trap, harm and destroy zombies, it is the living who must endure the danger and hardships and bear the full brunt of such disasters. Weather patterns are complicated phenomena that depend on a large list of factors and conditions. Hurricanes, tornadoes, flooding and droughts are still going to happen. Only now, there is no one to help pull disaster-afflicted people out of the rubble. No rescue teams will come to someone stranded in a flood, or trapped in a collapsed house. Fires and floods rage unchecked. No one knows if a com-

ing rainstorm will be a light sprinkle or herald the coming of a terrible storm or tornado. Earthquakes can topple cities and there is nothing anyone can do about it.

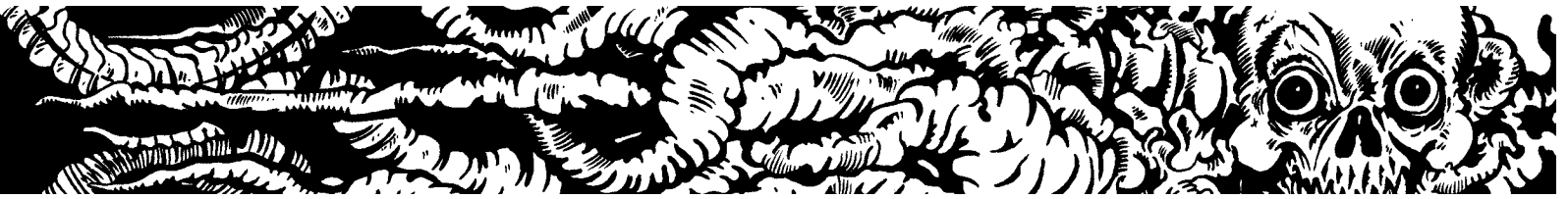
Everyone is on their own. Survivors in the world since the Wave are at the mercy of the elements. There are no more recovery efforts except whatever the random survivor or survivor community is willing to offer. Your fate may lay in the generosity of a complete stranger.

One of the real awful things about disasters, especially in the world of Dead Reign, is that they tend to compound each other. One disaster causes another, and things spiral into destruction until finally, some kind of equilibrium is reached and things settle down. The aftermath of that can be total devastation. Heavy rains may lead to flooding, which leads to a mud or rockslide and/or the collapse of buildings and bridges whose foundations are weakened; roads become covered in mud, rock, fallen trees and all sorts of debris – including zombies still hungry for the living washed away by the current. Signposts that still pointed the way to cities and locations are knocked down or covered up. High winds tear down electrical wires that might still have been carrying power to homes or buildings. Fires are a whole other story, burning down portions of wilderness and consuming entire neighborhoods and downtown areas, because there is no one to fight them. And fires may occur even during rainstorms.

What is most regrettable is that disasters that kill the living, rarely harm the walking dead. Fire, unless it consumes them completely, does not destroy zombies, but does make their appearance more gruesome and create abominations like Fused Zombies and Walking Graves. Floods do not drown zombies, but they may carry them to new locations where the dead can feed upon the living after the waters subside. And sometimes one disaster leads to another. For example, structure collapse is common to both fire and floods, and fire may occur during rainstorms (often from lightning strikes) and flooding.

That said, sometimes, depending on the nature of the disaster, nature helps survivors. In a fitting twist of nature's ambivalence, zombies are totally oblivious and helpless against most disasters. And that is something the living can take advantage of. People can take precautions, find shelter and try to flee a storm or disaster that they recognize coming. Zombies are oblivious and, with a few exceptions, never know what hits them. This can work to the benefit of survivors if they act quickly. Flooding and storm surges can temporarily wipe the streets mostly clean of the risen dead, trapping them under debris, mud and rocks, or washing them downriver or even out to sea. Fire chases zombies away. Both of these incidences give the living the opportunity to rush in, once the brunt of the disaster is over, to try to find valuable resources that have not been destroyed by the catastrophe, or use it as a way to try to reclaim a community while the number of zombies are minimal. The biggest danger of trying to reclaim an area after a flood is that it is probably vulnerable to future flooding, mud slides and disasters, so building there is probably a bad idea.

NO disaster, not fire, earthquake, flooding or overflowing rivers are going to eliminate all the zombies, not even close. Re-



member, the animated dead do not drown or suffer from exposure. Zombies automatically try to cling to objects like telephone poles, buildings, and trees, so a good number of them hold on until the flooding comes to an end. Others are washed into a debris pile, or carried to rooftops, and flounder until the water subsides before slogging it back to town or the new area where the water has taken them. Zombies trapped inside a building just float there or are tossed about by the current, but again, do not drown and are waiting inside when the water recedes and scavengers return in search of supplies. In an earthquake, a zombie may be trapped by debris, but does not die from its injuries nor from exposure or lack of food and water. It waits, patiently, for prey to come within its grasp. Likewise, fire may chase mobs of zombies away, but when it is over, they come sauntering back to wander the blackened ruins.

Zombies hate fire and back off from it, but only so far. While the zombies will try to keep ahead of the flames, they are likely to only wander 1D6+6 blocks away (about a half mile to a mile/0.8 to 1.6 km). While that creates an area where survivors could sneak in and try to salvage goods, they are fighting two ravenous monsters: the flames which may be coming their way and the zombies blocking their escape. Zombies trapped inside a burning building remain inside, confused and believing themselves safe until the fire catches up with them. Zombies who do not see the fire from inside a building do not try to vacate it until the fire reaches them. For a zombie, if it cannot see the fire or feel its heat, it believes itself safe from it. Worse, a zombie's driving instinct is to kill and feed, so unless the fire is an immediate threat, the monster is likely to attack any living creature it happens upon, even as it was trying to vacate the area. This means zombies remain a threat even during a fire and most disasters, so while nature may create some opportunity for human survivors, it is not a cakewalk. (**Note:** Buildings that catch fire are likely [90%] to burn down to the ground, leaving nothing of value in their wake.)

As noted earlier, a disaster can displace the zombies, taking them someplace else and even dumping them near a survivor camp, safe zone or someplace where zombies were not plentiful prior to the event. They may be mangled, burned, drenched or covered in filth, but they are still functioning zombies.

The frequency at which disasters may occur in a game is entirely up to the Game Master and the particular circumstances of the character group and storyline, but they should not be frequent. Flooding is likely to happen in flood plains, along rivers and low-lying areas next to bodies of water, while tornadoes are most common to the American Midwest, with the largest number of tornadoes occurring in *Tornado Alley* (Texas, Oklahoma, Kansas, Missouri, and Iowa) between May and September. Hurricanes in the USA hit the Gulf Coast States and East Coast, particularly Florida, Georgia and the Carolinas, mainly from August through November. Droughts and wildfires are common in the Southwest and West Coast, with the greatest threat in the summer and fall, June through October. Earthquakes can happen potentially anywhere, but in the USA, the strongest and most dangerous are likely to occur west of the Rocky Mountains.

Types of Disasters

Note: In all cases, additional problems, penalties and disasters related to a particular event or initial disaster, like flooding after days of rain, is left to the sole discretion of the Game Master.

- Avalanche
- Blizzard
- Coastal Surge/Tidal Wave
- Crashing Space Debris
- Drought
- Dust or Sandstorm
- Earthquake
- Extreme Temperatures
- Fire: Urban
- Forest Fire/Wildfire
- Flooding
- Flash Flood
- Hurricane
- Landslide/Mudslide
- Nuclear Explosion
- Power Plant Failure
- Rain and Thunderstorms
- Sinkhole
- Structure Collapse
- Tornado
- Toxic Leakage
- Volcano

Avalanche

Avalanches can occur in elevated snowbound areas, high up in the mountains or around the Poles. Snow slides or avalanches occur when snow on the slopes of glaciers and mountains becomes unstable and slides down in great sheets of rolling ice and snow. They typically occur after heavy snowstorms when a layer or "slab" of new snow is too heavy to stick to stable, packed snow underneath. Avalanches are a threat in mountainous regions from December through March.

The weight of a traveler can dislodge a small area or cause a slab to slide, causing a chain reaction that can send the side of a mountain sliding downward. The loose snow avalanche begins in a small area, not unlike rolling a snowball down a hill to make a boulder. These avalanches travel at speeds of up to 100 miles per hour (160 km)!

Most victims die within a half hour from suffocation (6D6 minutes if not trained in Wilderness Survival), so the odds of finding a person alive are poor. For one thing, it is like trying to find a needle in a haystack. The buried individual could be anywhere along the 2D6 mile (3.2 to 19.2 km) avalanche trail and could be buried under as little as a foot (0.3 m) of snow to 60 feet (18.3 m) of it! Groups need to be equipped with shovels and probes to locate and rescue the victim of an avalanche. Or the



victim himself needs special equipment like a mirror or flashlight to signal for help, or shovel, pick or hand axe to dig himself out.

Avalanche Damage: In the real world, large avalanches create a wall of air in front of them that inflicts terrific concussive force to everything in its path. Often, the sheer impact of this air blast is enough to kill people and strip trees of their branches in the case of large, fast-moving avalanches. Since it would not be very dramatic to have heroes killed off in this manner, the damage for player characters caught in an avalanche is scaled down considerably. The air blast of a *small avalanche* inflicts 6D6 damage to everyone and everything caught in its path. The blast from a *medium avalanche* inflicts 1D4x10 damage. The air blast from a *large avalanche* inflicts 1D6x10 damage. A super-large avalanche inflicts 2D6x10 damage. Subtract damage from S.D.C. first, and those inside a vehicle take half damage but will have to break out the glass to be able to start digging out. That's if they can even determine which way is up!

The crushing damage avalanches do to fixed, standing structures from the sheer weight of the snow is far greater than the air blast. Buildings, trees, and other such stationary structures suffer the following damage: A small avalanche inflicts 2D6x10 damage to every structure. A medium avalanche does 1D4x100 damage. A large avalanche, 1D6x100 damage. Super-large avalanches do 3D6x100 damage. **Note:** In real life, the damage would be ten times greater.

Heroes caught in avalanches often are bounced around at the forefront of the rushing snow, carried along the surface, and are spared the brunt of the physical damage to be had. For player characters, the greatest danger is not outright physical harm but the suffocation that results from *being buried alive in snow*. Being covered over by an avalanche completely immobilizes its victims. They cannot even move their mouths to cry for help. The only chance for survival a buried victim has is to be dug out by friends or dig themselves out to effect an escape. Characters without the *Wilderness Survival* skill have 6D6 minutes before they suffocate to death. Those with *Wilderness Survival* get 30+1D6 minutes per level of experience. As a rule of thumb, rescuers can dig through packed, post-avalanche snow at a rate of *one foot (0.3 m) per minute*. If they have a shovel or other tool, they can dig out *two feet (0.6 m) per minute*.

To randomly determine how deeply the victim has been buried, consult the following table:

01-20%: Lucked out! Battered and bruised (damage as above), but alive and on the surface of the snow. Visible to friends, rescuers and zombies.

21-40%: Only 1D6 feet (0.3 to 1.8 m) from the surface. This is still enough to kill. Plenty of avalanche victims die under just a few inches of snow, but the character has a chance.

41-60%: Could be worse. Buried 3D4 feet (0.9 to 3.6 m) from the surface – or – trapped, pinned by debris or heavy tree branches, slab of ice, etc. If the character is trapped, he has two big concerns: 1. freezing to death or 2. being found and slain by zombies.

61-80% Buried deep. 3D6+10 feet (3.9 to 8.5 m) from the surface. Survival seems unlikely.

81-90%: Bad News. 5D6+15 feet (6.1 to 14 m) from the surface. The chance for rescue is slim to none.

91-00%: Deep Sixed! 6D6+26 feet (9.5 to 19 m) from the surface. This character meets his end under the snow.

People who are caught in one of these disasters have little chance of rescue. Unfortunately, if they are not buried too deep, someone covered in snow *may* be still within the zombies' sensing range (10 feet/3 m under snow). The question is, do the zombies who are able to sense the life essence know enough to dig down into the snow to locate a helpless victim? In most cases, the answer is no, unless there is a Thinker or other smart zombie to lead them. However, the monsters are likely to moan, gather and stand over the location of the victim trapped under the snow. **Note:** This can provide a valuable clue to any would-be rescuers, provided they can fight off the zombies to begin digging for survivors.

Effects on Zombies: Zombies take half damage from an avalanche and do NOT suffocate. They may be trapped and buried under tons of snow for months or years. A buried zombie may try to dig its way out if it can, but probably gives up after a few hours and goes dormant until the snow melts or it is accidentally dug up.

This Disaster May Be Accompanied By: Extreme Temperature (cold), Flooding, Mudslide and Structure Collapse (heavy snow may cause roofs to cave in). Mudslides and floods have the same root cause: heavy rainfall or when snow melts too rapidly. When the frozen earth cannot defrost fast enough to absorb the water from a rapid thaw, Flooding or Flash Floods and/or Mudslides result.

Blizzard

Blizzards are severe winter storms made up of blowing and drifting snow and sustained high winds of 50 mph (80 km). There is a six inch (0.15 m) accumulation of snow every hour.

Duration: Blizzards usually last for 3D4 hours and can paralyze a region by covering it in snow. Sometimes there are small lulls in the activity lasting 5D6 minutes before the wind and heavy snow returns.

Visibility: Terrible. You can only see 8 feet (2.4 m) in front of your nose, and the roaring wind makes it difficult to verbally communicate beyond that distance. This means people out in the blizzard are unable to see or hear approaching danger more than 8 feet (2.4 m) away. Threats from other humans and animals should be minimal, as most seek shelter and wait for the storm to blow over, and those out in it are under identical penalties. **Zombies**, however, can function relatively unhindered during a blizzard. The cold does not bother them much, perhaps reducing their speed by as much as half, and they can find living victims by sensing their living presence. HOWEVER, a blizzard reduces their unnatural sight and sensing abilities by half. Still, that is better than a human and you would not know there were zombies coming during a blizzard until they were right on top of you – within that 8 foot (2.4 m) range of visibility.



Other Penalties for Humans in a Blizzard: Reduce Spd by 60%, -1 attack per melee round and vision, including special optical equipment, is limited to 8 feet (2.4 m). All combat bonuses are reduced by half, and shooting at targets more than 8 feet (2.4 m) away is the same as *Shooting Wild* (no bonuses apply and -4 to strike); -90% to Land Navigation, Tracking, and Transportation/Driving skills, -20% to all other skills being performed outdoors in a blizzard.

Damage: 1D6+4 damage per 30 minutes for characters who are not properly outfitted for the blistering wind, cold and wet snow. Anyone stuck outside during a blizzard is not likely to survive for very long without warm clothing and some kind of shelter. Hypothermia can set in quickly, and death follows soon after. Wearing a thick coat, hat, gloves, and boots protects the character, as will a very sturdy tent or building. So will a cave, tunnel, sewer, etc., except the entrance/exit is likely to become covered with heavy snow; too much snow to push through or even dig out from under. Thus the risk of becoming trapped; a real danger if the characters do not have food or if there are zombies or bad guys trapped somewhere inside with them.

The Effects of a Blizzard on Zombies: Severe cold does not have much impact on zombies, but when compounded by ice and snow, blizzard conditions can slow them down considerably. Accumulated ground snow covers trails, transforms the landscape, and is likely to confuse zombies, causing them to walk in circles, turn back the way they came, fall into and get stuck in tall snowdrifts where they may become buried in the snow. Ice and freezing rain hit them and do not melt, instead covering their cold bodies with a layer of ice the same as your car. If the blizzard persists for more than a few hours, zombies may go dormant, curling up into a ball or just sitting or standing in one spot. This may lead to them becoming completely covered and buried in snow, and invisible to people. The monsters moving out of the snow only to attack the living when they sense one nearby. That can be a serious problem after any heavy snow. Dormant zombies that remain under snow for more than a week or two may become entombed by melting snow that freezes into ice. Some may be stuck in place until there is a great thaw. Windblown snowdrifts that can reach 1D6+4 feet (1.5 to 3 m) in height (more sometimes), and the risk of Avalanches and roofs and tents caving in from the weight of the snow.

This Disaster May Be Accompanied By: Extreme Temperature (cold), Flooding, Flash Floods, Landslide/Mudslide and Structure Collapse (heavy snow may cause roofs to cave in). Mudslides and floods have the same root cause: heavy rainfall or when snow melts too rapidly. When the frozen earth cannot defrost fast enough to absorb the water from a rapid thaw, Flooding or a Flash Flood and/or a Mudslide may result.

Coastal Surge/Tidal Wave/Tsunami

Although these disasters have different origins, the end result is fundamentally the same. A massive amount of water is displaced from an ocean or large lake, and washed ashore with ter-

rible force. The water causes flooding far inland, carrying boats, automobiles, bikes, picnic tables, and other objects, as well as people, away in powerful torrents of rushing water. Uprooted trees, sheds, fences and other weak structures collapse under the force of the water to become more floating debris to slam into buildings, boats, and people, causing more damage and injury by the rushing water. Crops, gardens, some trees, and light structures are likely to be completely destroyed. Cars, debris, people, pets and livestock are also swept away, and the foundations of buildings weakened and their interiors flooded up to 30 feet (9.1 m) high.

Coastal Surges happen during storms, usually coming in when a hurricane or tsunami (caused by an earthquake out at sea) hits landfall. Wind and pressure drive the water ashore with the force of a bulldozer.

Tsunamis are the result of undersea earthquakes. The rising, falling and scraping together of continental plates causes a tremendous release of energy that is transferred into the water. Unlike a coastal surge, which moves water only along the surface, tsunamis carry water like a wall through the ocean. This water can travel for thousands of miles until it hits land, drenching and smashing everything in its way. Tidal waves is another name for tsunamis, but is also used as a more generic term for giant waves caused by things other than an earthquake, such as a hurricane or other powerful storm, underwater volcano, powerful underwater explosion, waves rushing in from a collapsed levy or dam, etc.

In the days before the Wave, early warning systems alerted people to possible high waves, tsunamis, and off shore storms. Now all of that is gone. The only warning people have is to watch the seas and sky, and hope for the best.

Tidal Surge Damage: Being smashed by a such a wave does 1D4x10 damage and has a 01-40% chance of knocking human victims unconscious. Unless rescued quickly, unconscious victims are carried off by the wave and drown. Everyone struck by the wave is knocked off their feet – humans, animals and zombies – and swept away by the powerful current.

Living people swept up by the wave suffer an *additional 1D6 damage per every two minutes* from being struck by floating debris and knocked around. The most ideal survival mechanism is to find a tree or building to clutch onto and climb above the water level. But even that is no guarantee of survival. Clinging to debris or being in a small boat is no help as they are carried away by the wave at great speed and force, making them impossible to control or keep from capsizing or from being struck or crushed by heavy debris.

Characters can try to swim or climb out of the mess, but they do so with a -45% penalty! The best option is to try to hold on to something and get rescued, except in the post-apocalyptic world, there are no organized or government relief efforts. If a character can grab onto something stable, he can hold on for one minute per point of Physical Endurance (P.E.). After this time he is simply too exhausted and is swept away by the force of the water. Exhausted characters stuck in water are in serious danger of drowning or getting battered to death by debris in the swirling water.



Large objects like cars and buildings take 4D6 damage per every hour.

Effects on Zombies: Zombies are too slow to escape a surge or tsunami wave, and most would not even try. They usually end up being washed away with the rest of the debris, buried or carried off. After the flooding recedes, zombies that can get back up, do so, as if nothing happened. Those that do not wander off in any given direction, go dormant until a living victim comes near. Zombies pinned by wreckage or buried under mud and silt lay dormant until some unsuspecting human accidentally unearths them.

This Disaster May Be Accompanied By: Flooding, Structure Collapse, Fires, and Toxic Leakage.

Crashing Space Debris

It was estimated that there were over 13,000 artificial satellites, both active and inactive, circling the Earth when the Wave hit. On top of that are hundreds of thousands of various pieces of orbiting space junk. In the days before the Zombie Apocalypse, all of these objects were tracked and catalogued. These satellites were the remains of the age of space exploration, and were the backbone of the modern telecommunications infrastructure (cell phones, global internet, satellite TV, and so on). Most of it will just sit up there for millions of years before finally falling back to Earth or being cast out into deep space. Some of it, however, will come crashing down like a meteor, much sooner.

Without people in stations on the ground to keep tabs on these satellites, their trajectories eventually cause them to smash into each other or slide lower and lower until they enter Earth's atmosphere. Once a satellite or piece of space junk gets knocked off course, it hits others. Those errant satellites and junk fly off and hit more, which fly off and hit more. Soon a relatively safe orbit-space becomes a demolition derby of exploding space debris. Over the years, many are guaranteed to fall back to Earth. Thankfully, most will either burn up on re-entry or fall harmlessly into the ocean.

Still, there is a certainty that some crashing space debris will hit land. A large number of those that do should hit wilderness areas where the damage they cause should be minimal. Some, though, will hit cities, towns, highways, bridges, and may even fall smack into the middle of a survivor camp. Some debris exploding on re-entry will scatter flaming metal chunks over hundreds of miles and may start a number of fires.

Due to the sheer number of orbiting artificial satellites and debris, they continue to fall for decades. Without any defense or warning system, survivors and zombies may fall victim to a piece of space junk that falls on their heads. Player characters who spot the crashing debris in time should get a chance to find shelter or even dodge out of the way. In most cases, the falling man-made debris resembles a meteor or meteor shower falling harmlessly to Earth from a safe distance.

Damage: Depends largely on the size of the debris. Satellites come in all kinds of sizes, and many shatter into much smaller

pieces during re-entry. Small debris under the size of a softball does 5D6 damage and is burning hot to the touch. Medium-sized space debris is around the size of a loaf of bread and inflicts 1D6x10 damage. Larger debris, up to the size of a microwave oven or carry-on luggage, causes 3D6x10 damage. Debris up to the size of a car causes 2D4x100 damage, but is quite rare. A massive piece of space junk is super-rare, but would inflict 1D6x1,000 damage.

Effects on Zombies: Zombies, like people and structures, take the damage listed from crashing space debris. While humans should notice the blazing debris rocketing to earth, zombies do not notice something falling from the sky until it smashes right into them or nearby. The landing of space debris creates a loud explosion, shakes the earth and attracts 1D6x100 zombies in a city/urban environment or 1D6x10 in a rural setting. If the burning hot space junk should crash in an area with dry vegetation, there is a 01-50% chance it starts a grass or forest fire.

This Disaster May Be Accompanied By: Structure Collapse/Fires, Wildfires, and Toxic Leakage (radiation from old satellites).



Drought

Drought is when a region is experiencing a lack of water for an extended period of time. When there is no rain for weeks, months or years at locations that are used to seeing a more regular series of rainfall events, that is drought. Droughts can be so severe that rivers and lakes can completely dry up, leaving bare beds of sediment and rock. The plants and animals and people that depend on that water and vegetation or wilderness have a much harder time surviving without it. In the past, droughts have contributed to the mass migrations of people and groups of species. Faced with long-term drought, many animals, including humans, had to move to find other water sources and environments to hunt and grow crops, or die.

Modern civilization, through irrigation and aqueducts, carried water to regions that did not normally have it. When the turbines that power those systems are left unattended or their operators killed by the Wave and turned into zombies, many places have started to become barren again; some even becoming dust bowls and deserts.

Survivors of the Zombie Apocalypse are at the mercy of drought conditions and may have to take drastic steps to secure water at some locations. If a drought lasts more than six months, walled towns and bunkers might have to be abandoned, no matter how safe.



Droughts kill plant life, causing them to shrivel and dry up. Dry, dead plants become kindling for brush fires after four weeks without rain. There is a 01-45% chance of a brush fire turning into an inferno that could consume tens of thousands of acres; roll once per week. All it would take is one lightning storm or careless spark to set a drought-ravaged region ablaze. It is not just wilderness and rural areas that are in danger. A brush fire can start just as easily in an urban setting. Once a schoolyard, park or home catches fire, the flames are likely to leap from house to house, building to building, and burn down entire neighborhoods and city blocks. No building, large or small, is safe, especially in a drought.

Drought Damage: 1D4x10 damage to plant life per week of drought. Dehydration does serious damage to people and animals, 2D6 direct to Hit Points every day without any water during hot, drought conditions. The G.M. and players may want to assume that player characters are getting enough water to stave off dehydration even during a drought. Then again, the search for drinking water could be a good scavenger adventure that can lead to all sorts of travels, trouble and adventure. See Fire, for fire damage.

Effects on Zombies: Drought has no effect on zombies other than drying them out and making them smell a little less nasty. Long-term drought works to preserve and partially mummify zombies, especially those that have gone dormant. Mummified zombies have a cracked, wrinkled and leathery appearance, but are otherwise the same. Zombies are, of course, very vulnerable to fire and try to avoid it.

This Disaster May Be Accompanied By: Dust Storms, Extreme Temperatures (heat), and Wildfires.

Dust or Sandstorm

Dust storms occur when heavy winds blow across a sandy or arid region and pick up particulate minerals, dust and sand on the way. These particles hang in the air and coalesce into massive clouds that can blow over entire cities.

For game purposes, dust and sandstorms are nearly identical to **blizzards** as far as visibility, reduced hearing and navigation are concerned. There is no extreme cold or snow accumulation to deal with, but there is the problem of dust and sand getting into everything, stinging the skin and getting into the eyes and lungs. Dust and grit does coat everything, though nothing like snow, but since it does not just melt like snow and ice, they needs to be cleaned off. Once it gets inside your clothes, vehicles, and weapons, it is stuck there until you clean it out.

Although dust storms are not too directly harmful to people without adequate protection, it can cause choking, temporary blindness and even long-term problems.

Duration: Dust storms last for 1D6 hours and can paralyze a region by reducing visibility and covering surfaces in dust or sand.

Visibility: Terrible. You can only see 8 feet (2.4 m) in front of your face. The roaring wind makes it difficult to verbally com-

municate beyond that distance, and opening one's mouth without a protective covering results in a mouth full of dust and grit.

People caught in the storm are unable to see or hear approaching danger. Threats from other humans and animals should be minimal, as most seek shelter and wait for the storm to blow over and those out in it are under identical penalties. **Zombies**, however, can function relatively unhindered during a dust storm. Their ability to see and hear is reduced by the dust and wind, but the dust does NOT hurt their eyes nor make them cough or gag. They are still able to find living victims by sensing their presence and life energy. HOWEVER, a dust or sandstorm reduces their sensing abilities by half. Still, that is better than a human, and you would not know there were zombies coming during the dust storm until they were right on top of you – within that 8 foot (2.4 m) range of visibility.

Penalties for Humans in a Dust Storm: Choking: Dust and grit that gets inside the nose, throat, and lungs may cause coughing and difficulty breathing, and may bring on an asthma attack for people who suffer from asthma or other respiratory conditions. A coughing fit lasts 1D4 melee rounds (15-60 seconds).

During a coughing fit, the individual loses half his melee attacks, and all combat maneuvers are -2 (i.e. -2 to strike, parry, dodge, etc.). There is a 40% chance of getting dust or grit in the air passages that causes momentary choking/coughing every time you try to speak outside in the storm; 60% when shouting.

Penalties for Temporary Blindness from Grit in a Dust Storm: The eyes also need protective coverings, ideally goggles or glasses. A brimmed hat, whether it is a baseball cap, cowboy hat or fedora, pulled down low, and keeping the head tilted down and away from the wind is also helpful in protecting the eyes and face, as well as keeping dirt out of the hair. Trying to see in a dust storm requires eye protection, even if it means covering your eyes with your hands, looking down, squinting and peeking out from behind them; -4 on Perception Rolls and -2 to all combat rolls.

Getting grit in the eyes hurts, and causes the eyes to close and water profusely. Trying to open them is difficult and only sustainable for a second before being forced to close them again. During that second, the victim can only catch a glimpse of the world around him and that image will be blurry from the watering eyes.

Obscured vision and irritation occurs when grit gets under the eyelid or into the corner of the eye. Penalties apply even if only one eye is directly affected by grit: -7 to strike, parry, dodge, etc., until the eye is washed free of the grit; -10 if both eyes are affected. **Note:** There is a 66% chance of getting dust or grit in the eyes every time the character looks up or into the wind, or every five minutes when looking down and covering the eyes with his hands, a hat, cloth, etc. No danger of grit and blindness when the eyes are covered by goggles, and low risk when protected by eyeglasses of any kind (12%).

Duration: The eyes cannot be restored to normal vision until they are *flushed clean* with water or a solution made for cleaning eyes in a soothing way. Either should work equally well, and the vision is cleared within one melee round (15 seconds). Cleaning



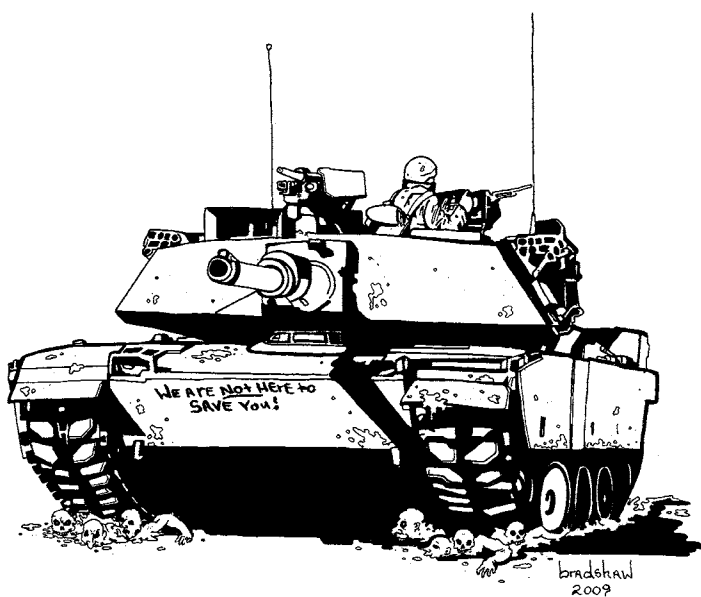
the eyes free of grit must be done away from the wind, otherwise more blowing dust and grit will get in the eyes.

Other Penalties for Humans in a Dust or Sandstorm: Reduce Spd by 60%, -1 attack per melee round, and visibility, including special optical equipment, is limited to 8 feet (2.4 m). -2 to all combat bonuses, and shooting at targets more than 8 feet (2.4 m) away is the same as *Shooting Wild* (no bonuses apply and -4 to strike). -90% to Land Navigation, Tracking, and Transportation/Driving skills, -20% to all other skills being performed outdoors in a dust or sandstorm.

Dust Storm Damage: Minimal; 1D4 per hour spent outside. Young or fragile plants, usually crops, take 1D6 damage per hour.

Effects on Zombies: Zombies are unaffected by dust and sandstorms. The flying sand may pit their skin and cover them in dust, sand or dirt, but does not hurt them at all.

Disaster May Be Accompanied By: Drought, Extreme Temperatures, and Rain/Thunderstorm.



Earthquake

Earthquakes occur when tectonic plates in the Earth's crust slide and shift against each other. The result is a release of incredible amounts of energy that ripples across the planet's surface. It feels like a violent shaking of the ground beneath your feet, although this shaking rarely lasts more than a minute (60 seconds). (Roll 1D6 to determine how many *melee rounds* the quake lasts.) The destruction caused by an earthquake is most devastating to cities and towns. Although earthquakes are most common along the fault lines where tectonic plates meet, their effects can be felt hundreds of miles (kilometers) away. Nearly every place on Earth is vulnerable to earthquakes, though some more than others, such as the West Coast of the USA and Canada.

Earthquakes almost always occur without warning, though one or several minor quakes (4.5 or under on the Richter Scale) may foreshadow a greater one. Quakes can come in groups, one

after another. Those that occur after a big earthquake are called aftershocks, and gradually taper off in severity and frequency.

Moving around during an earthquake is difficult to impossible. Speed is reduced by 1D4x10+40 percent, and driving requires a Control Roll at -35%. A failed roll means the vehicle crashes.

Damage: Varies depending on the location/environment where the earthquake occurs and severity of the activity. Damage that does take place is inflicted upon the ground itself, sometime toppling trees and causing rock, earth and mudslides in tall hills and mountainous areas, and to structures such as roads and buildings. It is falling debris and the collapse of walls, towers, bridges and buildings that inflict injury upon people and animals. Thus, people living in urban areas are in the greatest danger of injury and death caused by an earthquake.

Low-magnitude quakes (4 or less on the Richter Scale), if they can be felt at all, cause minimal damage: 2D6 to structures and 1D6 to people hit by falling objects.

Medium-level quakes (5 to 6 on the Richter Scale) may cause extensive damage to homes, roads, bridges, and other buildings: 3D6x10 every melee round (15 seconds). People are in great danger during this time and need to take shelter under an arch or head outside into an open area away from falling debris. The problem is that the quake happens out of the blue and lasts only 1D4 melee rounds, so it is difficult to move very far.

The greatest danger is from falling debris or half of a building crashing down on you! Characters who are indoors must make a *dodge roll of 14 or better* or take 4D6 damage from falling debris every melee round that the earth is moving.

Characters can try to reduce damage via roll with impact (needs a 14 or higher to save). A successful roll with impact means they take half damage, but may still be trapped/pinned.

If the entire building collapses, there is still a chance that the character has an avenue of escape.

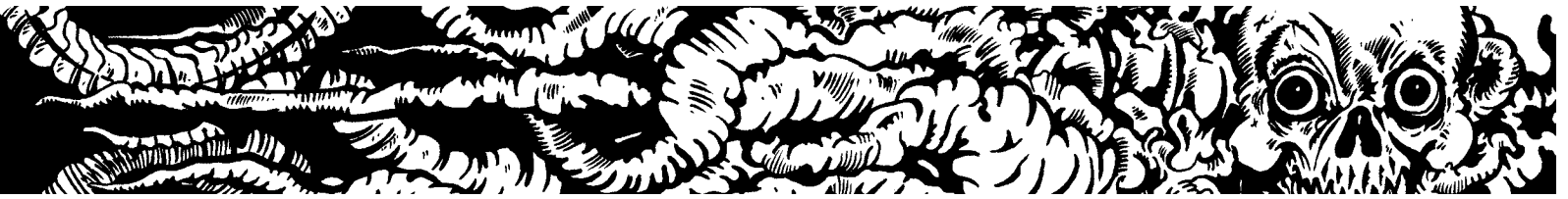
Roll 1D20: 01-08 means the character(s) is alive but trapped and needs help from others to be dug out.

09-20 means the character survives and has a clear path by which he can crawl out to safety on hands and knees! However, any large equipment or vehicle is crushed or pinned under tons of debris. Get to safety before there is another quake. Roll again for each possible earthquake aftershock to see if the situation worsens.

It takes a combined P.S. of 60-100 points, or heavy machinery, to rescue a character who has become pinned by debris. Locating people who have been buried by fallen buildings is difficult, dangerous, and consumes precious time that the victim may not have. Dogs, drones, and even local zombies can be used to find people trapped under rubble.

Heavy-magnitude earthquakes (7 to 11 on the Richter Scale) can reduce a modern city to rubble, toppling even the strongest and tallest buildings: 3D6x100 damage every melee round (15 seconds).

Characters who are indoors must make a *dodge roll of 16 or better* or take 1D4x10 damage from falling debris every melee



round that the ground is moving. If the entire building collapses there is still a chance that the character has an avenue of escape.

Roll 1D20: 01-11 means the character(s) is alive but trapped and needs help from others to be dug out.

12-20 means the character survives and has a clear path in which he can crawl out to safety on hands and knees! However, any large equipment or vehicle is crushed and destroyed under tons of debris. Get to safety before there is another quake. Roll again for each possible aftershock to see if the situation worsens. The character *may* continue to take damage from injuries and blood loss.

Note: Walking around inside or even within the shadow of a collapsed building after a heavy-magnitude earthquake is dangerous in the extreme. The structure is unstable and shifting weight and stress can make more of it break loose to topple more debris on the area and people below. Likewise, a floor that is still standing or has pockets in which people may have survived, can continue to weaken and collapse. Each collapse or falling debris is the equivalent of a Medium Earthquake as far as damage to characters and the chance of getting pinned inside or under falling debris is concerned.

Effects on Zombies: Zombies lose their balance during an earthquake and fall over. Zombies are too awkward and dumb to try to pick themselves up off the ground quickly or to run for cover, and do not move until the shaking has passed. The only exceptions are Thinkers, Mock Zombies and Fast Attack Zombies. This can buy survivors precious time to get away, provided they can manage to stay on their own feet and avoid falling debris. Zombies inside collapsing structures take damage and may become pinned or completely buried. If they can manage to squeeze out, they will, even if they have to leave behind some of their body parts and become armless or even a legless Crawler. If they cannot escape, the zombies go dormant, awakening and attacking any human (rescuer or looter) who happens to unearth them.

Optional: Roll 1D20 to determine the zombie's fate as follows. G.M.s can roll for specific zombies or massive groups of them: **01-05** The zombie's (or a group of zombies') head(s) is crushed and the monster(s) is killed! **06-10** The zombie(s) is pinned and cannot escape unless someone deliberately works to dig it out and set it free; goes dormant. **11-15** The zombie(s) is pinned and can only escape if it tears itself in half (takes 1D4 hours) and squirms free as a Crawler. **16-20** The zombie(s) manages to escape unscathed and continues to roam the ruins in search of the living to feed upon. People pinned in the debris are the first to fall victim to scavenging zombies.

This Disaster May Be Accompanied By: Structure Collapse, Fires: Urban, Sinkholes, Toxic Leakage, Landslide, Volcano (quakes sometimes precede an eruption), and Tsunami, but the latter only if the quake occurred in the ocean's depths. Flooding may occur if a dam or reservoir was compromised and the water spills into an inhabited area.

A unique, rare effect of earthquakes is the *liquefaction* of the soil. This is when groundwater is shaken to the surface, which pools and creates muddy holes that can swallow cars, buildings,

and people (and zombies), causing Sinkholes and Landslides (the latter only in elevated areas). Liquefaction also sometimes brings things to the surface, like coffins, old cars, rock and junk.

Extreme Temperatures

Extreme temperatures can threaten any place on Earth, but some places are so inhospitable that few people have ever dared to venture there, much less eke out an extended existence. Deserts and polar regions are some such places. Even now, those regions are more or less empty of people; less than one human being per hundred square miles (259 square km). Only the bravest or most well-prepared survivors exist in these places, where zombies are few, but the weather is fierce and the living is hard.

The majority of survivors live in more temperate climates, just as they did before the Zombie Apocalypse. Even though the weather and temperatures may be on the side of the survivors most of the time, extreme fluctuations are not uncommon. It still gets as hot or as cold in Michigan or Kentucky or California or New York or Canada or Mexico as it ever did. There will be times where the outside world is not friendly to survivors. Heat waves, cold snaps, polar vortexes, and warm fronts all continue to occur and cause problems for people. There may be days of 110 degrees Fahrenheit (43.3 C) and high humidity, during which characters need to be active: scrounging, traveling, or fighting for their lives.

Damage and Penalties: For the most part, being exposed to extreme temperatures for a short time or under controlled conditions does little damage, but makes characters ill-tempered and prone to complaining, outbursts and brawls. As long as a person dresses appropriately for the weather, and keeps himself fed and hydrated, especially hydrated, most people do not suffer lasting or life threatening issues. The worst of it may be a fist-fight between a chronic complainer and someone who wants to shut him up.

Survivors are vulnerable to extreme temperatures when they are left to the elements for a long period of time and without proper attire, food or water, such as traveling through the desert or a snowfield with no protection, or being exposed to very extreme temperatures for a short period of time, such as a burning building, wildfire, or winter storm. Taking precautions, like having appropriate clothing, wilderness survival skills, food, water, proper shelter and taking frequent rest stops, usually protects a character against extreme temperatures. The Wilderness Survival skill comes in very handy for dealing with extreme temperatures and other hostile conditions.

If the character is in danger from the elements, he can make a *saving throw versus Extreme Temperatures*. A 14 or higher is required to save and Physical Endurance bonuses apply. If the character makes the save, he only takes half the penalties and the minimum amount of damage (no more than half damage). Failing the save means the character suffers a -20% penalty to all skills, reduce his Spd by half, reduce combat bonuses and attacks per melee by half, and the individual suffers 2D6 damage every 1D6+12 hours in extreme heat or cold. Start by subtracting from



S.D.C., then Hit Points. These rules are a quick, simple way to determine penalties and damage without going into the specifics of hypothermia, frostbite and heat exhaustion, dehydration or dying of thirst. (The latter can happen in 3-4 days without water!)

Effect on Zombies: Zombies are totally unaffected by extreme temperatures. They are more like objects, dead *things*, than living beings. Heat, humidity, and below-zero cold means nothing to them.

This Disaster May Be Accompanied By: Drought, Blizzard, Rain/Thunderstorm, Hurricane, Tornadoes, Dust Storm or any of the disasters that leaves the character trapped and/or exposed to harsh conditions and extreme temperatures.

Fire: Urban

- Buildings and Homes

Fires have devastated towns and cities since the apocalypse first started. Rescue crews, including volunteers, were overwhelmed with the number of fires that broke out after the dead rose. Many were left unchecked and brought down entire neighborhoods. Since then, new fires have started from lightning strikes, careless survivors, and battles with raiders or zombies. Most of these blazes got too big too fast for anyone to control and were left to rage, taking down anything they touched that could burn.

Oil refineries and natural gas plants shut down months after the Wave. Many of them have exploded or burned to cinders since then. These plants were sprawling, and they became infernos once they ignited. Some continue to burn and will likely keep burning for months ahead. The smoke and smell can be detected for 1D6x10 miles (16 km to 96 km) all around.

Visibility, Smoke: Visibility inside a burning structure is terrible. Humans can only see 5 feet (1.5 m) in front of their nose, and even that is blurry and obscured; equal to *partial blindness* (-5 to strike, parry, dodge, etc.), and are -50% to Land Navigation skill while inside the structure to find an exit, stairs, window, a specific room, a specific item or other people. Only characters with passive nightvision optic systems are not affected by partial blindness penalties, but visibility is still limited to only about 100 feet (30.5 m) and may be affected by the heat and fire, making it impossible to see in or beyond brightly lit areas (i.e., lit by the fire). **Note:** Infrared optics cannot see through smoke as the particles in the air block the infrared beam.

More Smoke Penalties to Humans: The lack of breathable air and airborne particles causes people to gasp, choke and suffer difficulty breathing. If trapped in a smoke filled area where fire is devouring the available oxygen, the people will suffocate.

Coughing and gasping for air reduces Spd by 20%, the individual loses half his melee attacks, is -3 on Perception Rolls and continues to take damage every melee round, see below. This lasts for as long as the victim(s) is trapped in a smoke-filled area, or until a breathing apparatus and oxygen or fresh air is available.

Only characters with breathing gear (gas masks and oxygen supplies) are NOT affected by smoke penalties.

Smoke Damage: Injury and death from a structure on fire is more likely to happen from *smoke inhalation* long before the fire itself reaches people trapped inside a burning building. Fire consumes all of the oxygen, replacing it with choking smoke. When houses and buildings burn, the structure and the flammable material inside (furniture, carpeting, linens, drapery, clothing, plastic, etc.) releases a thick, black smoke. When a survivor sees plumes of black smoke in the distance, he knows a house, building or entire neighborhood is on fire.

Characters who are caught in a burning structure are *partially blinded* (see Visibility, above) and suffer 1D4 damage every melee round (15 seconds), or 4D4 per minute, from the suffocating smoke, fumes and lack of oxygen! That's why people trapped in a fire are told to, **a**) crawl along the floor, because heat and smoke rise, so low to the ground/floor is where the most breathable air is found, and, **b**) cover the nose and mouth with a scarf, towel, or piece of clothing. Both help, but not for long. Damage is first subtracted from S.D.C., then Hit Points. Get out fast and move away from the building.

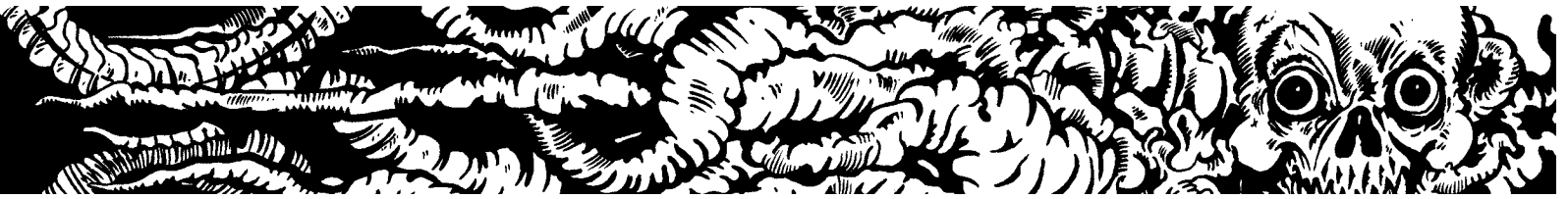
Fire Damage: *Intense heat and flames* add to the panic and loss of your sense of direction, while smoke makes it difficult to find an exit. Getting burned by the flames inflicts 2D6 damage every time a character gets struck by a lick of flame or he must brush or push against a burning structure.

Falling debris occurs as the structural integrity weakens from being subjected to extreme heat and burned away. Falling debris inflicts more damage and can pin or kill people inside a burning building. **Note:** See damage from *Medium Earthquake* for damage stats for this type of injury and the odds of getting pinned by falling debris. Get out fast or die. G.M.s, use your discretion about trapping characters in a burning building. Try to give them some sort of reasonable way out (or even a miraculous one), but be fair. People die all the time from smoke inhalation and fire because they lingered in a burning building too long. In game context, heroics and foolishness can get a character killed. It happens.

Surviving and Extinguishing Fire: A character whose clothing, hair or body gets caught on fire takes 4D6 damage per melee round (15 seconds). The fire can be smothered by rolling on the ground with a successful *roll with impact* (1D20); a roll of 11 or higher is necessary. Likewise, friends or bystanders can pound the fire out with blankets or clothes. In all cases, the victim takes 4D6 damage for the equivalent of one full melee round of fire damage. These actions may also leave the character vulnerable to zombies and other dangers.

Small fire does 1D6 damage per melee round (15 seconds) and slowly spreads. It becomes a medium fire in 2D6+3 minutes. It can be put out in one or two melee rounds by one or two people.

Medium fire does 3D6 damage per melee round (15 seconds) and spreads more rapidly the longer it burns. It becomes a large, fast-moving fire in 2D4+2 minutes. It can be put out in 2D4+4 melee rounds by one or two people, half that time with more.



Large fire does 5D6 damage per melee round (15 seconds) and spreads more rapidly. It becomes a raging fire in 1D6+2 minutes. It can NOT be put out by one or two people. 6-12 people may be able to put out this fire in 2D6 minutes; 50% chance of success. Double the number of people fighting the fire increases the chance of success to 75% but takes just as long.

Raging house/building fire! Building and other structures on fire suffer 1D6x10 damage per melee round. The building will collapse once 60% of its total S.D.C. is gone, but will continue to burn until there is nothing left but the foundation and charred ruins. The fire burns and spreads with terrifying speed. There is no putting out this fire or saving the building. Get out as fast as possible. *Collapsing debris* is equal to a Medium or Heavy Earthquake; G.M. discretion.

Effects on Zombies: Smoke is one of the few things that hinders zombies. They can still see and sense life energy in a smoke filled structure, but at a greatly reduced range (100 feet/30.5 m). Furthermore, their fear of fire may override their endless hunger, compelling the zombies to ignore prey, especially elusive prey, and leave (70% likelihood). Remember, zombies fear fire. Smoke usually indicates fire, and the monsters want to escape fire because it can destroy them. Zombies are still able to find living victims by sensing their presence and life energy, even in dense smoke, but their zombie sensing/seeing range is reduced to a meager 100 feet (30 m). Smoke also knocks out their ability to recognize and track humans by scent. Of course, humans are even more impaired and physically hurt by smoke and fire, and are not likely to realize a zombie is present until it is right on top of them – within that 5 foot (1.5 m) range of visibility. Other than that, smoke does NOT make zombies cough or hurt them in any way.

Zombies take full damage from fire. Zombies trapped inside a burning structure try to exit it any way they can, even if that means dropping down into an elevator shaft, walking off a rooftop or going out a window. Slouchers and most dull-witted zombies do not think about the collateral damage a fall may do to their bodies, they just want out. If a zombie is pinned by fallen debris, it needs to pull itself free, or become burned and killed or buried and trapped under tons of falling debris. A pinned zombie trying to escape fire is likely to tear, chop or chew off a pinned limb and even tear its body in half (becoming a Crawler) to escape fire. If a zombie is unable to free itself, it suffers full damage and may be immolated and destroyed in raging fires. Otherwise, it goes dormant.

This Disaster May Be Accompanied By: Earthquake (only for comparable damage from a crumbling and collapsing structure and getting struck or pinned by debris), Toxic Leakage, Power Plant Failure.

Forest Fire or Wildfire

Wildfires are fires that start small, but quickly grow in size until they cover large sections of burning land. In the days before the Wave, these fires were fought by specially trained response teams who used a number of techniques and types of equipment

to battle forest fires. This included cutting off their fuel and drenching everything in water. With no one around to combat the blaze, there is no limit to how far a wildfire might spread. Only when there is nothing left to burn or a heavy or sustained rain (rains for two days, or better yet, several days) will stop and extinguish the fire.

Wildfires usually start from lightning, but they can also be sparked by another disaster, or by human action. When people cause wildfires, it is usually by accident or negligence, not by arson. There are more people living in the wilderness now, having escaped the zombie-choked cities. Many of them are not educated in proper survival techniques, and make mistakes with their campfires, discarded cigarettes, or sparking generators that can start a fire. Wildfires are also a potential hazard during or after a battle. Zombies have also been known to ignite wildfires, usually after being immolated by a careless survivor. While burning, the monster stumbles around, spreading the fire to anything flammable with which it comes in contact. If that is dry grass or leaves, a forest fire may be ignited.

Wildfires can burn up hundreds of miles of forest. Player characters need to act fast to either fight, contain, or escape the flames. Generally, the fire moves at a consistent Spd of 2D6+10. The G.M. can adjust this for things like sparse or plentiful fuel, wind conditions, and so on.

Visibility, Smoke: Visibility is as bad as a blizzard or dust storm, and people can only see 8 feet (2.4 m) in front of their nose. Worse, smoke inhalation is a constant danger for anyone without goggles and an oxygen mask or other breathing and life support system. Passive nightvision goggles can see through smoke, but those without it suffer from *partial blindness* (-5 to strike, parry, dodge, etc.) and are -50% on the Land Navigation skill. Only characters with passive nightvision optic systems are not affected by partial blindness penalties, but visibility is still limited to only about 100 feet (30.5 m) and may be affected by the heat and fire, making it impossible to see in or beyond brightly lit areas (lit by the fire). **Note:** Infrared optics cannot see through smoke as the particles in the air block the infrared beam.

More Smoke Penalties to Humans: The lack of breathable air and airborne particles cause people to gasp, choke and suffer difficulty breathing. If trapped in a smoke-filled area where fire is devouring the available oxygen, the people will suffocate.

Coughing and gasping for air reduces Spd by 20%, the individual loses half his melee attacks, is -3 on Perception Rolls and continues to take damage every melee round, see below. This lasts for as long as the victim(s) is trapped in a smoke-filled area, or until a breathing apparatus and oxygen or fresh air is available. Only characters with breathing gear (gas masks and oxygen supplies) are NOT affected by smoke penalties.

Smoke Damage: Injury and death from a forest fire is more likely to happen from *smoke inhalation* long before the fire itself reaches them. Fire consumes all of the oxygen, replacing it with choking smoke. A wildfire is a raging inferno that moves with the wind, leaping from tree to tree like a living monster. Characters who are caught in a forest fire without special optics are *partially*



blinded (see Visibility, above), but also suffer *1D4 damage every melee round (15 seconds)*, or 4D4 per minute, from the suffocating smoke, fumes and lack of oxygen! Damage is first subtracted from S.D.C., then Hit Points. They need to get ahead of the fire and away from it as fast as possible. Finding a river or lake can save you from burning, but the oxygen is still being burned up and smoke is going to cover the area. Getting away as fast and far from a forest fire as possible and moving in a direction opposite of the blowing wind is the smart move.

Fire Damage: A forest fire is a raging inferno. For survivors of the Zombie Apocalypse there is no way to stop it, only escape it. Damage is 1D6x10 per melee round to any vehicle, home, building, tower, or object engulfed by the flames. They will continue to burn until consumed by the fire. The intense heat of wildfires burns and scars even heat-resistant structures, and melts the internal wires and workings inside of machines and vehicles.

Surviving and Extinguishing Fire: A character whose clothing, hair or body gets caught on fire suffers 4D6 damage per melee round (15 seconds). The fire can be smothered by rolling on the ground with a successful *roll with impact* (1D20); a roll of 11 or higher is necessary. Likewise, friends or bystanders can pound the fire out with blankets or clothes. In all cases the victim takes 4D6 damage for the equivalent of one full melee round of fire damage. These actions may also leave the character vulnerable to zombies and other dangers.

Effects on Zombies: Zombies avoid wildfires when they can, and those who find one bearing down on them will try to flee. Their slow speed, however, is likely to make that impossible if the fire is moving quickly, and it will burn them to a cinder. Zombies at a distance respond to the smoke and the size and intense heat of the flames by fleeing, driving them away long before the fire can catch them. The same is true when a city or neighborhood catches fire. This could drive mobs of zombies into areas where there were few, or into the path of travelers or a Safe Haven. Mobs of displaced zombies forced out by fire or other calamity are like a plague of locusts killing and devouring every living being they encounter on their journey.

This Disaster May Be Accompanied By: Nothing else usually; just more wildfires and subsequent drought-like conditions for 1D4 years.

Flooding

Rivers had locks, dams and controls to prevent them from flooding cities and towns along their banks. When they did overflow, there was usually advanced warning that it could happen, organized evacuation and help for those who got trapped or caught in the rising water. None of that exists anymore. There is no early warning system for storms and floods, nor civil or government rescuers. Worse, with nobody to man and operate these facilities, many of them only needed one good rainstorm to overload and cause massive flooding. In areas where levees had changed the flow of the river, towns and cities sprang up in the basin. However, without anyone to maintain the levees and

dams, flooding will ravage such locations, permanently engulfing such communities, covering portions of roads and highways, and changing the course of rivers to the way they once were, or creating new paths for the streaming waters. This is not limited to rural areas or downriver communities, urban environments and big cities are equally vulnerable to flooding – think Hurricane Katrina and what it did to New Orleans and other cities and towns. Now imagine there are no emergency relief centers, rescue operations or rebuilding possible. Those communities are permanently swamped and underwater. Gone. Within a year or two after the Wave, many maps will need to be redrawn to show places where rivers and ravines block any further passage.

Other urban areas are likely to see temporary flooding that does eventually subside in 2D4 days, but bridges may be washed away, mud, fallen trees and tree branches, vehicles, dead bodies (or are they zombies) and debris may cover sections of roads, making them difficult or impossible to travel over by vehicle. And things only get worse over time with subsequent floods.

Other places may see sewers overflow and spill into transit tunnels, cellars, basements, and out onto the streets. Naturally, vehicles are taken by moving water, but even standing water can cause most vehicles to stall. Six inches (15 cm) of flood height is all that is needed to stall most commercial vehicles. A foot (0.3 m) or more floats most vehicles, especially in a strong current. If the water reaches the engine, it keeps the pistons from firing and then the vehicle is useless. In some cities the underground subways and tunnel systems, which are far below the natural waterline, may become permanently flooded and/or filled with mud and debris, eventually rendering them completely impassable. Of course, zombies, snakes, rodents and predatory animals lurk down there in the murky depths. Some zombies trapped in the mud or debris piles, clawing and biting at anyone who comes within their reach.

Flooding ruins structures and vehicles, but it also buries useful supplies and washes them away. Over time, the rushing water also erodes the land, which can cause buildings to collapse and then fall into the water, sweeping them away. If a survivor group was making runs into a town for supplies, but a massive rainfall breaks the levee and submerges the town, most dry goods and other supplies are ruined and rendered useless. Whatever remains becomes that much harder to get to, requiring boats and strong swimmers, and finding it under the silt and debris.

Damage via Drowning: People who possess the Swim skill suffer a penalty of -20% and could drown. People who cannot swim need a boat or a piece of floating debris to hang onto or they slide into the water and drown within 1D6 minutes.

Unless a flood victim has a large enough piece of floating debris to lay on without having to exert a lot of energy to hold on, the act of clinging onto something to stay afloat is exhausting. After 1D6+12 hours, the victim suffers damage direct to Hit Points. Reduce Hit Points by one per each additional hour of exposure and exertion (this may be in addition to damage from other injuries). When reduced to one Hit Point, the person cannot hold on any longer, lets go and slips into the watery depths. He can



still be saved, but immediate action is necessary; drowns in 1D6 minutes and cannot be resuscitated. **Note:** This loss of Hit Points also occurs after four days without drinking water and after 44 days without food.

If the flood waters are particularly fast-moving, use the damage listed for *Coastal Surge/Tidal Wave/Tsunami*.

Structural Damage: Long periods of being submerged underwater causes structural damage. Without pumping stations to help get rid of the water and barriers like levees and flood walls to keep more from coming in, flooded areas may stay that way for many weeks, months or years. This eventually degrades the quality (S.D.C.) of most structures by 50-75%. Some collapsing outright. Those that stay standing get warped and rot and weaken, eventually buckling or crumbling away. This makes those structures that much more dangerous to venture into, even if the upper half is dry and seems relatively safe.

Flooding destroys paper products, books, electronics, and food not sealed in a waterproof container, and soaked clothing, furniture and fabrics are stained and probably ruined. They also become a breeding ground for bacteria, mold, mildew, insects and animals. Flood waters frequently mix with sewage, making it unsafe to drink the water or swim in it, and a source for bacteria, mold and disease even should the waters subside and things dry out. Use the rules found on page 51 of this book, reprinted from page 58 of **Dead Reign® Sourcebook Two: Dark Places**, when dealing with flood water that may be *contaminated*.

Effects on Zombies: Minimal, and no chance of drowning. With a few exceptions, zombies cannot swim and are helpless in rushing water, swept away until they can either grab hold of something and climb out or until they are deposited at a particular location. Unless they are particularly well-balanced, sturdy, or agile, the monsters get swept away by moving water higher than three feet (0.9 m). Once they are off their feet, they have a hell of a time getting back up, and the water takes them away. Zombies can walk through standing flood water, even if it goes over their heads. In deep or rushing water, the zombies float along or sink to the bottom and are trapped in the water until it drains away or deposits them someplace where they can walk or crawl out. Floods, especially rushing flood waters, can deposit dozens, hundreds or thousands of zombies in new locations as the waterlogged monsters slog out of the water in mobs, and shuffle off in no particular direction in search of food.

The more capable zombies in flood waters are typically Swimmers, Crawlers and Blow Fish. Thinkers, Armored Brutes and Mock Zombies are smart enough to not let themselves get washed away, and if they are, they know to try to grab hold of floating debris or a stable structure (fence, wall, house, pole, etc.) to hang onto and pull themselves out of the water. Juggernauts and Armored Brutes are also strong enough to wade through flood water with a light current, but are swept away, like anyone else, in strong currents.

WARNING: Even shallow water below the waist – a mere 2-3 feet (0.6 to 0.9 m) deep – can harbor danger unseen until it is too late. First, currents can be stronger than you think, sweeping

away people, their gear and even vehicles. They can also harbor zombie Swimmers and Crawlers that are not likely to be visible in the dark, muddy brown water that comes with flooding. The water from a storm and flooding is always brown, never clear, and may harbor snakes, alligators, crocodiles and other dangers depending on the location.

Flooding is most likely to occur when it rains continuously for several days or comes down rapidly (1D4 inches an hour for 2D4 hours). As always, additional problems and related disaster, like Flooding, is left to the sole discretion of the G.M.

This Disaster May Be Accompanied By: Structure Collapse, Toxic Leakage (from overflowing sewers or broken pipelines) or Landslide/Mudslide.



Flash Flood

Flash floods are free-flowing rivulets of fast-moving water that race through the area, drowning and washing away most anybody caught in the rush of water. The rushing torrents of water race down at speeds of 30-60 mph (48-96 km) and are 3D6 feet (0.9 to 5.5 m) deep.

The worst place to be during a flash flood is in a small valley, dried-up riverbed, or other such depression. Flood waters channel into such places, and only increase in their ferocity. One should take caution when traveling in these; a flash flood will occur with only one melee round of warning, unless travelers have some other means of advance notice. **Note:** Old riverbeds, flood plains, mountains, hillsides, ravines, chasms, low areas of highways, viaducts, storm sewers, and drainage channels are the most likely places where flash floods occur.

Damage: Characters with the Swim skill can try to stay afloat and navigate the rush of water, but their Swim skill is at -25% and they take 3D6 points of damage from the initial onslaught and for every 30 minutes caught in the battering waves and floating debris. Those who fail three consecutive Swimming rolls when caught in a flash flood drown! And those who do make their rolls can only stay in the rushing water for a number of minutes equal to their P.E. before they tire and drown, too. Characters caught in a flash flood may also lose any items not strapped to their bodies, and paper goods, electronics and food are likely to be ruined unless sealed in a plastic bag or waterproof container.

Structural Damage: 1D4x10 damage to all structures and vehicles caught in the stream and rapids of the flash flood, but the water usually subsides and disappears within 1D6 days. However, roads may be left covered in mud/dirt 2D6 inches (5 to 30.5 cm) deep, plus debris (tree branches, rocks, boulders, some toppled



trees, junk, etc.) and vehicles and zombies swept away by the current and deposited wherever the water culminated.

Effects on Zombies: Half damage and no risk of drowning. With a few exceptions, zombies cannot swim and are helpless in rushing water, swept away until they can either grab hold of something and climb out or until they are deposited at a particular location. Unless they are particularly well-balanced, sturdy, or agile, the monsters get swept away by moving water higher than three feet (0.9 m). Once they are off their feet, they have a difficult time getting back up, and the water takes them away. Zombies can walk through standing flood water, even if it goes over their heads, but in the rushing rapids of a flash flood, the monsters are swept away until they hit still water or some sort of barrier such as a telephone pole, tree, wall, building, etc. Dozens to hundreds of zombies may be swept to new locations via flash flood conditions. **Note:** Even Swimmers and Blow Fish, Thinkers, Armored Brutes, Juggernauts and Mock Zombies are swept away in the strong rapids of a flash flood.

This Disaster May Be Accompanied By: Structure Collapse, Toxic Leakage (from overflowing sewers or broken pipelines) or Landslide/Mudslide.

Hurricane

Hurricanes are cyclonic storms that are localized mostly to one region and season. They typically only spawn in the warm Atlantic waters and come inland, striking the East Coast and the Gulf of Mexico. Peak hurricane season in the USA is August to October. They are less frequent in the Pacific, but can appear from May to November. Hurricanes travel hundreds of miles inland, causing destruction from winds, rain, flooding, and coastal surges. Worldwide, hurricanes and tropical cyclones occur in areas of high humidity and frequent storm activity, notably the Caribbean, Gulf Coast, West Indies, the Asian Pacific, and the Indian Ocean.

The actual hurricane system is a massive spinning maelstrom that hits coastal regions hard, and then eventually dissipates once it gets completely over land or burns itself out at sea. In the USA hurricanes feed on the warm, moist air of the Gulf of Mexico and Atlantic Coast. Wind speeds are between 75 and 155 miles per hour (121 km to 250 km) or more. At sea, the storm is 3D6x100 miles (480 km to 2880 km) in diameter. The “eye” of the storm, a center region of relative calm, is 10% or 15% of the overall size of the cyclone. The size of the hurricane shrinks 25% 1D4 days after reaching landfall, and over the next 1D4 days it shrinks again and again until it becomes nothing more than a heavy rain-storm.

Damage is inflicted upon the land and to all standing structures, and vessels at sea, especially frame houses and boats and ships in dock (which are likely to be smashed or carried up onto land by tidal surges). The high winds strip leaves, break branches off trees, may snap trees, towers and telephone poles in half, topple trees and lampposts, knock down electrical wires, tear apart roofs and siding from buildings, and send objects flying through the air and hitting people and other structures. The heavy down-

pour of rain that comes with hurricanes drenches anyone stepping outdoors in a matter of a few seconds, and water pools and streams down streets and hillsides that can causing landslides/mudslides, flash floods and flooding after only one hour of rain. (1D6 inches/2.5 to 15.2 cm of rain per hour!)

Before the Wave, advance detection and warning systems were in place to identify and track storm systems that could develop into hurricanes. People living in coastal towns and cities had ample time to prepare themselves for these dangerous storms. There are no more warning systems. Anyone who still lives by the coast is on their own.

Duration of Hurricane: On average, Hurricanes exist for 2D4+2 days and usually start as large, strong tropical storms that turn into Hurricanes as they travel and approach landfall before dissipating over land or going back out to open seas where they turn back into a tropical storms and fizzle out.

Thankfully, a hurricane is constantly on the move, so it seldom stays over any one particular area of land for more than 12 hours (2D4+4 hours), with the worst of it with the heaviest rain and strongest winds lasting half as long. However, while a hurricane hammers the coast – extending as far as 4D6 miles (6.4 to 38.4 km) inland – the region is paralyzed and people are in grave danger.

Visibility: Poor. Dark clouds, torrential rain and flying particles and debris make it impossible to see more than 2D4x10 feet (6.1 to 24.4 m), often half that distance. The roaring wind and heavy rain make it difficult to verbally communicate beyond 10 feet (3 m) even when shouting as loud as possible. That means people out in a Hurricane are unable to see or hear approaching danger, such as zombies, more than 10 or 20 feet (3 to 6.1 m) away! Threats from other humans and animals should be minimal as most seek shelter and wait for the storm to blow over.

Penalties: Varies with the intensity of the storm as described below.

Damage: Varies. As destructive as the wind of a hurricane can be, it brings with it additional disaster conditions such as *Coastal Surge/Tidal Wave, Flooding, Flash Flooding, Structural Collapse* (similar to *Earthquakes*), rough seas, massive waves, and flying debris. Dangers and damage from these related disasters vary depending on the severity of the hurricane, see below.

Category One (74-95 mph/118 to 152 km winds) and Category Two Hurricane (96-110 mph/154 to 176 km winds): Wind and flying debris (gutters, roof shingles, branches, etc.) cause light damage: 6D6 damage to structures for every hour of the storm, and 2D6% of power lines are lost every hour of the storm. Ships at sea take double damage.

People Damage: 1D6 damage from flying debris for every 10 minutes out in the storm. Seek cover. No damage to zombies.

01-15% chance of Coastal Surge/Tidal Wave with damage related to it along the coastline up to a half mile (0.8 km) inland.

01-20% chance of Flooding, with related damage, penalties and issues.

01-10% chance of Flash Flooding.



Penalties: Spd is reduced by half, -5% to the performance of any skill due to many factors, -15% to aircraft piloting skill rolls, -15% to boat/ship piloting skills, and -10% to pilot any type of ground vehicle in such a storm.

Category Three Hurricane (111-129 mph/178 to 207 km winds): Building damage is severe, taking 2D6x10 damage for every hour of the hurricane. Siding, roof shingles, gutters and gables are torn clear off, sheds and shacks are blown to pieces, their contents carried off by the wind and drenched by torrential rain, plus possible additional structural damage done to frame houses and light buildings. Trees are snapped in half and those with shallow root systems are uprooted and toppled. 4D6% of electrical wires are knocked down every hour of the storm! Ships at sea take double damage and may be set adrift or battered and sunk.

People Damage: 2D6 damage from flying debris for every 5 minutes out in the storm. Seek cover! 1D4 damage to zombies for every hour out in the storm. Zombies suffer only one point of damage for every 30 minutes out in a hurricane.

Penalties: Speed is reduced to 25% of normal, -30% to the performance of any skill outdoors, -2 attacks per melee round as the character fights the wind, -35% to aircraft piloting skill rolls, -40% to boat/ship piloting skills, and -25% to pilot any type of ground vehicle in such a storm.

01-45% chance of Coastal Surge/Tidal Wave with damage related to it along the coastline up to a mile (1.6 km) inland.

01-60% chance of Flooding, with related damage and issues.

01-40% chance of Flash Flooding.

01-66% Structural Instability and Collapse: Houses and light buildings. When the structural integrity of a house or building is compromised from battering winds and soaking rain, the occupants are in danger of the roof being torn completely off and the walls or ceiling/upper floors (and its furniture or storage) caving in on top of them, or having other debris such as trees and tree limbs, pieces from neighboring structures or boats, and other flying debris, come crashing in through the wall or window (yes, even if boarded up) or dropping down on them! Characters who are indoors must make a *dodge roll of 13 or better* or take 4D6 damage from falling debris every three melee rounds (45 seconds) until they vacate the premises.

If half or the entire house/light building (gas station, one or two story building) collapses, there is still a chance that the character has an avenue of escape.

Roll 1D20: 01-08 means the character(s) is alive but trapped and needs help from others to be dug out.

09-20 means the character survives and has a clear path by which he can crawl out to safety on hands and knees! However, any large equipment or vehicle is crushed or pinned under the collapsing house or building. Get to safety before more of the building or debris comes crashing down. Roll again for 15 minutes inside a frame house or other light structure, and once every two hours of the hurricane in a large, heavily built, concrete and steel building, but stay away from windows and the top floors!

Category Four Hurricane (130-156 mph/208 to 250 km) and Category Five Hurricane (157 mph/251 km or higher):

Building damage is catastrophic, taking 1D6x100 damage for every hour of the hurricane. Frame houses and light buildings are decimated. The entire roof is completely ripped apart and scattered by the wind, and 1D4 sides of the building collapse, and any upper floors (up to three stories) also collapse and cave in. Trees are snapped in half or uprooted and toppled. 6D6% of electrical wires are knocked down every hour of the storm! Ships at sea take double damage and may be set adrift or battered and sunk.

People Damage: 4D6 damage from flying debris for every 2 minutes out in the storm, plus other danger and damage from flooding, etc. 2D6 damage to zombies for every hour out in the storm. Zombies sustain 1D6 damage every 30 minutes out in a hurricane.

Penalties: Reduce poor visibility by half! Speed is reduced to a mere crawl, 10% of the character's usual speed. Verbal communication requires shouting with a range of 4 feet (1.2 m), -50% to the performance of any skill outdoors, -3 attacks per melee round as the character fights the wind, -60% to aircraft piloting skill rolls, -50% to boat/ship piloting skills, and -40% to pilot any type of ground vehicle in such a storm.

Seeking cover is imperative!

01-80% Chance of Coastal Surge/Tidal Wave with damage related to it along the coastline up to two miles (1.6 km) inland.

01-90% Chance of widespread Flooding, with related damage and issues.

01-60% Chance of Flash Flooding.

01-95% Structural Instability and Collapse: Houses and light buildings.

01-25% Structural Instability and Collapse: Large, heavy buildings.

When the structural integrity of a house or building is compromised from battering winds and soaking rain, the occupants are in danger of the walls and ceiling/upper floors (and its furniture or storage) caving in on top of them, as well as having other debris such as trees and tree limbs, pieces of walls and rooftops, gutters, and other flying debris crashing in through the walls or dropping down on them! Characters who are indoors must make a *dodge roll of 14 or better* or take 5D6 damage from falling debris every melee round until they vacate the premises.

If half or the entire house, or the floor of a large building collapses (probably the roof or one or more upper floors), there is still a chance that the character has an avenue of escape.

Roll 1D20: 01-11 means the character(s) is alive but trapped and needs help from others to be dug out.

12-20 means the character survives and has a clear path by which he can crawl or climb out to safety on hands and knees! However, any large equipment or vehicle is crushed and destroyed under the tons of debris that has fallen on top of it. Get to safety before more of the building collapses. Roll again for 5 minutes inside a frame house or other light structure, and once every hour of the hurricane in a large, heavily built, concrete and steel building, but stay away from windows and the top floors!

Note: Walking around inside or even within the shadow of a collapsed building after a hurricane is dangerous in the ex-



treme. The structure is unstable and shifting weight and stress can make more of it break loose to drop more debris on the area and the people below. Likewise a floor that is still standing or has pockets in which people may have survived, can continue to weaken and collapse. Each collapse or falling debris is the equivalent of a Medium Earthquake as far as damage to characters and the chance of getting pinned inside or under falling debris is concerned.

Effects on Zombies: During a hurricane, zombies function without fear of death or injury, but are vulnerable to the high winds, collapsing buildings, flooding, and being swept away by flood waters just like the living. Reduce the zombies' unnatural sight and ability to sense the living by 75%. Still, that is better than a human who will not realize a zombie is coming from behind or the side until it is only 10 feet (3 m) away. If the zombie(s) is heading toward the living in front of him, range is 1D4x10 feet (3 to 12.2 m) of visibility, but even then the zombie may be obscured enough where it is impossible to tell whether it is one of the living or the dead until it is 10 feet (3 m) away.

Also reduce the zombie's Spd by half, and zombies lose their balance during a hurricane and have trouble walking against the wind. Many let themselves be nudged and pushed in the direction of the wind and end up huddled in a large mob, pinned against the walls of large buildings, fences, and vehicles to wait out the storm, or swept away by flood waters. Zombies may also go inside a house or building during a hurricane, but are too dumb to avoid going into light structures vulnerable to hurricane winds. This can buy survivors precious time to get away from the monsters, provided they can manage to stay on their own feet and avoid falling debris. Zombies inside collapsing structures take damage and may become pinned or completely buried, and even carried off by the wind and end up 2D4x100 feet (61 to 244 m) away. If they can manage to pull away from pinning debris, they will do so, even if they have to leave behind part of their body and become armless or even a legless Crawler. If they cannot escape, the zombies go dormant, awakening and attacking any human who happens to unearth them.

Optional: Roll 1D20 to determine the zombie's fate as follows. G.M.s can roll for specific zombies or massive groups of them: **01-05** the zombie's (or a group of zombies') head(s) is crushed and the monster(s) is killed! **06-10** The zombie(s) is pinned and cannot escape unless someone deliberately works to dig it out and set it free; goes dormant. **11-15** The zombie(s) is pinned and can only escape if it tears itself in half (takes 1D4 hours) and squirms free as a Crawler. **16-20** The zombie(s) manages to escape unscathed and continues to roam the ruins in search of the living to feed upon. People pinned in the debris are the first to fall victim to scavenging zombies.

Disaster May Be Accompanied By: Coastal Surge/Tidal Wave, Extreme Temperature, Flooding, Flash Flood, Landslide/Mudslide, Structure Collapse/Fires, Sinkholes, and Toxic Leakage.

Landslide/Mudslide

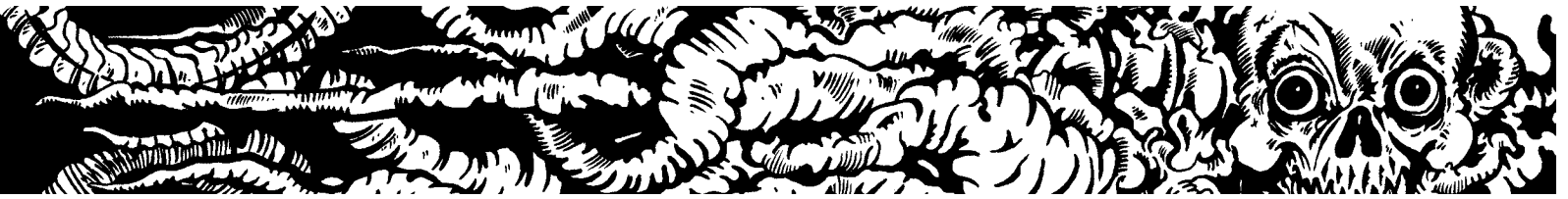
Landslides may occur at tall hills, mountains or steep cliffs. They usually are the result of sustained heavy rain or 1D6+4 days of steady rain with few or no breaks, and usually preceded by flooding. The soaked earth turns into mud that erodes and finally slides away. A landslide or mudslide can also result from an earthquake. On its way down, landslides and mudslides bring down uprooted trees with them and pick up rocks, boulders, debris, vehicles, homes and other structures. All of which come crashing down and cause more destruction as the heavy objects smash into other vegetation and man-made structures.

There is generally no distinction between a landslide and a mudslide. However, some landslides or rockslides are smaller, and unleash a much narrower stream of falling rock, earth and trees. A dry landslide/rockslide is likely to be the result of *water erosion*, but rather than a stream of mud, the landslide is something that finally gives way after the rain that created the unstable land. Rather like an avalanche, the landslide is likely to be caused by a person or people stepping in the wrong place, or from the vibrations of one or more vehicles, or the inevitable pull of gravity. A dry landslide is likely to send a cascade of trees, rocks and earth tumbling down the side of a mountain, cliff or tall hill, crushing and burying everything in its path.

Depending on how large the landslide or mudslide is, it can cover portions of a road, knock down a bridge or a few buildings, bury a dozen vehicles, to completely crushing or burying a town or part of a city. The largest landslides and mudslides are caused by earthquakes that liquefy the earth and send down a deadly swath of mud and rocks to bury a town or forest below. In the post-apocalyptic world, there is no recovery effort, so places that fall victim to a landslide or mudslide disappear completely, buried under earth and rubble.

Most victims die within 1D6 minutes from suffocation, unless lucky enough to be buried inside an air pocket or inside a sealed vehicle with a limited amount of air (2D6x10 minutes). Since about half of buried mudslide victims die in minutes, the odds of finding a person alive are terrible. For one thing, it is like trying to find a needle in a haystack. The buried individual could be anywhere along the 2D6 mile (3.2 to 19.2 km) trail and buried under a few or many feet of mud and earth or pinned under debris (uprooted trees, branches, rocks, rubble, vehicles, etc.). Groups need to be equipped with shovels and probes to locate and rescue the victim of a landslide or enjoy a moment of miraculous dumb luck (G.M.'s discretion). A victim on the surface of a landslide, but pinned by debris, is likely to need special equipment like a mirror, flashlight or cell phone to signal for help or make sound to attract rescuers. The problem is such efforts are also likely to attract any zombies in the area. Digging or chopping yourself free from debris is unlikely.

Landslide/Mudslide Damage: A *small landslide* inflicts 6D6+6 damage to everyone and everything caught in its path, but victims are able to pull or dig themselves out within 2D6 minutes.



Half that time with help. However, gear and equipment that was not physically strapped to the character(s) is lost and cannot be recovered. Vehicles caught in the slide are also lost and cannot be accessed or recovered. A *medium landslide* inflicts 2D4x10 damage and equipment and vehicles are lost, same as above. A *large landslide* inflicts 3D4x10 damage. A super-large landslide inflicts 6D6x10 damage. Subtract damage from S.D.C. first and then Hit Points. Those inside a vehicle take half damage but will have to break out the glass to be able to start digging out if buried. A very difficult, nearly impossible task if buried more than a foot (0.3 m) under dirt or mud.

The crushing damage landslides and mudslides do to fixed, standing structures from the sheer weight and force of the slide is catastrophic. Buildings, trees, and other such stationary structures suffer the following damage: A small landslide inflicts 1D4x100 damage to every structure. A medium landslide does 2D4x100 damage. A large landslide, 4D4x100 damage. Super-large landslide does 5D6x100 damage. **Note:** In real life, the damage could be greater. Plus a portion to the entire town could be partially or completely buried, leaving only the rooftops and upper levels of buildings taller than two stories visible. Other tall buildings may be knocked over or collapse into the mud or rubble.

Heroes caught in a landslide or mudslide have little chance for survival, unless it is a small or medium-sized event. Anyone buried under the mud or earth more than a foot or two is lost, suffocated in minutes. Being covered over by heavy mud, dirt or debris completely immobilizes its victims. They cannot move or open their mouths to cry for help. The only chance for survival a burial victim has is to be dug out by friends or dig themselves out to effect an escape.

To randomly determine the victim's circumstance, consult the following table:

01-20%: Lucked out! On the surface. Filthy, bruised and banged up, maybe even seriously injured, but alive.

21-40%: Partially buried and pinned by debris. In addition to the damage sustained, it takes 2D4x10 minutes of work for several rescuers to finally get the victim free.

41-60%: Only 1D6 feet (0.3 to 1.8 m) from the surface. This is still enough to kill most people in 1D6 minutes.

61-80%: Bad news. Buried under 3D4 feet (0.9 to 3.6 m) of dirt or mud. That's tons of weight.

81-00%: Buried deep. 3D6+10 feet (3.9 to 8.5 m) from the surface. There is no way to rescue the individual without a small army of people or heavy machinery, neither of which is likely to be available. And if it was, it would still take hours. People caught in one of these disasters have little chance of rescue.

Note: Zombies cannot sense the life energy of anyone buried under more than four feet (1.2 m) of dirt or debris. And even when they try to sense a buried person, unless there is a Thinker or other smart zombie to lead the others, most zombies are not smart enough to dig for their meal. Instead, they moan, gather and stand over the location of the victim trapped under the dirt even if he is close to the surface. If trapped by debris and partially visible, the monsters try to reach and claw for him. Again, they

gather, but are not smart enough to pull the rubble away to get at their potential prey. Not even with the instruction of a Thinker or Mock Zombie. However, a Death Priest may be able to use the zombies or cultists to free and capture or kill someone pinned by debris. **Note:** A gathering of zombies can provide a valuable clue to would-be rescuers that someone is pinned and in need of rescue.

Effects on Zombies: Zombies take damage as normal, and are buried or pinned under the mud, dirt and/or debris, but not killed. Zombies buried under tons of earth go dormant until they are dug up.

This Disaster May Be Accompanied By: Extreme Temperature, Flooding, and Structure Collapse.

Nuclear Explosion

This is the least likely of disasters on the list. Since political war is at an end and the nations of Earth have disappeared, the only war now is the living against the dead. Still, there happens to be an enormous stockpile of nuclear weapons sitting around in the USA, Russia, China, Korea, and other places. All unprotected and unguarded. Even if there are guards, it is likely to be only a few of them, and they are not going to last long without support. That said, it is not like you can waltz into a missile base and flip a switch or press a button to launch nukes. There are codes and safety measures that need to be overcome, not to mention gaining access to the base and the missiles in the first place. Breaching the blast doors of a missile base and its silos is not an easy task. Still, it is theoretically possible for a highly motivated Death Cult, army, or terrorist to get his hands on a nuclear missile or materials to make an explosive nuclear device. The most likely scenario could be nuclear submarines or warships making limited nuclear strikes to burn down a few cities to destroy all the zombies walking the streets, but even that seems unlikely. A reasonable person, especially military personnel, will consider using nuclear weapons only as a last resort, and even then is not likely to unleash any. There is no real point or purpose to nuking even one city, let alone a particular country.

Nuclear missiles are large and extremely dangerous if you do not know what you are doing. They can leak radiation that kills a regular person in a few hours to just minutes when mishandled, and require special priming to detonate. Still, a group of trained specialists or engineers could, in theory, do it if they were highly motivated to do so. The trick is getting your hands on one. Most submarines and ships carrying nuclear weapons are likely to see the Captain or one of the last personnel scuttle and sink the vessel, sending it to the bottom of the ocean before he dies, to make sure the nukes can NEVER fall into the hands of crazies and extremists. Missile bases will be locked down. And it is not like the design manuals, codes and data on how to operate or launch the nuclear device are just laying around. Thus, the denotation of a nuclear bomb of any kind is extremely unlikely.

Damage: For your reference, nonetheless, the actual damage caused by a nuclear blast is too high to really count. Consider it to



be one million points of damage, inflicting complete destruction to a 10 mile (16 km) radius from the blast center, with considerable damage done to an additional 10 mile (16 km) radius, destroying and burning down all wood structures, homes and light buildings. Most cities would be entirely leveled, blown to dust. What was not destroyed in the initial fireball and intense shock wave would be subjected to high levels of deadly radiation, and fires would last for days. Secondary fires would burn for another 2D6 miles (3.2 km to 19.2 km), doing 2D6x10 damage to everything and everyone caught in it. Specially shielded vehicles and bunkers may take only a fraction of this damage (half or a quarter), but they take damage too.

A comparatively small “suitcase” nuke, or “dirty bomb,” is an equally remote possibility. Such a device could wipe out half of a city, if one was used, inflicting one third the damage, above, to one third the radius of effect.

Effects on Zombies: Zombies suffer the full effects of the blast, shock wave, and fire, atomizing all caught in the blast, along with living humans and animals. The zombies who soon after wander through the burned and blackened ruins would become irradiated and potentially dangerous to the living; considered Toxic Zombies. This is bad for survivors, because the radioactive monsters are deadly via close proximity and direct contact.

This Disaster is Accompanied By: Drought, Extreme Temperature, Structure Collapse, Fires, Wildfires, and Toxic Leakage (fallout).

Power Plant Failure

When the Wave hit, no one realized it was the end of human civilization as we knew it. They all thought things would get better. At least they did until the power went out. Everywhere. At some point, the lights went out and never came back on. Some of the power plants that civilization requires to function are still sitting there, waiting to be restarted. All they need is some fuel and a bit of maintenance and they can be working again. Some nuclear power plants, however, have become unstable, toxic, and very dangerous.

Regular power plants stopped working hours after they were abandoned or their operators were killed. They run on fossil fuels, and once those fuels were no longer being fed into the power plant, everything went dark.

Hydroelectric power stations, which generate electrical power from natural sources of running water, are an exception. They are mostly automated, and needed very few people to function. However, even they are not likely to last more than 1D4 months after being abandoned. Downed electrical wires from fires, wind and other damage further undermine the infrastructure of the power networks everywhere. Theoretically, hydroelectric power plants could be made to work again, and provide power to a permanent survivor settlement. Geothermal power plants are similar to hydroelectric, in that they went into an automatic passive mode, allowing the energy they normally harvest from inside the planet to be vented without collecting any of it.

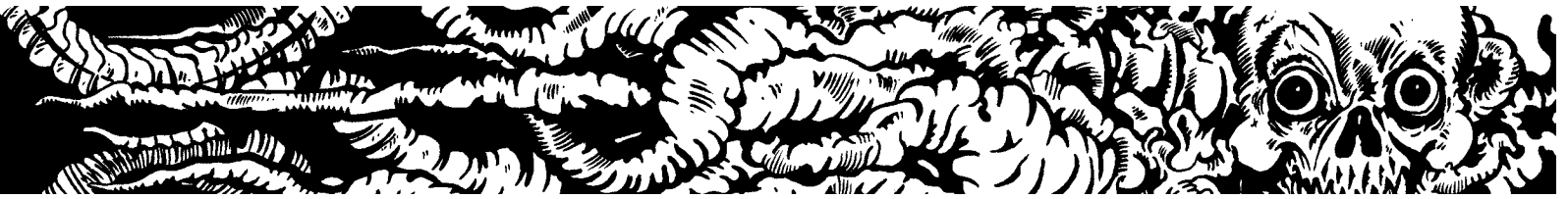
Nuclear power plants have many redundant systems to keep them stable, but without workers maintaining those systems, they eventually either shut down as an automatic failsafe or break down. These power plants used radioactive fuel rods to heat water, which generates steam, which powers turbines, which generate electrical power. Eventually, those fuel rods lose potency and have to be stored for later disposal. Spent fuel rods are kept in cold water, but without a cooling system, the water heats up and evaporates. Active fuel rods, the ones actually powering the plant, need a cooling system too. The timetable for this is different for every power plant, but when the cooling system grinds to a halt and all the cooling water evaporates, a meltdown, fire and explosions are likely to result.

Nuclear power plant failures happen 1D4 months after the Wave, unless shut down first and put into safe mode. A rarity considering how quick and unexpected the apocalypse occurred. There are more than 500 nuclear power plants in the U.S. alone, with many others worldwide. The majority of them will experience a meltdown or explosion of some type. When that happens, deadly radioactive material escapes from the plant and spreads outward for 1D4 miles (1.6 to 6.4 km) around the power plants. This creates dead zones where no vegetation and very little animal life can survive. The smaller animals like mice die quickly. Larger animals, like deer and bears, leave the area when their food sources dry up. In some cases, the deadly radioactive zone spreads even further when explosions and fires send the deadly radioactive material up into the stratosphere, where it travels and spreads for thousands of miles. This radioactive material comes back down in the rain and in poisonous clouds of gas. Although these cases are rare, there are still places in the world of Dead Reign that are radioactive enough to cause sickness and death to anyone who wanders into them (G.M. discretion). These places are frequently marked by signs and roadblocks to keep everyone out.

In some cases, more modern nuclear power plant designs allow for the active fuel rods to melt into a molten sludge and burn through their own holding tanks. Typically, they would then pour into cavernous concrete cellars, where they continue to burn and will do so for decades. Theoretically, the sludge is safe down there, and it won't leak out and poison the area around it.

Damage: Staying in an area of radiation for more than eight hours causes minor radiation poisoning (nausea, headache, vomiting, burning eyes; victims are -1 attack per melee, -2 to strike, parry, dodge, and reduce Spd by half while sick). Duration is 2D6 days. Any unshielded electronic equipment (most commercial items) brought along has its circuitry completely destroyed by the hard radiation.

Characters who stay in a radioactive area for a longer period see even greater penalties, and may develop health complications like cancer, neurological damage, and death. Even if the character does not know what is causing this damage, they are sure to know the area they are in is strange, harmful, and could kill them eventually.



Effects on Zombies: Zombies do not care about radiation, but that does not mean it does not affect them. Thankfully, zombies are constantly wandering around, so most do not linger in radiation zones. Moreover, nuclear power plants in the USA are usually located in rural areas away from population centers, again, giving zombies little reason to come looking for live prey or hang around. However, those that do become imbued with radioactive particles. Some may have even wandered into hot radioactive sludge and have had their bodies fused and twisted together to form *Zombie Amalgamations* (see **Dead Reign® Sourcebook 3: Endless Dead**). Some have taken on so much radioactive material that they constantly emit high levels of the stuff. They are walking environmental hazards, poisoning everything they get close to, and transmitting radioactive particles through their bites and melting flesh.

This Disaster May Be Accompanied By: Toxic Leakage and Drought.

Rain and Thunderstorms

By itself, an ordinary rainstorm is nothing to be worried about. The more violent thunderstorms, accompanied by lightning, are seldom much to be concerned with either, though lightning strikes can be deadly and start fires.

Overall, rain is a benefit to all living things, bringing fresh water and washing away the old and dead. It is when the rain continues for a long time, or comes in heavy downpours and rains faster than the ground can absorb it, that it starts to become dangerous and causes flooding. Rainstorms in North America are the most common weather to cause localized disasters, mainly flooding, flash floods, damaging high winds, and lightning, which can cause fires, and all of which can knock out electrical power. A rainstorm can also be accompanied by a tornado anywhere in the USA, Canada and Mexico, but are uncommon except through what is known as Tornado Alley in the Midwest of the USA.

Rain sometimes comes as a light sprinkling to a steady rain, and sometimes comes with thunderstorms, which bring heavy winds and lightning. Thunderstorms cover large areas and can be very damaging. Over time, the wind and rain brought by storms will knock down power lines, signs, billboards, homes and buildings.

Survivors in the world of **Dead Reign®** are at the mercy of the elements. Without warning systems in place, there is no way for anyone to tell what kind of weather is approaching more than an hour or even minutes before it strikes. Nor can they know the severity or how long it might last. This makes survival, whether in the cities, rural areas or in the wilderness, that much harder and more unpredictable. Walled towns and survivor camps need some kind of runoff or drainage system to make sure their living spaces do not flood from the slightest downpour, and their structures have to be strong enough to last through years of storms. On the plus side, rain brings drinkable water for people, animals, plants and crops.

When the precipitation starts to pick up, it is always best to find shelter, especially now when there are no weather forecasts to inform you whether the rain will be turning into a storm accompanied by strong winds, lightning, flooding or tornadoes. Searching for high ground and a dry shelter with a solid roof is always a good idea. If the rain lasts a long while, perhaps even days, or comes down in buckets and flooding can be seen in the lower areas around your location, it is best to move to higher ground before it is too late. Heavy flooding lasts for days and traps people for 2D4 days before the waters subside enough to safely vacate the area.

Visibility: Light rain reduces visibility to five miles (8 km). Moderate rain reduces visibility to two miles (3.2 km). Heavy rain reduces visibility to half a mile (0.8 km). Torrential rain reduces visibility to 1D4x100 feet (30.5 m to 122 m).

Damage: Regular rain does no damage, but being soaked makes people uncomfortable, distracted and irritable (-1 on Perception Rolls and initiative).

Small hail may sting when it hits the skin, but does no damage. Heavy, large hail does 1D4 damage per minute to anyone who stays out in it, but virtually no serious damage to buildings and vehicles. Duration is very short, 1D4 minutes.

Lightning does 6D6+6 points of damage direct to Hit Points and is likely to kill the person!

Remember, shallow water can be still be dangerous. Currents can be stronger than you think, carrying away people or their gear, and stalling out vehicles and moving them downstream. Shallow waters may also harbor zombie Swimmers and Crawlers that are not likely to be visible in the muddy, brown water that comes with flooding.

Effects on Zombies: Rain has little effect on zombies besides making them sopping wet and may serve to wash the dirt, fresh blood, bugs and trash off of them, temporarily. If they are tracking living people by scent, they do so with a -40% penalty due to the rain washing the smell away, but they otherwise function as normal. Likewise, a heavy or torrential rain reduces the range of the zombie's ability to sense the living by half. Lightning does half damage to zombies, and there is a 20% chance of catching them on fire if they are struck.

This Disaster May Be Accompanied By: Strong Winds with gusts up to 40 mph (64 km), *Tornado, Coastal Surge/Tidal Wave, Flooding, Flash Floods, Landslide (mud or rock), Structure Collapse/Fires, Wildfires* (from lightning). However, such additional "disasters" and problems are a rarity, with only one or two occurring 1D4 times a year. There are some exceptions, of course, such as *Tornado alley* (Texas up through the Midwest, including the states of Oklahoma, Kansas, Arkansas, Missouri, and Iowa, which get dozens of tornadoes every spring and summer, and to a lesser degree, but still the northern tip of Tornado Alley, Minnesota, Wisconsin, Illinois, Indiana, Ohio, Michigan and southern Ontario, Canada). Likewise, there are places where Flooding, Mudslides and Wildfires are more common.

Flooding is most likely to occur when it rains continuously for several days or comes down rapidly (1D4 inches an hour for 2D4



hours). As always, additional problems and related disasters, like Flooding, are left to the sole discretion of the G.M.

Sinkhole

Sinkholes occur when a piece of the ground is dissolved or falls away, creating a deep depression or hole. Sinkholes can be bowl-shaped, or they can lead deeper into cave systems or underground reservoirs. Sometimes this is a completely natural result of erosion and dissolution of rock, but when sinkholes occur in developed regions, it is usually the result of crumbling underground tunnels or water erosion. Subway systems, basements, sewers and other underground chambers fill up with water, and rust, and rot until the street or backyard caves in. Sinkholes are not a common occurrence and are usually isolated incidents, with the hole measuring 2D6x10 feet (6.1 to 36 m) in diameter and 2D6x10 feet (6.1 to 36 m) deep.

Damage: Houses, buildings, walls, roads, and bridges take 1D4x100 damage from a sinkhole, and always end up with a big section collapsed and swallowed up. Cars, trucks, and parked vehicles take 2D6x10 damage from falling into a sinkhole and may suffer additional damage if the sinkhole continues to crumble and drop debris on it. People and zombies who are standing on the sinkhole as it happens have little warning before the ground underneath them falls away. If the character can make a dodge roll of 17 or higher, he can manage to escape falling into the sinkhole. Otherwise, the character takes 6D6 damage from the fall, and there is a 75% chance of being buried by loose earth, mud or falling debris. A successful roll with impact reduces damage by half.

Effects on Zombies: Zombies cannot dodge sinkholes when they appear under their feet, and fall down into them. Damage is only 3D6 points, but the monsters have no way out, so they just mill around at the bottom hoping for food to drop down to them. If there is a cave or tunnel system, the monsters may wander or crawl down them, taking them to other locations underground as well as other possible exits to the surface. Zombies who come upon an open sinkhole walk around it, but many walk right up to edge and can be pushed into the hole very easily. The walls of a sinkhole are usually very steep, so climbing out is not usually an option. Zombies that cannot escape, eventually go dormant until potential prey comes along.

This Disaster May Be Accompanied By: Flooding, Flash Floods or Toxic Leakage if the sinkhole breaks a sewer line, gas main, or a vehicle containing toxic chemicals drops into it and leaks.

Structure Collapse

It takes regular maintenance to keep buildings, skyscrapers, bridges, docks, roads and other structures in good condition and from falling victim to nature, erosion and decay. Solid construction helps, but even the toughest structures need repairs, patching, paint, refinishing, and renovation. Without those crews to

keep things up to code, humankind's works of creation will start to deteriorate and crumble. A building that is missing a roof, has broken windows, or is damaged by fire, storms, or floods, is exposed to weather and deteriorates all the faster. With the passage of time and the effects of damage from people and weather, the structure may become unstable and parts of it begin to collapse. The problem for survivors in the world of **Dead Reign®** is that when a structure gives way, it may go down around their heads and there is no one to clean up the mess.

It would take up to a century for most modern skyscrapers to approach the collapsing point. A few years after the Wave, the structures most vulnerable to sudden collapse are those damaged in some way (earthquake, fire, flooding, etc.) as well as those made from the cheapest or shoddiest materials. The cities are far from falling down in the early days and years of the Zombie Apocalypse, but there is definitely damage, sometimes severe, from vandalism, fighting, storms, fire and flooding. As glue, caulk, rubber and wood rot away, windows and glass panels fall out, allowing weather and animals to enter, and increasing the decay of the structure.

Water seeping into basements, cellars and low-lying areas creates breeding grounds for mosquitoes, mold and pestilence, as well as providing cover for zombie Swimmers and Crawlers lurking below the water, whether it is shallow or deep. Flooding and water eventually weaken the foundations of buildings, especially frame houses and wood constructs.

Fire can devastate the biggest and best made skyscrapers and apartment buildings, and devour entire neighborhoods. There are no rescue crews, builders or repair people, so buildings damaged by fire are unstable structures that become vulnerable to further damage from weather and animals. Walking through a fire or flood or decay damaged building is the same as a building damaged by a moderate earthquake. Parts of it could crumble away to drop debris on anyone inside, or collapse to pin people under debris.

When an oil refinery or natural gas plant ignites, explosions and fire follow. When that happens, these sprawling plants are likely to become infernos. Some continue to burn for months. The smoke and smell can be detected for 1D6x10 miles (16 to 96 km) all around.

Damage: The danger from a collapsing building varies with the level of deterioration of the structure itself. Most unstable structures are roughly equivalent to a low-magnitude or medium-level earthquake, only roll to avoid falling debris every 1D6+2 minutes or whenever a character does something violent to the structure of the building. That includes kicking open a door, slamming into, pounding on, or tearing down a wall or support beam, moving heavy debris, using explosives, dropping something heavy (100 pounds/45 kg or more), and even running faster than a Spd of 8, and similar. Game Master discretion. Rules for surviving a collapse that drops the character down to the next floor or two, or having one or two floors above you drop down on your location, is the same as the *medium-level earthquake*. Pray you do not get pinned.



Effects on Zombies: Minimal, as usual. If a zombie is pinned by fallen debris, it tries to pull itself free or, if possible, leave the pinned limbs behind. If a zombie is unable to free itself, it goes dormant.

This Disaster May Be Accompanied By: Wildfires, Toxic Leakage, Power Plant Failure.

Tornado

Tornadoes are exceptionally violent cyclonic storms that form spontaneously out of common thunderstorms. Depending on weather conditions, a tornado can seem to appear without warning, even when conditions are calm and things are still. However, most occur during a rainstorm. A green or yellow sky and dark clouds moving counter-clockwise are all indicators that conditions are right for a tornado.

Unlike hurricanes which are massive storms, a tornado might be thought of as a concentrated funnel of swirling, destructive energy. Tornadoes are instantly recognizable from the ground as a giant funnel of swirling clouds and moisture, that twists and turns as it tears across the countryside. The typical F1-F3 tornado is a spinning, black funnel cloud with winds of 90 to 180 mph (144 to 288 km). The funnel sucks in and destroys everything it touches. Winds are high all around the tornado, not just at the funnel, with debris flying through the air at great speed.

Although there were computer models and storm conditions that could predict tornadoes, as well as early warning systems, sirens and trained storm chasers on the ground who knew how to recognize the conditions for such storms, that is all lost in the aftermath of the *Zombie Apocalypse*. Tornadoes are most numerous in the famous *Tornado Alley*, which comprise the states east of the Rocky Mountains and west of the Mississippi River. Some storm chasers remain active. They go out with teams to watch for storms that could damage or destroy survivor communities, always with escorts to watch for zombies in the fields and towns of the Midwest.

Tornado Size: Pick one or roll percentile dice for random determination.

01-25% Narrow: 100 feet (30.5 m) in diameter.

26-50% Small: 1D4x100 feet (30.5 to 122 m) in diameter.

51-75% Medium: 2D4x100 feet (61 to 244 m) in diameter.

76-85% Large: 3D6x100 feet (91.5 to 549 m) in diameter.

86-95% Massive: 1D4x1,000 feet (305 to 1,219 m) in diameter.

96-00% Giant: 1D4 miles (1.6 to 6.4 km) in diameter.

Duration of Tornado on the Ground: On average, a tornado lasts for 3D4 melee rounds (45-180 seconds) on the ground, but can do tremendous damage in those 1-3 minutes. The movement or path of a tornado is erratic. It may hop and skip over houses, leaving a few structures still standing, barely scathed, while everything around them may be damaged or completely flattened. A tornado may also double-back on itself, going back to an area that it has already hit. Most travel along the surface for 3D4 melee rounds in a zig-zag or wave motion, seldom a straight line.

Visibility: Poor. Dark clouds block the sun in the sky, turning day into a near nighttime darkness. Heavy and torrential rains often precede or accompany a tornado, but other times the rain may be very light. Visibility during the tornado is typically about one mile (1.6 km). Flying dust, particles and debris makes it difficult to verbally communicate beyond 10 feet (3 m) even when shouting as loud as possible as the funnel cloud approaches. When the tornado is right on top of you, only its roaring winds can be heard. Threats from other humans and animals should be minimal as most seek shelter and wait for the storm to blow over. Zombies caught up in the storm are swept up and carried away by it.

Penalties: Varies with the intensity of the storm as described below.

Damage: The amount of damage inflicted is per melee round that a structure, vehicle or individual is exposed or swept up in the tornado. Most encounters with tornadoes are lethal. Seek cover immediately.

The exact amount of damage inflicted varies with the intensity/power of the storm. Size has nothing to do with the power of a tornado. Massive tornados can be weak or powerful, and a small, compact but powerful tornado can be an F4 or F5. The *Fujita Scale* is based on the wind speed and damage inflicted by a tornado, not its size. A tornado that forms over water is called a water spout.

F1 Tornado (74-112 mph/118 to 179 km winds): Wind and flying debris (gutters, roof shingles, branches, wood, scrap, tools, etc.) cause moderate to severe damage to homes and buildings: 1D4x10 damage to structures every melee round (15 seconds) of being buffeted by tornado winds, dirt and debris. Power lines are torn down, leaves and small branches are sheared from trees, trees with shallow roots are uprooted and toppled, half of the shutters and gutters are torn away from frame houses, 1D6x10% of shingles and siding is torn from the house, 1D6x10% of wooden fencing, mailboxes and similar items are ripped out and carried away. Automobiles may have been pushed off the road or overturned, mobile homes may be knocked from their foundation or overturned, and small sheds destroyed.

Damage: The only way to survive *any* tornado is to either get out of its path or go beneath the funnel cloud by going inside a basement, cellar, storm cellar, storm bunker, pit or trench. No damage.

Anyone caught above ground in an F1 tornado is pulled into the swirling wind and, if their body is ever found at all, it is hurled 4D6x100 feet (122 to 731 m) away, or the individual is buried under debris, probably the walls or roof of his own home. Damage to structures is 1D4x100 per melee round (15 seconds). Damage to people caught in an F1 tornado is 1D6x10 per melee round.

F2 Tornado (113-157 mph/181 to 251 km winds): Frame homes and small buildings are lifted off their foundation and moved 1D6x10 feet (3 to 18.3 m) away, the entire roof is torn clean off, as are gutters and shutters; parked cars are missing, and mobile homes are pushed or tumbled, or picked up and dropped 1D6x100 feet (30.5 to 183 m) away, and boxcars knocked over. Those inside vehicles tumbled or picked up and dropped take



4D6 damage per melee round (15 seconds) of the tornado's duration, and the vehicle is totaled. Trees with shallow roots are uprooted and toppled, others snapped in half.

Damage: The only way to survive *any tornado* is to either get out of its path or go beneath the funnel cloud by going inside a basement, cellar, storm cellar, storm bunker, pit or trench. No damage.

Anyone caught above ground by an F2 is pulled into the swirling wind and, if their body is ever found at all, it is hurled 1D6x1000 feet (305 to 1,828 m) away, or the individual is buried under debris, probably the walls or roof of his own home. Damage to structures is 2D6x100 per melee round, and people carried off by the tornado take 2D6x10 damage per melee round (15 seconds), with little hope to survive.

F3 Tornado (158 to 206 mph/253 to 330 km winds): Frame houses are obliterated, nothing left standing. The roof and 1D6x10% of the walls of well constructed houses made of brick or cinder block are destroyed, most trees in the path of the tornado are uprooted; trains overturned, cars, trucks and mobile homes are rolled, dragged or picked up and dropped 1D6x10 feet (3 to 18.3 m) away. Any people inside such vehicles take 6D6 damage and the vehicle banged up, its paint scratched up and pitted, the axles, probably broken. A terrifying experience, but with some luck, survivable.

Damage: The only way to survive *any tornado* is to either get out of its path or go beneath the funnel cloud by going inside a basement, cellar, storm cellar, storm bunker, pit or trench. Anyone caught above ground by an F3 is likely never to be seen again or the individual is buried under a crushing heap of debris. Damage to structures is 4D6x100 per melee round, and people outdoors suffer 3D6x10 per melee round (15 seconds), with little hope for survival.

F4 and F5 Tornadoes (207-312 mph/331 to 530 km winds): Frame houses are obliterated, nothing left standing. The roof and 2D4x10% of the walls of well constructed houses and office buildings made of brick or cinder block are destroyed, and small buildings lifted off their foundations and moved 1D4x100 feet (30.5 to 122 m). Most trees in the path of the tornado are completely stripped of leaves and branches and flattened, 1D4x10% are gone, carried off by the storm. Cars, trucks, mobile homes, trees, lampposts, and other pieces of large, heavy debris are picked up and carried off by the high winds to become flying missiles thrown or dropped 1D6x100 feet (30.5 to 183 m) away. Any people inside such vehicles take 6D6 damage per melee round (15 seconds) spun around inside the tornado and another 3D6x10 damage from the final impact. The vehicle is a crumpled wreck; survival unlikely. Thankfully, most large objects such as walls and pieces of buildings are shredded into smaller pieces by the tornado so there are not too many massive flying missiles! A tornado hurled car, van, small truck or girders does 1D4x100 damage on impact! Large trucks, semi-trailer, box cars, trains, tankers, etc., inflict 2D4x100 damage upon impact. The vehicle itself is destroyed and anyone inside is killed. There is no chance for survival.

Damage: The only way to survive *any tornado* is to either get out of its path or go beneath the funnel cloud by going inside a basement, cellar, storm cellar, storm bunker, pit or trench. Anyone caught above ground by an F4 or greater magnitude tornado is likely never to be seen again. There is no hope for survival!

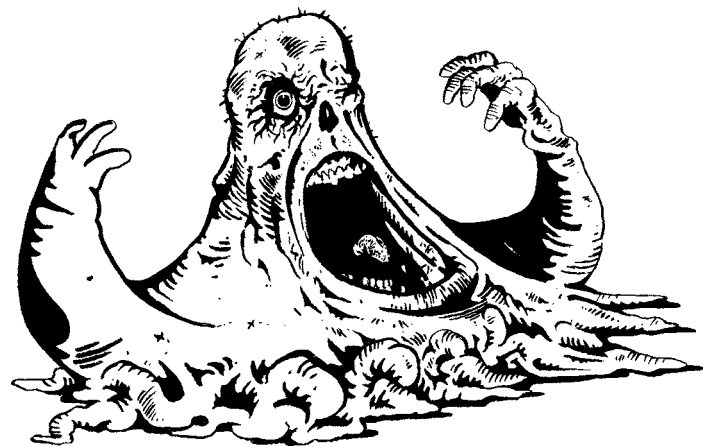
Damage to structures is 1D6x1000 per melee round; half that to large buildings reinforced by steel, such as skyscrapers, but they are badly damaged. 2D4x10% of the roof or any floor directly hit by the tornado is missing, all windows throughout the building are blown out, and any awnings, signs, poles and towers are ripped off and carried away.

Damage to people is 2D4x100 points per melee round (15 seconds), with no hope for survival. Any people inside vehicles carried away by the tornado are killed, with no hope for survival, and the vehicles destroyed.

F6 or greater is said to be inconceivable. Its path of destruction would look as if the ground was scrubbed of whatever was once present. Vehicles, refrigerators, lampposts, telephone poles and large pieces of debris becoming missiles that would do considerable damage on impact.

Effects of Tornadoes on Zombies: Zombies who do not have the sense to avoid a tornado – which are most – get carried away by them and get pretty torn up. Zombies take 4D6 damage per melee round, triple damage in F4 or higher storms. After a tornado, 1D4x10+40% of the zombies swept up by the storm are destroyed. Any that survive are likely (80%) to become *Crawlers* or *Deadweight zombies*. If the twister picked up a great number of zombies, it may tear them to pieces and rain them down all along its path.

This Disaster May Be Accompanied By: Fire, Rain/Thunderstorms and Structure Collapse (if anything is left standing).



Toxic Leakage

Toxic Leakage covers a wide variety of environmental hazards caused by the introduction of chemicals and waste material into the natural world. The reasons for these leakages are as varied as the types of toxins that player characters may run across. Toxins typically come in the form of gasses, vapors, liquids, oil,



and sludge. They can be noxious and caustic to smell, or totally odorless. There are no easy guides to avoiding toxic leakage. The best thing is to be aware of the environment and have some kind of knowledge of local factories, refineries, or treatment plants where toxic leakage is most likely. If there is one nearby, chances are it has experienced some kind of leak and is a hazardous place.

With the Zombie Apocalypse totally unraveling the normal flow of transportation, trains, semi-haulers, and tanker ships have been abandoned, derailed, crashed, and run aground. The chemicals, waste material, and crude oil they were carrying still inside their container or slowly spilling out. Player characters traveling on the rails or the highways are likely to run into a toxic crash site at some point. It is best to find a way around, or roll up the windows and move through the area as quickly as possible.

Coal slurry is a waste by-product of coal mining. It is a corrosive, abrasive mixture of dirt, rocks, coal residue, and water. Slurry is kept by mining companies behind giant dams built to contain millions of tons of this stuff. The problem is, these dams are rarely as safe as they are supposed to be, and breakage and leaks are going to happen sooner or later. Before the Wave, there were clean-up crews and public awareness to prevent and clean up chemical spills. Now there is no one to stop the inevitable failure of the toxic coal sludge dams or clean up the mess afterward.

Sewage treatment plants fail a short time after the power grid goes down, which sends raw sewage into rivers and streams. Most of this biological waste has been diluted or broken down since then, but there are still places, especially underground, where sewage has been left to stagnate. Also, some sewage treatment plants remain active longer than others, because their power grid does not go down when everything else does. That means there are still some sewage plants with millions of gallons of waste water sitting and waiting to be released. When it does, it goes right out into the natural water sources or the open streets.

In chemical waste dumps, leaks were monitored and controlled, but now there is no one left to do it. As a result, deadly chemicals are seeping into the ground and the water. This isn't such a problem with buried nuclear waste, which is contained in drums sealed in concrete and buried so deep inside the earth that it is unlikely to affect anyone living on the surface. The millions of barrels of industrial chemical waste are a much greater danger. They were buried in concrete or plastic-lined ravines under barely a hundred feet of topsoil. In time, these chemical troughs will be exposed to the open air and their barrels will suffer damage from rust and wind, which will cause further leakage and contamination of the area.

Damage: Being directly exposed to toxic leakage does 1D6 damage per minute. There are also likely to be a host of side effects, especially from biological contaminants like sewage. Exposed characters may experience rashes, headaches, fatigue, dizzy spells, frequent vomiting, dehydration, and death. The real problems are in the long-term effects of living in affected areas. Toxic leaks will get into the ground and water, tainting and deforming plant growth. Animals that drink this water and eat the

plants are likely to get sick and die from it. Those that don't will see their offspring develop a higher risk of deformities and birth defects. See the Random Table, below, reprinted from the **Dead Reign® Dark Places** sourcebook.

Effects on Zombies: Toxic leakages affect zombies differently. Harmful chemicals like acids cause great harm to a zombie: 2D6 damage per minute. Water tainted with coal ash slurry, sewage, or oil *do nothing* to them but make them even more caustic to be around. In cases where the zombie is completely saturated with the toxic leakage, it may become a *Toxic Zombie* (described in this sourcebook) or a *Bug Boy*, *Worm Meat*, *Sewer Zombie* (see **Dead Reign® Dark Places** sourcebook) or a *Zombie Amalgamation* (see **Dead Reign® Endless Dead** sourcebook).

This Disaster May Be Accompanied By: None, but may be the result of other disastrous occurrences, such as an earthquake, landslide or storm that releases toxins. Likewise, dead bodies, improper disposal of human waste, stagnant water, etc., all breed insects and disease, and turn water toxic and the area around it is hazardous to humans.

Random Illness Table from Exposure to Contamination, Toxins and Toxic Zombies

If the character swallows more than a gulp of foul water, eats contaminated food, is exposed to radiation or toxins, or is scratched or bitten by a Toxic Zombie, *roll to save vs illness* on this table. *The victim needs 15 or higher to save.* Include any applicable P.E. or other bonuses to the saving throw. If the character saves, he's fine. If he fails to save, roll for one of the following illnesses and penalties. **Duration:** All symptoms and penalties last 1D6 days unless stated otherwise.

01-10% Cold, Severe, or Equivalent Symptoms: Feels sick and run down, suffers from mild headaches, intermittent low fever, running sinuses, watering eyes, lack of appetite, and food and drink lack taste or taste funny. If the victim tries to push himself and engages in more than two hours of physical exertion, working out, labor, running, exploration, and similar, his illness gets worse; roll again on this table. If Cold is rolled again, double the penalties for the duration and double the duration of the illness. **Penalties:** Reduce Spd and P.E. by 30%, -1 attack per melee round, -2 on all combat bonuses, no Perception Roll or initiative, and -10% on skill performance.

11-20% Cough and Sore Throat: A nagging cough, sore throat and mild fatigue. **Penalties:** Reduce Prowl and all stealth and public speaking or performance skills by half. Reduce Spd by 10%, -1 on Perception Rolls, initiative and all combat bonuses.

21-30% Dysentery: Stomach upset, some cramping and diarrhea. The character feels weak and fatigued, cannot hold down food, and suffers from dehydration. **Penalties:** Reduce S.D.C. by half, reduce P.S. and P.E. attributes by half, Spd by 30%, -1 attack per melee, no initiative, -2 on Perception Rolls and all combat bonuses, skill performance is -15%, and the character is unmotivated and drained. When the character is struck with a sudden,



unstoppable bowel movement accompanied by cramps (lasts 1D4 melee rounds), he has only one melee attack/action, no initiative, no Perception Roll, and no combat bonuses!

31-40% Fatigue and Muscle Ache: The character has a low-grade fever, feels weak, tired and his muscles ache. This makes sleeping and feeling comfortable difficult. Penalties: Reduce Spd and P.S. by 25%, reduce attacks per melee, Perception Rolls and all combat bonuses by 25%, skill performance is -15% and the character is unmotivated and just wants to sleep and rest, if only he could get comfortable.

41-50% Fever: The character is burning up with a high fever, suffers from chills and dehydration, feels dizzy and weak, vision is blurred, the body aches and it is difficult to concentrate. Penalties: Reduce Spd, attacks/actions per melee round, all combat bonuses and skill performance by half; no Perception Rolls and no initiative.

51-60% Flu-Like Illness: The character has a terrible cough, runny nose, moderate fever, no appetite, and aching muscles. He feels awful and wants to lay down. Penalties: Cannot Prowl, all other skills suffer a -30% penalty, no Perception Rolls or initiative, reduce Spd, attacks/actions per melee round, and all combat bonuses by half, reduce P.B. and S.D.C. by half.

61-70% Murderous Headache: The head pounds with a brutal, throbbing headache. It makes concentration difficult and sudden or rapid movement painful. Penalties: -1 attack per melee round, reduce all combat bonuses by half, -30% to all skills, reduce Spd by half, and cannot run or leap without throbbing pain (loses two additional attacks/actions).

71-80% Lung Infection: The character feels tired, has difficulty breathing, coughs, wheezes and cannot catch his breath when even moderately active. Penalties: Running, combat or heavy labor for more than one melee round (15 seconds) results in chest pains and shortness of breath. When this happens, reduce Spd, attacks per melee and all combat bonuses by half, no initiative. +2 days to the duration.

81-90% Nausea/Stomach Poisoning: Severe stomach upset, cramps and bloating, accompanied by a low fever and vomiting. Cannot hold food down and may become dehydrated. Penalties: Generally feels uncomfortable and tired, reduce Spd by 20%, -1 attack per melee and -15% on skill performance. Strong odors, bad odors, fast or sudden movement, and eating causes vomiting. Likewise, combat, running or heavy labor that lasts more than 1D4 minutes causes the character's stomach to turn and he throws up. The vomiting character cannot perform any skill nor attack, parry, dodge, or move while vomiting, and may get some on his clothing, loses initiative, loses 1D4 melee attacks for that round and all combat bonuses are half for the rest of that melee round.

91-95% Poisoned: The character feels weak, feverish, and nauseous. Penalties: -10% to Spd and skill performance, reduce P.S. and P.E. by 20%, reduce S.D.C. points by 90% and reduce Hit Points by 1D6x10%. The Hit Points and S.D.C. recover as normal with rest and sleep, but only after the poison in the character's system has run its course (i.e. the duration of the illness).

96-00% Rash: A large, ugly rash forms on the character's hands and arms, neck, legs or abdomen. The rash is constantly itchy, annoying and distracting. Penalties: Perception Rolls are half, no initiative, attacks/actions per melee and combat bonuses are at -2, and M.A. and P.B. are -2. Scratching could lead to bleeding and infection.

Volcano

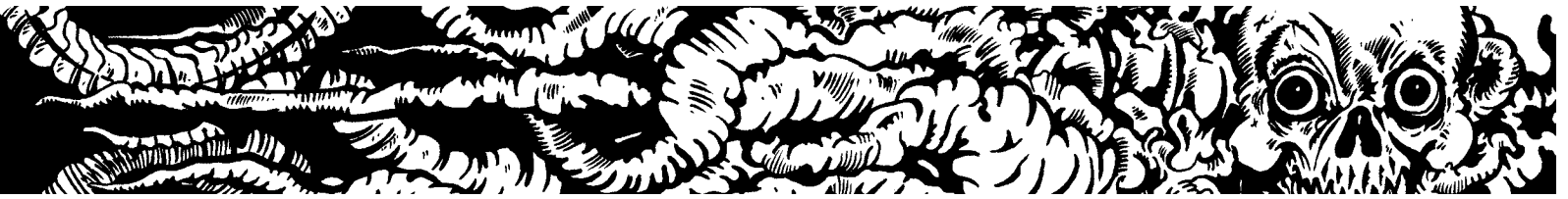
Volcanoes are vents in the earth's crust where molten rock (*magma* when it is underground, *lava* when it boils onto the surface) pushes up through to the surface. Molten rock is burning hot. Touching it is like touching liquified tar or wax. When lava breaks out onto the surface it is accompanied by toxic gasses and steam. Over time, this material cools and turns to solid rock, forming mountains. Far underground, however, the magma remains a boiling cauldron, and the pressure from the gasses and heat builds. When the pressure gets too great, the mountain starts to shake, and finally explodes, spewing molten lava, shards of rock, gasses, and burning ash into the air and covering the area for miles around it. Like an overflowing cauldron, smoke and toxic gasses pour out from the top (the volcano vent) and lava spills down the mountain and into the area below.

The area of destruction around a volcano depends heavily on the size of the volcano itself. Volcanoes can steadily pour out lava in a small area of just a few miles, or they can explode with tremendous violence and spray lava and ash for hundreds of miles. The largest volcanoes have enough power to block out the sun and alter the climate of the planet. Thankfully, no such super-volcano has erupted on Earth in thousands of years.

Volcanoes are comparatively rare, especially in North America, but Iceland, South America and many areas located in the Pacific have active volcanoes. Everyone should know well in advance if they are in a volcano danger zone, and will get warnings in the form of tremors and rumblings, 2D4 days before any actual volcanic eruption.

Damage: Boiling lava does 2D6x100 damage per hour to any structures it runs into, overwhelming and burning them up. People take 2D6x10 damage per melee round (15 seconds), and if caught in a lava flow they are dead in seconds, burned alive. There will also be the matter of falling stones and burning ash falling from the air. Ash ruins food, clogs the engines of vehicles and gets into the eyes, nose, mouth, and lungs of anyone caught in the blast radius of the volcano without protection for the eyes and lungs. Breathing becomes difficult and the characters who breathe in too much ash and smoke suffer from sporadic coughing fits for the next 3D4 days, and suffer 4D6 damage.

There is also a 01-33% chance the hot ash starts many small fires that, if not put out, grow into wildfires that can burn down forests and urban communities alike. The spray of rocks and lava from each eruption inflicts 3D6 damage per melee for 1D4 melee rounds. And each eruption is the equivalent of a medium-level earthquake. The initial eruption is the equivalent of a heavy-magnitude earthquake.



Effects on Zombies: Zombies can burn and instinctively fear lava as much as they do fire. They try to get away from it if they can, but may feel safe inside a building, unaware that the lava will melt and burn the structure down with them inside. The ash only bothers them when it is hot enough to burn them, pockmarking and burning their skin and flesh, but does no notable damage.

This Disaster May Be Accompanied By: Earthquakes, Wildfires, Fire: Urban, Structure Collapse, Landslides, Mudslides and Toxic Chemicals (toxic gas cloud and damage that causes toxic leaks).

Nature Reshaping the Landscape

No place on Earth is safe from the ravages of weather and nature. Over time, weather and nature change the environment, transforming the landscape faster than you might expect.

Weather and rain, let alone any natural disasters, can wipe out or cover entire towns and neighborhoods, even cities. The crumbling of the infrastructure of the old world gets worse with each passing season. Vegetation covers fences, walls, buildings and roadways. Dams and levees that break and collapse could turn towns, farmland and portions of highways into lakes and rivers. That little town and Safe Haven community you made contact with last summer could be gone next spring. Not abandoned, gone. Buried under a mudslide or a permanent body of water, perhaps only rooftops and light poles showing above the water. In a decade as the wood rots, even they will sink under the water as homes collapse and roofs cave in. A tornado can reduce parts of a town, farm or downtown area (rare) to rubble, leaving nothing standing. Along coastal towns, a hurricane can decimate coastal communities, reshape shorelines and flood low-lying areas.

With man-made dams, levees and locks unmanned and not maintained, existing rivers and lakes may swell over their banks or become diminished, smaller and different. Fallen trees and debris, as well as the constructs of beavers and animals, may create new dams that alter the flow of rivers and create new flood zones, ponds, lakes and rivers, wash out roads and permanently flood certain communities.

Fire and storms can also alter the skyline of any city, toppling portions of skyscrapers and high-rises and sending debris into the streets, making them impassable at various junctions.

After one year, nature, weather and disaster alters the landscape enough to make ALL maps and any GPS that may continue to work unreliable. Its data is old and compromised. The old data cannot know if a bridge or road has been washed out or that a toppled or burnt down building now blocks portions of several streets, or that a town is underwater or has been burned to the ground.

The first few years after the start of the Zombie Apocalypse may not be too terrible in regard to changing environment, with large areas still intact, if overgrown. However, in the years to follow, nature quickly conceals and topples man's creations. More and more roads stay underwater or become covered by mud and rock, upon which vegetation and saplings take root. In a few

years, you would never know there was ever a stretch of highway there. Growing trees, vines and underbrush quickly begin to cover most street signs and markers, concealing the names and markers that identify highways, exits and distances to cities and other locations. The effects of fires and storms may make it impossible to recognize specific neighborhoods, with unkempt rural areas and parklands being the first to be absorbed back into the wilderness. Of course, cities and large communities will remain visible for decades, but they will become overgrown and altered within the first few years and continue to change with the march of time and the effects of weather.

All of this makes travel and the location of specific people and places increasingly difficult for survivors. It also makes the world feel smaller and scarier. The loss of the communications network immediately made everyone, everywhere, cut off from the rest of the world. Not just faraway places, but from our own neighbors. It is impossible to know what is happening just a few blocks away unless it is loud and apparent. Survivors may be further disoriented and thrown off as the environment and the places they once knew begin to become obscured or increasingly changed and different looking.

If there is no way to effectively fight the zombies and rebuild, life for the living is going to be very different for a very long time. Making cooperation between individuals essential, and skills like Land Navigation, hunting, and other Wilderness Survival skills vital to their survival.

Note: In recent years before the Zombie Apocalypse, humans took note of the increasing frequency of extreme weather. This is due to a gradual warming of the Earth, which, right or wrong, was blamed on excessive carbon dioxide in the atmosphere put there by the pollution of heavy industry and other manmade handiwork. This shift in the Earth's climate, rising ocean levels and extreme weather (heat, cold, storms, etc.) should continue to affect the world's weather patterns for many years to come. How much and how frequent, if at all, is left to the Game Master.





HELL FOLLOWED

... AND SO DID MADNESS

With the passage of time, things seem to be getting worse for the world at large. A lot worse.

There are more strange zombies than anyone could have imagined possible. The world governments appear to have collapsed or are at least missing in action. There is no help coming. And while some people rally together to help each other and build Safe Haven communities, others seem to have given in to madness. The mad act in strange and unexpected ways and engage in eccentric and dangerous behavior. Many people have become increasingly superstitious, adopting strange ways, bizarre beliefs and odd or self-serving philosophies to explain what has happened or to justify the terrible things they do to survive. Some practices are born from insanity, others from depravity, and some from cruelty and hatred. Many are macabre and grotesque, making life seem all the more as if it has become a living hell.

The survivors and cultists found in what were once densely populated cities seem to be adopting the most extreme and unusual behavior, but the strange and bizarre can be encountered anywhere.

To make matters worse, there are plenty of madmen and weirdos running around living by their own twisted code or lifestyle, doing as they please or whatever they think is necessary to survive in a world where the dead walk and horror prevails. They are in addition to traumatized and shell-shocked survivors also doing crazy things that can get innocent bystanders or compassionate survivors trying to help them, hurt or killed. Those who are out of their heads or are emotionally shut down are a liability to everyone, not just themselves.

THE GOOD

It may come as a surprise to some, but the good people far outnumber the bad and the crazy ones who are dangerous to others. It is just that the bad and crazy are frightening and dangerous, so they are the boogymen and killers and thieves who lurk in the shadows along with the risen dead, and haunt the dreams of the good. In an environment where a weapon, food or medicine could mean life or death, those who steal it when you are not looking, or take it by force, are just as wicked and cruel as those who would kill you for it.

Most survivors are still caring people with good intentions just like you and your own friends. They want to help others and do what's right. They are not cutthroats, killers or thieves. They are not madmen or uncaring. They are frightened survivors trying to find their way in a hellish landscape where chaos and monsters

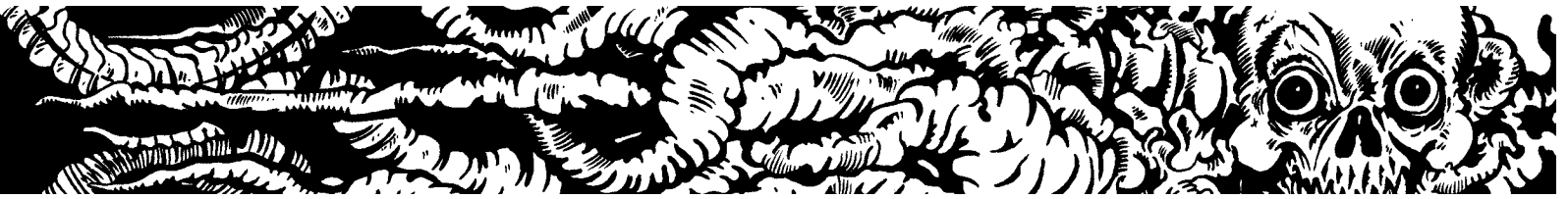
reign. While some survivors revert to a dog eat dog mentality, most try to hang on to their sense of morality. They help strangers whenever they can, even if it is something as simple as waving them away from zombies lurking around the corner, or leading them to safety, or sharing a morsel of food or providing them with a bit of helpful information.

The good gather in groups and try to establish Safe Haven communities. Remote places where the zombies are fewer and people can live. Or places that can be fortified against monsters, living and dead. Many believe in God and turn to their faith more than ever. Others cling to their faith in themselves and their fellow man, or in science. But all work at surviving and are quick to aid their fellow man. You heard right, they are quick to come to the aid of other living beings, even if they are strangers passing in the night.

Think about how you would like to behave under such dire circumstances. You would be afraid, but you would not turn your back on others. Not when the living are so few, and life is more precious and rare than ever. Human beings are social creatures who are stronger and more effective in numbers, so it is natural for survivors to seek the companionship and strength of other well-intentioned people. This is how most people behave.

Cynics and nihilists might insist people would become more predatory, selfish and vicious than ever, and some most certainly do, but the reality is the opposite. After the initial panic and shock of it all, most people step up to help one another. You see it happen all the time in moments of disaster. Complete strangers volunteering to help those in need. Sure the vultures and opportunistic thugs come out, but they are the dangerous and ruthless minority. The majority are fellow survivors and neighbors working together to save more lives and rebuild the world they lost.

Survivors share a common enemy and common goals. The enemies are the zombies, cultists and madmen. Whenever a survivor can help another good person escape or defeat such monsters, it is a victory. For many in the Zombie Apocalypse, human life becomes more important and precious than ever. Strangers help each other to escape the clutches of the risen dead as well as brutal thugs and evil Death Cultists. It does not matter that they may never see these people again. What matters is that they helped them to survive another day. Perhaps such risk-taking action is born from the fact that every small victory – every good deed – breeds hope and makes the do-gooders feel like they and the people they helped matter. That they made a difference today. Saved a life and brought someone else hope, even if that someone else was a total stranger. In a world where the dead reign and hope is a commodity hard to come by, that is a very good



thing. Hopelessness is the greatest enemy any survivors can face. Where there is no hope, there is little chance for survival.

The common goal is survival. That encompasses a lot: Finding a safe place to hole up where the zombies and bad people cannot find you, finding and collecting food and water, acquiring weapons to defend yourself and loved ones, building resources (including people as allies), and just surviving one more day. Like many times of crisis, the only way survivors can deal with it all is to take it one day at a time. Surviving another day is a triumph all by itself. Enabling a friend, teammate or complete stranger to do so as well, is a greater victory. Many survivors (especially player characters) will find themselves working with strangers to escape a wandering zombie horde, avoid cultists, or to acquire food, water, fuel, medicine and other necessities. When strangers work together to win such valuable resources, they share the spoils of their efforts and move on. The strangers may go their separate ways, travel and work together for awhile longer, or stay together as an increasingly capable and well-oiled machine. Whether their small troupe stays small and independent, or grows into a band of zombie-slaying heroes or a haven community, depends on the people involved, luck and circumstance.

Even in the Zombie Apocalypse, most people know the difference between right and wrong – good and evil. And though desperate times can lead to desperate and harsh measures, most people cling to their sense of justice, mercy and what's good and right. Human beings can surprise you, and in the Zombie Apocalypse it is the good that triumphs more often than not.

Be the good guy. There is great reward and joy in it. Every survivor who tries to make a positive difference, saves lives, fights the zombies and stands against evil and injustice, is a hero in the truest sense of the word. A defender of the innocent, a champion of life, and a harbinger of hope. He stands against impossible odds and somehow believes he, and other people like him, can make a difference. Can change the world. And you know what? History has proven such optimists and heroes to be correct. It has shown us time and time again that one person, or a particular group of people, can make a difference for the many.

Humans are cagey and adaptable creatures. When they work together toward a common goal, they can perform miracles and do the impossible. Never forget that.

MASKED LUNATICS

Heroes or Madmen?

Inspired by Mick Bradshaw. Written by Kevin Siembieda.

About the Location for these Lunatics and Groups

Many of the specific NPCs (Non-Player Characters) described below have been given specific cities and regions where they live and operate. None of this is written in stone. Please feel free to place them wherever you want them. It could be Los Angeles,

Manhattan, Toronto, London, Singapore or anywhere. Put these characters, or characters like them, wherever it serves you, your players and the story.

BRIMSTONE

“Minneapolis had the devil’s face shining above it. Above the Wells Fargo tower. They swore it wasn’t intentional and the face disappeared. Where did it go? Who knows? How did it appear in the first place? What did it mean?”

“It was a foreshadowing of things to come. Now, in this time ... In this new time ... this time of the dead. There is a face smiling over the Twin Cities. My face. The face of the devil. The face of Brimstone.”

– Brimstone, the Avenging Devil

Brimstone seems to be equal parts hero and lunatic. He always dresses in black – usually in a stylish jacket with a red lining, matching pants, a white shirt with a red tie, white or grey gloves, and an ornate red leather, devil’s mask. His two favorite weapons are a pitchfork (3D6 damage) and Molotov cocktails, but he packs a 9mm pistol (5D6 damage per shot) and a switchblade (1D6 damage) as backup. He also has a thing for red spray paint and tags buildings with symbols of a red pitchfork, a devil’s head or flames, and words like, “We defy death.” “Brimstone is watching.” “Fire purifies.” “No cult zone.” “Cult death zone.” “My Town.” “Under the protection of Fire and Brimstone.” “People of Earth, stand together.” “Vengeance is mine.” “I am the devil.”

Brimstone is often accompanied by a sidekick named *Fire*. Most of the time they fight zombies and rescue people in trouble, but the duo is also known to kill Death Cultists and undermine their efforts and those of other bad guys. Fire and Brimstone take down Death Cultists and evildoers whenever they can get the jump on them or are on a mission of revenge. The pair have burned down a number of cult hideouts and strongholds that have tried to take hold in and around “their city.” They have no love for *Retro-Savages* either, but do not actively hunt and slay them. They are satisfied with just chasing them away.

Fire and Brimstone live up to their name in other ways. These avenging spirits use simple tricks, traps, smoke and fire to fight evil. While smoke does not hurt zombies, it does register with zombies that where there is smoke there is (usually) fire. As a result, zombies hesitate rushing into a cloud of smoke and linger on the edge of it before half of them enter the smoke to pursue the glowing life energy they see or sense inside. However, those precious seconds (1D4 full melee rounds; 15-60 seconds) is often all the time Fire and Brimstone need to make good their escape, or help survivors slip away or find a hiding place. Smoke is also very effective against the living who, unless they have goggles, gas masks and passive nightvision optics (like those Fire and Brimstone carry with them), are completely blinded by the smoke until it dissipates. Smoke from a burning fire also contains hot embers, ash and particles that cause coughing and lung dam-





age to the unprotected – which is most survivors and cultists – making the pursuit of Fire and Brimstone difficult, if not outright impossible. (**Note:** See the section on Disasters for penalties and damage from smoke and fire.) Moreover, you never know if you are being lured into one of Brimstone's fire traps. One moment you are chasing Brimstone or Fire, and the next moment you realize the building is burning all around you and there is no escape.

Brimstone uses firecrackers, flash powder, flash grenades, smoke grenades, tear gas, fire, lights and sound in all sorts of strategic and tactical ways. Some are used to make a startling appearance seemingly out of nowhere (he loves stepping out of smoke and disappearing into smoke and even into flames) or create a distraction, vanishing in a puff of smoke or flash of light, and for herding zombies and other enemies to wherever he wants them to go; which is often into an ambush or trap that burns them alive.

Brimstone is the master of misdirection, bold action, heroic deeds, and mystifying escapes. He has become so renowned for such feats that many people are starting to believe he may actually be a supernatural being. A devil? Perhaps, but he is more likely a *fallen angel* trying to redeem himself. Or maybe he is a *demon of vengeance*, given that he frequently helps people in need, is the guardian and protector of several small survivor communities, protector of the innocent in the Twin Cities area of St. Paul and Minneapolis, and strikes down zombies, Death Cultists and all manner of wicked people. The survivor communities in the area could not have been established or survived as long as they have without Brimstone's help. Not just in protecting their people from zombies, but also from Death Cultists who would make them their slaves and servants.

For the growing number of survivors in and around the Twin Cities who have seen **Fire and Brimstone** in action on more than a few occasions, it is obvious that while Brimstone always seems to be the same man, he has many **Fires**. Brimstone's sidekick known as *Fire* either changes, or there is more than one of them. For those keeping count, there is a Fire who is a large, heavyset black man, a thin black man, a white man, a white woman, and a Hispanic woman. All are called Fire and all have been seen with Brimstone at some point or another. There are also reports from people who have claimed to see Fire by his or herself, sometimes at the same moment that *Fire and Brimstone* are known to be elsewhere. This would suggest that Fire is a sidekick who is replaced as needed, or that there is a small group of heroes working under Brimstone, the presumed leader of the band.

Though not directly a member of any survivor community, Fire and Brimstone have had a strong enough influence on the area that a number of small communities have been able to prosper and survive.

What nobody knows is that Brimstone was an up and coming stage magician who was known for his pyrotechnics and theatrics. He now uses those special skills to help other survivors and to kill zombies and Death Cultists. He keeps his identity a secret to protect himself and those he cares about, and so that he can walk among the living or infiltrate enemy camps without their knowing who he is. *And because he is crazy.*

Brimstone really thinks of himself as a superhuman Angel of Vengeance. He and his family were some of the lucky ones when the plague struck. They survived the Wave and the initial zombie manifestation. They holed up for a while in their country cottage and then joined a survivor camp building a Safe Haven community. The group was doing very well until they caught the eye of a Death Cult that saw them as competition. One evening, Brimstone returned to find their community in ruin. Half the people gone, including his family, others half dead. The community crawling with zombies. He and the other men from the community who had gone on a supply run in the nearby city, soon learned a Death Cult was responsible. When they went to plead for the return of their family members now held by the cultists, they were given the choice to join the cult or die. Upon joining the cult, Brimstone learned his wife had proven too defiant and had been raped before being sacrificed to the zombies. His children and several friends suffered the same fate.

Suffice it to say, the man who now calls himself Brimstone, exacted his revenge upon the cult, killing as many as he could in a fiery blaze and freeing those they had enslaved or taken captive.

To those who earn his confidence, all Brimstone tells them is that he has been reborn by the Zombie Apocalypse and is fueled by the fire of vengeance. Who he once was does not matter, because that man died the night the Safe Haven fell, and was replaced with the demon of vengeance called Brimstone.

Donning a mask and drawing upon his background in stage magic and a pyrotechnics special effects guy, Brimstone has become a sort of mythic hero. A Zorro or Batman-type vigilante who is the champion of good people, and the boogeyman to the wicked. He uses every gimmick, illusion and deadly pyrotechnic skill he has to continue to hunt and destroy cults and evildoers. To that end, he likes to use fire because his victims suffer more and because fire is beautiful. Brimstone and his sidekicks help the innocent and protect survivor communities in the Twin Cities area from zombies, religious zealots and all manner of evildoers.

Who he may be when he is not wearing the mask is anyone's guess. His assistants or sidekicks are more than a half dozen strong and all named Fire. They are people Brimstone has helped in the past, and who now help him in his crusade to crush evil and kill cultists. Many share Brimstone's psychosis or have their own issues that make them unquestioning allies happy to fight at his side. At least two of them believe he is a *supernatural being* who has taken possession of a human body – a willing vessel who had pleaded to God for justice and revenge, not just for himself, but for all the suffering innocents, and whose prayers were answered.

Like Zorro or a comic book hero, Brimstone has proclaimed his hometown of Minneapolis and St. Paul to be under his protection. It is a smart move, because his magician's workshop is located somewhere in the city (the Uptown area) and he knows the city like the back of his own hand. It is this insider knowledge he uses to his full advantage to travel unseen and to hide from his enemies. Brimstone has secret equipment and weapon depots and safe houses all over the city. Places he can resupply, patch himself up or lay low for awhile. He also has 1D6 fire traps set up and



ready to go at a moment's notice. All designed to be contained fires that incinerate anything that gets caught in their blaze.

As crazy as he may be, Brimstone is also brilliant and cunning. A master of strategy and tactics, trickery, illusion and traps. He is just as happy to lead bad guys into the clutches of zombies or rivals as he is killing them himself. As good and noble as he and his sidekicks can be, make no mistake, Brimstone is a tortured soul capable of cruelty toward his enemies. He is quick to threaten, intimidate and engage in the torture of his enemies and wicked people. Often prolonging torture. He loves to use fire and seems to truly enjoy the screams of evildoers as they are burned alive in one of his fire traps or attacks. He is merciless when dealing with Death Cultists, murderers, rapists and all whom he has judged to be wicked. Laughing and cheering, or taunting them as they die an excruciating death. He is relentless and ruthless in his crusade against such villains, and in his goal to keep them out of the Twin cities.

On the other hand, the madman has taken extraordinary heroic measures to rescue and protect the innocent, and can exhibit gentleness and deep compassion that is surprising. He has defied death and beaten impossible odds so many times (usually through cunning, trickery and the help of his sidekicks and other agents), that many people believe he cannot be killed. And some wonder if he is not a real demon of vengeance. In a world where the dead rise to stalk the living, the idea of real demons and angels seems all the more plausible, even likely. The man in the Devil mask might as well be one of them. They are just glad he is on their side.

Brimstone Stats

A Masked Lunatic and Hero.

Also Known As: The Avenging Devil and Saint Paul Devil.

True Name: Unknown, perhaps even to Brimstone, himself.

Alignment: Anarchist with leanings toward good.

Attributes: I.Q. 20, M.E. 9, M.A. 23, P.S. 15, P.P. 21, P.E. 17, P.B. 15, Spd 19.

Armor: A Point-Blank Bulletproof Vest: A.R. 11, S.D.C. 70, worn under his shirt and jacket (-5% Prowl/movement penalty). The jacket, gloves, pants and dress boots are all a special fire-resistant costume Brimstone had custom-made for his stage act before the Zombie Apocalypse struck. He has five, complete spare suits. Also see Weapons, Equipment and Vehicle.

Hit Points: 47

S.D.C.: 26

Age: 29

Experience Level: Seven.

Occupation Before the Wave: Professional stage magician with a military background.

Common Skills: All, including Automobile 96%.

Skills of Note (special, Stage Magician and Pyrotechnics): Includes I.Q. bonus and special training (when applicable).
Basic Electronics 86%

Basic Mechanics 81%

Climb 81%

Camouflage 81%

Demolitions (preferably pyrotechnics) 98%

Demolitions Disposal 96%

Disguise 81%

Escape Artist 96%

Land Navigation 71% (+30% in the Twin Cities)

Optic Systems 81%

Palming 96%

Pick Locks 86%

Prowl 56%

Radio: Basic 91%

Roadwise 68% (+30% in the Twin Cities)

Rope Works 91%

Tailing 66%

W.P. Forked, 3rd level.

W.P. Handguns, 7th level.

W.P. Rifle, 7th level.

Hand to Hand: Expert, 7th level.

Bonuses: +3 on all Perception Rolls, +1 on initiative, +5 to strike, +6 to parry and dodge, +2 to roll with punch/fall/impact, +3 to pull punch, +2 to disarm, Karate kick attack (does 2D6 damage), Karate punch (does 1D6 damage), Critical Strike (double damage) on unmodified 18, 19 or 20, W.P. Paired Weapons, Backhand Strike (does 1D4 damage), 75% to inspire trust/intimidate, +1 to save vs magic/poison, +5% to save vs coma/death and +5 to save vs Horror Factor (special).

Attacks per Melee: Five.

Weapons: A pitchfork with a six foot (1.8 m) handle. He is fairly skilled with this weapon (W.P. Forked) and uses both the forked end and the blunt end as the situation dictates. Molotov cocktails and other pyrotechnics devices. Brimstone has at least three Molotov cocktails in his backpack, another dozen in his car nearby (more for special missions, a dozen at every safe house and secret weapon cache), four small smoke devices of his own design and making, two conventional smoke grenades, two small flash grenades of his own design and making, two conventional flash grenades, one explosive grenade, firecrackers and flash powder. The mad hero is so well known for his use of the pitchfork and incendiary devices, that people forget he has no hesitation about using the 9mm pistol he keeps concealed in the small of his back or in his suit coat along with 2-4 four extra ammo clips. He also has a switchblade in his pants pocket and another in one of his boots.

Equipment of Note: A specially made fire-resistant costume/suit and slacks with a bulletproof vest under the shirt and jacket.

Gas mask, small oxygen tank, passive nightvision goggles (he has several of them back at his lair and a spare in some weapon caches and safe houses), a flare gun with two flares, four hand flares, two cigarette lighters (in addition to the one in his pants pocket and the book of matches he keeps in his jacket pocket and another concealed in the lining of his belt, along with a few lock picking tools and wire), toolkit, a can of



lighter fluid, and spray bottles filled with various accelerants, all carried inside a backpack Brimstone wears or carries with him on the street. Back at his lair and at several safe houses, Brimstone has many life-sized mirrors and other sized mirrors and gimmicks which he uses to create illusions, traps and daring escapes. Zombies are quite confused by mirrors and pile up and block the way through mirror mazes and entrances that are transformed by mirrors.

Vehicle: Brimstone has acquired several ordinary looking automobiles and a few pickup trucks and jeeps/SUVs which he has scattered around the city. The key to each vehicle attached to the undercarriage someplace via a magnetic holder.

Trade Goods: Brimstone and his assistants (the various Fires and friends) gather supplies that survivors need and stock them away in a safe place. That way, he has supplies, medicine, food, water and such to give to people in need or to trade for other supplies the Safe Haven communities might need. If someone Fire and Brimstone has rescued offers them payment for their help, and if Fire or Brimstone believe they can spare it, the heroes graciously take items for their stockpile of goods which they use to help others in need; weapons, ammo, medicine and food are always welcomed. Brimstone and his sidekicks keep the welfare of survivors in mind at all times and try to plan ahead. The heroes also engage in frequent raids to rob and loot the Death Cultists, bandits and other bad guys. Stealing supplies from the wicked and giving them to the good people in need.

Territory: Brimstone operates in and around the Twin Cities, St. Paul and Minneapolis. Somewhere in Uptown Minneapolis is his secret, home base. He occasionally ventures out farther on special missions, but not often.

Joining Forces with Others: Brimstone and the various Fires are happy to join forces with other heroes, zombie fighters and survivors to battle monsters and the forces of evil. Just don't expect them to follow any plan to the letter. These heroes march to the beat of their own drummer. Similarly, Game Masters may have Brimstone, or Fire and Brimstone, or one or two of the Fires, appear like the proverbial cavalry to help the player group out, when appropriate to do so.



Brimstone's Sidekick(s)

"He saved my life and showed me a better way to live. Now I help Brimstone protect the innocent, destroy the creeping doom, and fight evil in all its forms. Together we can make a difference. All of us. I hope people see that and follow our lead as I follow his."

– A common sentiment of all the people who don the identity of Fire.

Fire is the sidekick and assistant to Brimstone. The thing is, there are actually eight different people who appear as "Fire." One is at the side of Brimstone, while the others either engage in operations elsewhere in the city or recuperate from any injuries received on an earlier mission. All are people who have been saved by Brimstone, or have had their loved ones saved by the masked hero. Many have suffered similar losses and most teeter on the fringe of madness themselves. Their work as masked vigilantes in which they help other survivors and punish the wicked is one of the things that keep them from tipping over the edge of insanity.

All assistants or sidekicks to Brimstone are known as "Fire." The men usually wear a red, orange, yellow or black tuxedo (a color that represents fire is most desired), a gas mask colored red with devil horns attached to it, boots and gloves.

The female Fires both wear a pantsuit, boots and gloves. Each jacket is covered in sequins. One suit is red with red sequins, the other black. Both were costumes created for the stage magician's assistants and are fire-resistant like Brimstone's own. (There are two extra red and black costumes, as well as two white suits with red sequins, trim and tassels that have yet to see use.) The females may wear a devil mask to partially cover their face or a red gas mask like the males, their choice.

Both the male and female Fires carry a backpack with them, with similar gear to Brimstone, plus a couple of sacks and "extras" they like to use on the job. For example, one the males favors a shotgun and a nightstick, another an AK-47, and one of the females uses a submachine-gun, while other favors a machete and a .38 revolver.





Fire Stats

A number of Masked Lunatics and Heroes under the guise of one.

True Names: Unknown, perhaps even to Brimstone.

Alignment: Varies with the individual.

Attributes: I.Q. 20, M.E. 9, M.A. 23, P.S. 15, P.P. 21, P.E. 17, P.B. 15, Spd 19.

Armor: Bulletproof Vest: A.R. 10, S.D.C. 50, worn under their shirt and jacket. Also see Weapons, Equipment and Vehicle.

Hit Points: Varies with each. Use G.M. discretion.

S.D.C.: Varies with each. Use G.M. discretion.

Age: Varies with each. Use G.M. discretion, but most are young, under 36 years of age.

Experience Level: Varies with each Fire, but typically 3rd or 4th level.

Occupation Before the Wave: Ordinary People with various occupations described under *Skills of Note*, below.

Common Skills: All, including Automobile 96%, plus Optic Systems (+15%), Radio: Basic (+15%), and those of their occupation as listed below.

Skills of Note (varies with the individual): All are the people who don the *Fire identity* are *Survivor O.C.C./Ordinary People*. All are fiercely loyal to Brimstone and his methods. All are well-intentioned and work to help others, but their tendency to use extreme measures and violence makes most of them Anarchist alignment.

Fire #1: Also known as the “Big Man” (African American, male): Automotive Mechanic. Unprincipled. The Big Man is not the first “Fire,” but he came before all the other current Fire’s.

Fire #2: Also known as “Slim” (African American, male): Student: College. Scrupulous. Smart, kind, resourceful.

Fire #3: Also known as “Brick” (White male, but due to his large, heavy build, he is sometimes confused with the Big Man): Factory Worker. Unprincipled.

Fire #4: Also known as “Ratchet” (White male): Factory Worker. Anarchist.

Fire #5: Also known as “Shotgun” (White male): Police Detective. Unprincipled.

Fire #6: Also known as “Rosco” (White male): Firefighter/ Fire and Rescue. Anarchist.

Fire #7: Also known as “Bullets” because she uses a sub-machine-gun (White female): Factory Worker. Anarchist. Hardboiled and deadly. She is the visage of vengeance.

Fire #8: Also known as “Hot Shot” because she’s a fearless daredevil and driver (Hispanic female): Extreme Sports. Anarchist.

Others are likely to be recruited over time.

Note: In addition to Fire, most good people living in the Safe Haven communities or on their own in and around the Twin Cit-

ies of St. Paul and Minneapolis consider Fire and Brimstone to be valiant heroes and will help them in any way they can. As should most characters of a good alignment who have heard the popular tales of these *two* heroes.

Attacks per Melee: Most have 4 attacks per melee round.

Bonuses: Varies with attributes and skills, but generally +1 on all Perception Rolls, +2 to strike, parry and dodge, +3 to strike on a Called Shot/Aimed, +2 to roll with impact, and +2 to save vs Horror Factor.

Weapons: As noted above and similar to Brimstone with some differences. Game Master’s discretion.

Equipment of Note: As noted above and similar to Brimstone with some differences, as well as equipment common to the Survivor O.C.C. Game Master’s discretion. All have a favorite weapon, carry a backpack with two extra sacks, a can of red spray paint, gas mask, small oxygen tank, passive nightvision goggles, a flare gun with 1D4 flares, 1D4+1 road flares, two smoke grenades, one flash grenade, two cigarette lighters, a book of matches, signal mirror, walkie-talkie, cell phone (for the video capabilities), a canteen and other odds and ends, all carried inside a backpack.

The female Fires have a specially made fire-resistant costume/suit and slacks with a bulletproof vest under the shirt and jacket.

Vehicle: Each Fire has access to at least two ordinary looking automobiles or pickup truck, jeep or SUV of their own, and knowledge of Brimstone’s stash of vehicles and safe houses scattered around the cities. The key to each vehicle attached to the undercarriage someplace via a magnetic holder.

Trade Goods: Even more than Brimstone, his sidekicks are always on the lookout for supplies survivors need, and collect and stockpile them for times of need by innocent survivors, as well as their own crusade against evil. Destroying evil and helping survivors are their two top priorities. Stealing and robbing Death Cultists and other villains is its own reward. Stolen supplies are usually given to local Safe Havens and good people in need.

Territory: Operate in and around the Twin Cities, St. Paul and Minneapolis. They occasionally venture out farther, but not often.

Joining Forces with Others: Same as Brimstone, above. The Fires are always ready to fight evil, kill zombies and take down the bad guys. They are happy to team up with and lend a helping hand to other brave survivors or heroes.



THE DEAD RATS GANG

Written by Kevin Siembieda. Concept by Nicholas Bradshaw.

Gangs, groups and communities of survivors are coming together for their mutual survival. Not just in the rural areas and at remote locations, but in and around abandoned cities. It is com-

monly said that you cannot survive for long in the zombie infested cities. Yet some defy the odds and succeed at the impossible.

One such gang of heroes is the enigmatic **Dead Rats gang**, also known as the **Dead Rats Live gang**. Their weapons of choice, a chainsaw and baseball bat. They may use other types of saws and serrated blades, but their primary weapons are chain-saws and bats.



There is an eerie, unnatural, even surreal element about the Dead Rats. The way they dress, the way they speak, and the weapons they use create this scary, inhuman aura about them. When they speak it is either to announce “Dead Rats Live” – whatever that is supposed to mean – or they speak in one- or two-word and short phrases. “Come.” “Go.” “Run.” “Stop.” “Wait.” “Stay.” “Danger.” “Help.” “Safe now.” “Drink.” “Good.” “Bad.” “Medicine.” “Don’t come back.” “Okay, now.” “Be good.” “Friend.” “Kill.” And similar monosyllabic words.

Depending on the emphasis on the words and tone, “Dead Rats live” seems to have several meanings and usages. “Dead Rats live!” is a battle cry or can be a pronouncement of victory and triumph. A softer, passive “Dead Rats live” may be meant to identify themselves as what people have taken to mean, *the Dead Rats gang*. “Dead Rats live?” may be a question asking whether a Dead Rats gang was responsible for a rescue or carnage against zombies or evil cultists. It may also be asking if members of the Dead Rats gang are present or nearby. Hand gestures are often used by the Dead Rats to further clarify their intended meaning. “Dead Rats live?” followed by a pointing gesture, fist pump, or a wave to join them or to hop inside their van, can all mean something different, but helps deliver the message. For example, the phrase “Dead Rats live” and a gesture like shoveling or spooning food toward the mouth of their mask may be asking if you are hungry or if you have food to share. “Dead Rats live” accompanied by hand gestures may be used to signify almost anything they want it to mean.

Oddly enough, these people NEVER attach other words to the phrase “Dead Rats” or “Dead Rats live.” You will never hear a sentence like, “Dead Rats help.” “Dead Rats are responsible.” “Come with the Dead Rats.” “No fear Dead Rats.” Or anything of the sort.

If you didn’t know better you would think they were mentally or emotionally incapable of forming full sentences, or did not know the language. However, anyone who has spent any time with them can attest to the fact that they are smart, well organized, use maps, drive, understand technology, can read, use a wide range of hand signals (some military, others completely unique to this group to communicate between themselves), and are clever and resourceful. It is clear that members of the Dead Rats gang know their way around city streets and feel at home in urban settings. They know how to find salvage and are experts in fighting zombies on the streets and in confined environments, be it on the street, in an alley, on a stairwell, in a hallway or in a kitchen.

While there are reports of Dead Rats using guns and all types of weapons when they have to, they do not seem to carry firearms on their persons. They prefer **chainsaws** and **baseball bats**. Which means combat is up close and personal. And bloody. Very bloody. That could explain why the Dead Rats gang members always wear matching hazmat suits and homemade *rat masks*. Under the rat mask is a helmet to protect the top and back of the head, and another mask, suggesting the gang members have a reason to conceal their identity. The other mask under the conical

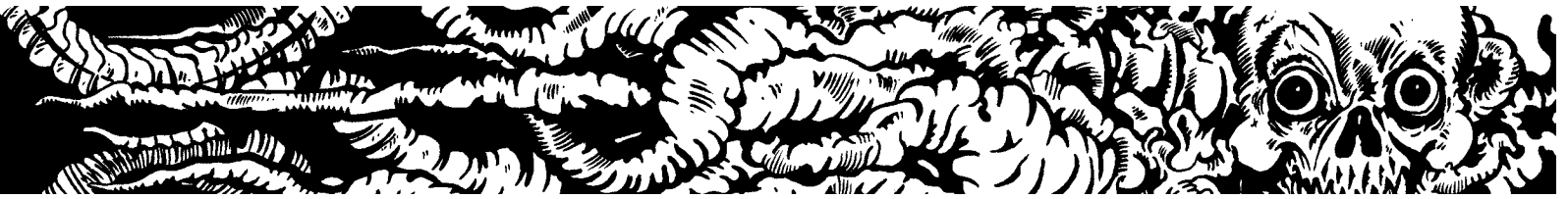
grey, brown or white rat mask may be a full gas mask, a Halloween mask, often a mask of an animal like a rat, mouse or monkey, a clown mask, or one that is the face of another person like a president or old man or woman, but *never* a zombie or devil mask. In some cases, the second mask underneath may be as simple as a nylon stocking pulled over the head, a pillowcase with eyes cut out or a bandana pulled up over the mouth and nose, like those used by train-robbing cowboys you see in the movies. A cloth or nylon face covering is much more flexible and comfortable to wear than a plastic mask. Plastic masks pulled over the entire head have no way to let in air or ventilation under it, and cause the wearer to sweat profusely inside the mask. Such masks are best for short, guerrilla style assaults lasting less than 20 minutes; cloth or nylon masks for longer missions.

Whenever a Dead Rats gang is seen making a fast entrance or hasty retreat, it is ALWAYS in a *white panel van* with no markings. Like those used for making deliveries or by services like plumbing and heating repair guys.

All of this suggests deliberate ritual and symbolism. The hazmat suits and rat masks are their gang colors. The use of the chainsaws, bats and white panel vans their calling card. “Dead Rats live” is their signature and a way of marking their territory. As a territorial marker, it sends a warning to rival gangs and Death Cults to stay out of their territory, or else. Or that the Dead Rats are invading their territory and to get out before it is too late. Spray painting or carving the words “Dead Rats Live” on the sidewalk, the sides of buildings, walls, and other structures is more than marking territory and warding off rival gangs. It also lets good people in the neighborhood know that the area is now under the watchful eyes and protection of the Dead Rats. That should mean it is much safer, with fewer zombies and no resident cultists or evildoers. At least, as long as the Dead Rats gang is in town.

Like some other hero gangs, the Dead Rats are becoming infamous in the Midwest for appearing out of nowhere to rescue people in need. Like the proverbial cavalry, they seem to explode onto a scene to get people to safety (probably in that white van) or battle whatever is threatening them, and then run off or jump into a white panel van (which may have suddenly pulled onto the scene) and vanish at top speed.

Dead Rats are known to travel on foot and in white panel vans. Like the more famous *Road Reapers*, also originating in the Midwest (Chicago), it appears that the Dead Rats gang members are willing to teach others how to be like them. They hand down their philosophy and their complete instructions on fighting techniques, rescue procedures, the laws of secrecy, and symbology, right down to the way they talk, the white panel van, weapons, type of clothing and the rat mask. (**Note:** When hazmat suits are not available, white, yellow and other colors of coveralls like those used by painters and workers who need to completely cover their bodies and clothing, are acceptable alternatives, as long as ALL gang members wear the same color and style of coveralls.) All of this creates a powerful bonding and sense of tradition and unity among their members. All of their traditions and supersti-



tions take on a greater feeling of kinship and significance that must be maintained and passed on within the branches of this secret society.

The weird part is the strangeness of the symbolism this gang has chosen. Some of it makes sense, and the white, unmarked panel van seems likely to symbolize the traditional white knight or cowboy hero who wears the white hat and rides in on a white steed. The hazmat suit or coveralls make practical sense to prevent being covered in blood and gore – biological materials that could carry disease. This is appropriate protection considering nobody knows if the Wave is still a threat, and with death comes additional pestilence and disease. Moreover, the coveralls can be quickly put on and taken off for quick changes from their secret Dead Rat persona to their public identity. But it is still an odd choice for a uniform. So are the choice of weapons.

Chainsaws and baseball bats may have been chosen to invoke fear in the living more than for fighting zombies. Chainsaws are loud and effective, but they are heavy and awkward to use in combat without training and practice. Baseball bats work well and are silent, but often require several blows to a zombie's head to take it down. Clearly there are other, more effective weapons. However, both weapons are bad ass and represent toughness, confidence and fearlessness on the part of its wielder. Think about how menacing and dangerous a person in a mask standing there with a chainsaw or a bloody baseball bat looks. Just the sound of the chainsaw and its rotating blades screams deadly and powerful, especially in the world of zombies where sound attracts more of them. Almost any stance with a bat or chainsaw shouts, "bring it if you dare," and "I mean business." It also indicates such combatants are no strangers to close combat and know how to fight in close quarters and confined areas. Indeed, urban combat and fighting indoors is the Dead Rats' speciality.

As to the meaning of "Dead Rats live," that is anyone's guess. Certainly the way they dress, their speech pattern, behavior, secret hand signals and choice of words give these heroes an inhuman and creepy aura about them. Are they crazy or are they fearless? Are they champions of the people – heroes – or another group of fanatics with some, as of yet, unknown agenda? Or are they something more? Something mystical or supernatural, perhaps? All that is known about them is that they appear to be faceless heroes who do not ask for recognition or reward. They destroy zombies, rescue the living and hunt Death Cultists and evil in whatever form it takes, living or dead.

The Dead Rats gangs are different than the Road Reapers who drive across the land far and wide. There is an increasing amount of evidence and anecdotal stories to suggest the Dead Rats gangs are *local heroes* who may travel, but mainly adopt one place from which to operate. A city that is presumably their home or base of operations. Dead Rats wish to remain anonymous, hence the two sets of masks, which also adds to their air of mystery and menace. They could be anyone by day, zombie slayers and heroes by night ... or whenever they are truly needed. That timing may be as simple as when three or more of the gang members decide to don their uniforms and go out hunting mon-

sters or go on patrol to keep their *claimed territory* safe. As safe as possible, anyway.

Or is there something more to the masks? Could their layer of secrecy and anonymity mean they *need* to keep their identities secret? Might one or more have infiltrated other survivor groups, and even Death Cults, bandits, tribes of Retro-Savages or government enclaves? Could they use their position in these groups to gather information to help others without their survivor group knowing it? There are no known clubhouses or places where one can go to find a Dead Rat like there are for other gangs and groups. They simply appear when they are needed, or are glimpsed doing this or that – usually something heroic and helpful, or fighting zombies – before they vanish.

Dead Rats are rarely encountered in groups smaller than four, and more often in groups of 5-12. Dead Rats are seldom seen in greater numbers, though there are some tales of several bands of Dead Rats conducting attacks or engaged in activities in the same city at the same time. Is that evidence of coordinated group action or coincidence? Are they all members of the same fraternity of weird heroes, or are they separate, sub-chapters that sometimes coordinate their efforts and work together?

Whoever they are, the Dead Rats gangs are always found in urban settings where you would expect to find rats, particularly the larger cities. Never in rural areas or the countryside. It is believed the Dead Rats started someplace in Minnesota or Wisconsin. They are certainly known to exist in the Twin Cities area of *Saint Paul* and *Minneapolis* (their home base?), with reports of Dead Rat chapters also in *Chicago*, *Indianapolis*, and as far as *Detroit*.

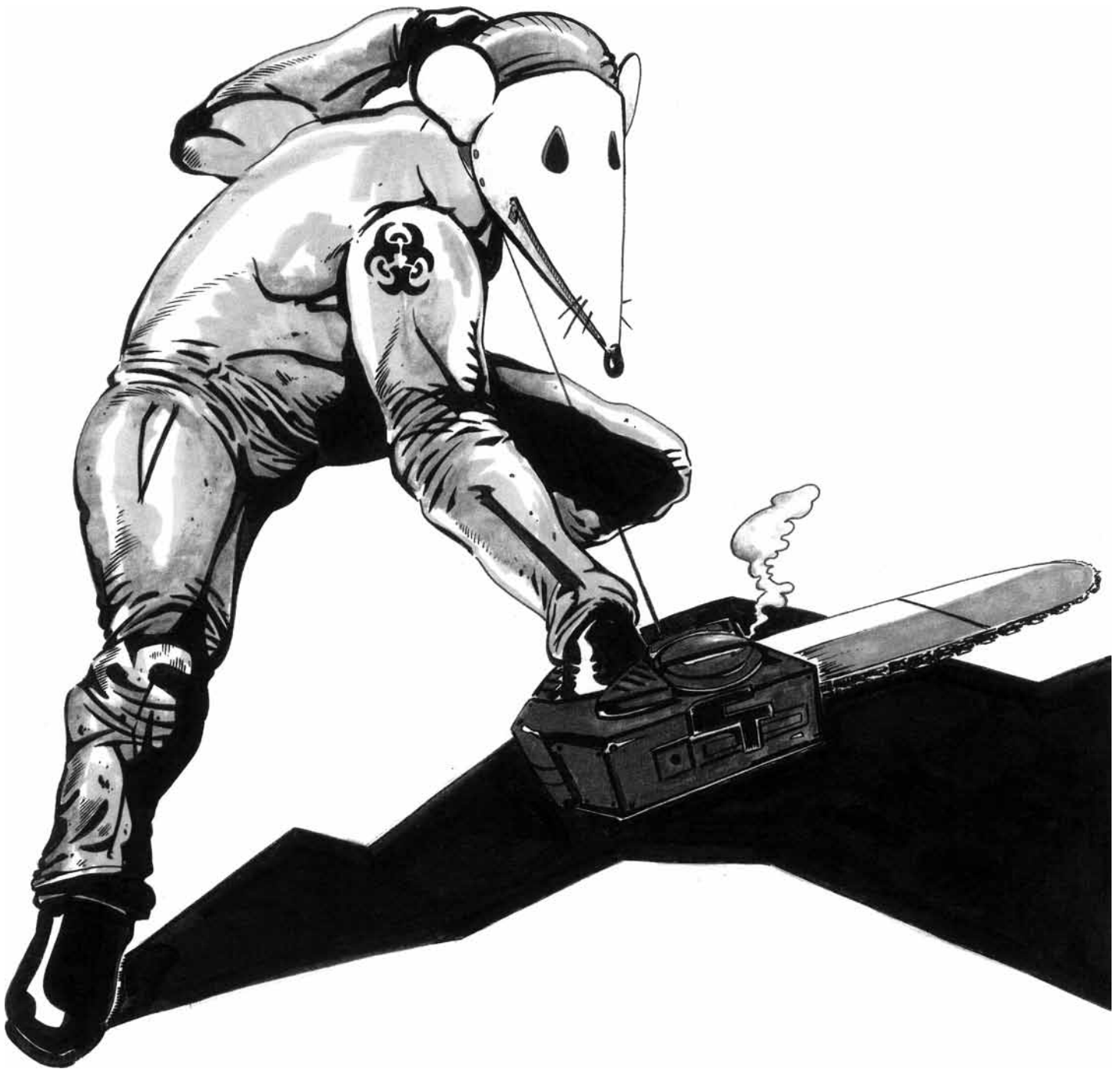
How far their influence may spread is yet to be seen, but the Dead Rats are beginning to become the stuff of legend and symbols of hope and defiance where survival is said to be hopeless – zombie infested big cities.

Creating an NPC Dead Rats Live Gang or group of player characters

Whether NPCs (Non-Player Characters) or a group of player characters, **Dead Rats** can be ANY O.C.C. That said, 98% are the **Survivor O.C.C.** – ordinary people who have chosen to live extraordinary lives, and given a little extra training in the use of chainsaws and baseball bats as deadly weapons, and the secret ways of the *Dead Rats Live Order*.

The Dead Rats are a secret society that has come into existence since the Zombie Apocalypse. Their odd way of talking and hand signals is their secret language.

Their goals are simple: Save lives, slay zombies, stop evil, help the good, and rebuild human civilization to the way it was. This makes zombies, Death Cultists, Retro-Savages and evildoers (raiders, bandits, murderers, and evil madmen; pretty much in that order) their enemies.



Their aura of secrecy is intended to protect the identity of its members and to provide the gang with a fear factor that keeps enemies scared and off balance, and everyone else guessing. Keeping their identities a secret protects themselves and their friends and families from retribution by their enemies and rivals.

Humility is part of the Dead Rats' philosophy. Their members do not (usually) seek praise, glory or reward. They do what they do because it is right. They come in with chainsaws roaring or baseball bats swinging and leave when combat is over and the innocent have been sent down a (comparatively) safe path.

Blind cells within the Secret Society. The Dead Rats' secret society is set up as blind cells, so the members of a particular cell (typically 5-12 members, sometimes a bit less or a few more) do NOT know the identity of the other Dead Rat cells or even how many cells exist. So if one cell is found out and its members captured, they cannot "rat out" any of the others, even under tor-

ture. Only the members of that particular cell know each other's identity. In many cases, even the members in the same cell do not know the identities of all the people in their particular group, as the leader and second-in-command use blind drops and signals to alert the other members of their gang to people who need their help. Likewise, there are regular meetings and times that the gang members gather to discuss recent events and formulate plans and tactics. In almost all cases, the members of a survivors' group, and even the spouse of a Dead Rat, do not know that their family member or fellow survivor is a card carrying Dead Rat.

Two lives. This enables the Dead Rat members to live two different lives. One as a Dead Rat vigilante, the other their ordinary life. That ordinary life could be as a loner, a hermit, a member of a family group or of a larger survivor group, and maybe even someone in a group of cutthroats or a cult who does not agree with that organization. Not everyone who joins a larger group, es-



pecially Death Cults, is a willing participant. Some are enslaved, others are strong-armed or otherwise pressured to join the group. Such individuals may disagree with some, most or all of the group's methods, rules or philosophy, but stay with them to keep the family together or because it is his best option for survival, or because leaving is not an option and he would be hunted down and killed if he tried to leave or speak out against the leadership or their practices. Instead, that person (male or female) slips out at night, or whenever he can, to join his Dead Rats brethren to fight zombies and help people – and maybe even fight the very group to which he belongs. Such Dead Rats are living dangerous double lives that could get them killed if their identity should be uncovered. They may stay with a hated group out of necessity, for the welfare of family or friends, or because their position within the wicked organization provides them intelligence no one else could get, or because they hope to change (or destroy) it from within, or help people escape from it.

New Cells. Dead Rats always keep an eye out for like-minded people they can either recruit into their gang, or whom they can recruit as members of a new cell. This is typically done by a Dead Rat who has been an active and trusted member of a cell who goes off to start a new one, with himself as the leader. Other times they teach another group the ways of the Order of the Dead Rats Live, and let them go their own way. This is how Dead Rats cells are found in a growing number of locations, usually cities where heroes and rescue teams are needed.

Dead Rat Stats

A Masked Lunatic and Hero

Also Known As: Chainsaw Rats and the Rat Gang.

True Name: Unknown, varies with each individual.

Alignment: Most are Principled, Scrupulous or Unprincipled. A few are Anarchist.

Attributes: Varies with each member of the Dead Rats gang. Roll up as usual.

Armor: Typically, none. A few may wear a bulletproof vest (A.R. 10, S.D.C. 50) or other light armor, worn under their hazmat suit. Also see Weapons, Equipment and Vehicle.

Hit Points: Varies with each member of the Dead Rats gang. Roll up as usual.

S.D.C.: Varies with each member of the Dead Rats gang. Roll up as usual.

Age: Varies from 16-50, but this is a young man's game with most under the age of 36.

Experience Level: Varies, 1D6 levels of experience per average Dead Rat.

Occupation Before the Wave: Roll up as a **Survivor O.C.C.**; varies with each member of the Dead Rats gang.

Common Skills: All, including Automobile.

Skills of Note: Varies with each member of the Dead Rats gang as per their *Survivor O.C.C.*; roll up as usual.

Special Skills known to ALL Dead Rats:

Radio: Basic plus the following.

Chainsaw Combat (special): Using a chainsaw gives the Dead Rats the element of surprise, because they don't start their chainsaws until they are ready to pounce into battle and the sound of several of them is like mechanized thunder rolling your way. The sound coming from several combatants with chainsaws also confuses zombies and makes them hesitate (-1 one melee attack) as they try to decide which sound to attack first. Most living people are correct to be afraid of the whirling blades and anyone with a melee weapon facing a chainsaw is smart to back down or run away.

The ripping, cutting power of the chainsaw in the hands of a Dead Rat easily disarms his opponent of any blade or club-like weapon, and his saw can damage gun barrels and gouge and twist knife or sword blades. Any blade caught in the swirling teeth of the chainsaw is likely to get pulled right out of the person's hand (+2 to disarm for the Dead Rat with a chainsaw) and hurl it into the air. The flying weapon may hit someone else on the side, but it throws the weapon away from the chainsaw user. And of course, the chainsaw can literally *disarm* by severing fingers, a hand or arm in a few quick seconds.

A chainsaw is also useful for cutting through wooden doors and barricades, cutting rope, sabotaging stairs and railings, cutting wood and furniture, clearing fallen trees and telephone poles in the road, and so on.

Chainsaw Combat Penalties: Still it is awkward and heavy, and trained users like the *Dead Rats* are -1 to parry and dodge, and -1 melee attack per combat round when they wield a chainsaw. People not trained to use a chainsaw in combat are -1 to strike, -3 to parry and dodge, lose two melee attacks and do not gain any of the chainsaw bonuses, below.

Chainsaw Combat Bonuses: +1 to strike, +2 to disarm and the weapon has a Horror Factor. The masks and garb of *chainsaw wielding Dead Rats* give them a *Horror Factor (to humans)* of 14.

Smartish zombies like *Thinkers*, *Mock Zombies* and even *Pattern Zombies* and *Fast Attack Zombies* recognize the damage the chainsaw can do, and regard the saw wielding Dead Rat with a Horror Factor of 15, with the usual penalties if the monster fails to save vs H.F. Zombies who snap out of the Horror Factor or save against it, are likely to try to avoid the blade and even back away and retreat from such an adversary, in favor of finding less dangerous prey.

Horror Factor 10 for a Dead Rat with a bloody or blood-stained baseball bat or any other type of weapon.

Chainsaw Damage: 3D6 damage +3 in the hands of the Dead Rats.

W.P. Blunt: The skill and bonuses apply to any blunt weapon, but the Rats' favorite weapon of choice is the baseball bat, with which they are +2 to damage regardless of the type of bat used and in addition to the damage listed below.

Aluminum: 1D6

Wood: 2D4

Wood Composite (professional): 2D4+2



Secret Sign Language: The Dead Rats have created their own sign language. This is more a collection of military type of hand gestures with specific meanings rather than the one for the deaf which spells out letters and words. It includes signals for stop, wait, silence, go, attack, spread out, retreat, go high, go low, use bats, use saws, use knives, use guns, and several other things. It is very effective for the gang members. Base Skill: 72% +2% per level of experience.

Bonuses: All Dead Rats are +3 on Perception Rolls to recognize danger, recognize when a person is in trouble, and find escape routes; +1 on all other Perception Rolls, +1 on initiative, +2 to damage with baseball bat, +3 with a chainsaw, +2 to disarm, and +3 to save vs Horror Factor (special).

Additional bonuses vary with each individual based on the Dead Rat's Hand to Hand Combat skill, possible Physical skills, attributes and level of experience. *Roll up as a Survivor O.C.C.*

Attacks per Melee: Varies with each member of the Dead Rats gang, but typically 4 or 5.

Weapons of Note: Each Dead Rat takes into combat one baseball bat (typically wood or composite, 2D4+2 damage), one chainsaw (3D6 damage), and one heavy knife or machete (1D6 damage).

A leader and the second-in-command or designated gunman has an automatic pistol (4D6 damage per shot) and/or a shotgun or assault rifle, probably slung over his shoulder on a strap, and one extra ammo clip for each.

Equipment of Note: Homemade Rat mask, a couple of other masks or hoods or stockings for their secondary mask, plastic gloves, hazmat suit or coveralls, gas mask, flashlight, cell phone for taking snapshots and video of locations, strangers, enemies and potential targets, and may also use assorted other saws and serrated blades. Each cell has access to at least two (often 5-6) white panel vans.

An extra 1D4 baseball bats, two extra chainsaws, a five gallon (19 liter) container of gasoline, a gallon (3.8 liters) of water, a first aid kit, a pair of binoculars, passive nightvision goggles, a pair of extra shotguns and one assault rifle with a nightvision scope, plus 100 rounds of ammunition for each gun is in the van. **Note:** Dead Rats enter combat light, with any additional gear (first aid kit, bottled water, guns and ammo, etc.) in their *white panel van*. Remember, unlike many survivors on the run, the Dead Rats are based in and live in the city or surrounding area. Any extra gear and personal items are kept at their secret base/hideout/safe house, rendezvous point, a secret cache, or at home. This includes the equipment that comes with a specified Survivor O.C.C.

Vehicle: Individual Dead Rats may or may not have a vehicle in their public life; many do not. However, each Dead Rat cell usually has access to *1D4+1 white panel vans* located at locations known to each member, often in plain sight hidden among many, many other abandoned vehicles on the street, in parking structures, garages, etc.

Trade Goods: As a rule, none. Dead Rats are a weird sort of rescue team that works under cover to gather information and strike as a commando-style unit. They come in charging to take down bad guys and zombies, rescue people in danger, point the way out for them or assist in some other way, and retreat into the night, often as quickly and unexpectedly as they appeared. Nobody expects Dead Rats, not the goons and zombies they slay nor the people they save. Consequently, Dead Rats do not hang around to chat or trade goods. They may, if they have something a survivor needs, toss people some basic items like bottled water, food or blankets, or a first aid kit, but they almost never hang around after combat for more than 1D6 minutes, if that long. That said, the gang is likely to hang around, unseen, and intercede a second and even third time if the survivors need their help, but they are not a touchy, feely, friendly group. The only time a Dead Rat may spend time or travel with other survivors is if he or she gets separated from the gang, captured or injured and is unable to leave. Of course, for all they know, the Dead Rat is someone they see every day or have met, because he could be a member of their own, larger, group or community.

Territory: Minnesota, Wisconsin, Illinois, western Indiana and Detroit, Michigan.

Joining Forces with Others: There are at least two Dead Rats factions/cells operating in the Twin Cities (probably double that) and both have fought along side, or come to the aid of Fire and Brimstone and vice versa. Again, while Dead Rats may suddenly appear to help out a group of survivors or heroes, they do not usually hang around long enough to make friends. However, if one or more Dead Rats joins the player group, he or they are reliable teammates and allies who can be trusted. A Dead Rat never abandons a person in the middle of a fight.

SNOOSE

Masked Lunatic and Hero

"I'm no hero. I'm just a guy like you who tries to do the right thing. With the cops and government gone, we need to stand up for each other. And, you know, do what's right. I'm not going to stand around with my hands in my pockets while people get hurt. If I can lend a helping hand, kill some zombies, or take down a creep or weirdo, I do it. Wouldn't you?"

– The man called Snoose, just a drifter

Snoose does not think of himself as a hero. If anything, he thinks of himself as just an *Average Joe* who tries to be a good guy and do what's fair and right. He's also the guy who takes a stand against injustice and evil, and helps others. Sadly, in this world, that makes him a hero.

Unlike other heroes described in this section, Snoose does not have an agenda, purpose or goal. He is just a survivor and a drift-



er trying to figure out his place in this weird new world. He has joined forces, for a time, with many other individuals and small groups during his journey, and has even helped out at a couple of survivor communities. However, he has never felt like he quite fit in, and always moves on after awhile. He never had a wanderlust before the Zombie Apocalypse, other than moving from one job or another; mostly factory and warehouse work. But now, he can't seem to settle down.

There is nothing wrong with good, honest work, so Snoose does not mind physical labor. In fact, the way he sees it, the help he generously gives to others is just him pulling his own weight and helping those who cannot help themselves. It's no big deal. It is the right thing to do. After all, he ain't no freeloader.

It is that grounded sense of fairness and his ability to see right from wrong with crystal clarity, that makes it impossible for Snoose to ignore injustice and cruelty. If someone needs help, he helps them. If someone is in trouble and cannot stand up for themselves, Snoose steps up for them and tries to right the wrong or make things fair and just.

This matter of fact, "I gotta do it, because it's what's right" philosophy harkens back to the heroes of many an old Movie Western. The ones where the soft-spoken, no nonsense hero has such a strong moral compass that he just automatically does the

right thing, because what else would anyone do in his shoes? The irony is, most people are too weak, scared or unsure of themselves to take that stand and do the right thing. That's what makes Snoose and those rare people like him, natural born heroes.

In one of those old Western stories, Snoose would not be the sheriff. Life is not that complicated for him and being an authority figure or wielding power has never appealed to him. Snoose would be the ordinary neighbor or the drifter who avenges the sheriff after a bunch of deperados bushwacked him and are terrorizing the town. Snoose is the guy to step forward to set things right again for the townspeople. For him, taking down the bad guy is like putting down a rabid dog. It is ugly work, but somebody has to do it. It might as well be him. When justice is served, he goes his own way. Wherever that may be. All of this makes the drifter who calls himself Snoose a mysterious figure. The fact that he wears a gas mask that he never takes off in public, especially in the zombie-filled abandoned cities, only adds to his air of mystery and mythic persona. "Who was that masked man," certainly applies to this brave drifter who is always ready to help someone in need.

Snoose does not much care for dictators, bullies, thieves, murderers, schemers, messiahs, politicians or any authority that tries to enslave or mistreat people. He especially dislikes villains who try to turn brother against brother. He is a peace-loving man who knows sometimes violence is required to preserve the peace. Snoose is plain speaking and has no use for what he calls "creeps, cutthroats and weirdos." He tries to be understanding and sympathetic for victims of trauma and mental illness, but that does not excuse them from justice if they do wrong.

Snoose loves animals and has been seen with a horse, a cat, and a number of dogs (he loves dogs and horses), but he is practical about them too. He knows he cannot properly care for or protect a horse, so he usually leaves the animal with a survivor group or Safe Haven if he thinks they can better care for it, and they can put it to better use. Pee-Dee was his favorite dog, but the zombies got him one night. Other animals like chickens, ducks, geese, possums, racoons, wild boar, snakes and alligators are best left for eating, but in a pinch, Snoose would consider eating just about anything. He misses the taste of a good steak with mashed potatoes, as well as pork chops and bacon prepared just about any way you can make them. Oh, and french fries. ow he misses french fries.

In combat, the easy going, plain speaking Snoose might as well be Hercules come down from Mount Olympus. He is a bulky guy who is stronger than he looks, and he looks strong. He is decisive and seems able to fight with boundless energy. He is merciful when he can be, deadly when the situation calls for it. There's no point of wasting resources or putting people at risk by locking up and feeding a "dirt bag who needs killing," so Snoose has no problem dispatching murderers and other cutthroats. That goes double for Death Cultists and, of course, zombies. He does not agree with people who say killing the zombies is pointless and that you could never destroy them all. "They ain't natural. They kill people and turn 'em into zombies, so it makes sense to



slaughter the damn monsters. Look, you kill a zombie, it ain't comin' back. Kill enough of 'em, and you got yourself a safe zone. It just makes sense. Not to kill 'em is crazy."

If Snoose has a weakness, it is his compassion and sense of justice. He comes to the aid of anyone in trouble, helping first and asking questions later. He has a real soft spot for women and children, and he comes running when they are in danger. Sooner or later, that big heart is going to get him killed, but right now, he is a godsend to every town, Safe Haven and survivor group he comes across. Saving lives, righting wrongs and slipping away to the next place without expecting so much as a thank you. "It's nothin'. I'd like to think you would do the same for me."

Snoose Stats

A Masked Lunatic and Hero

Also Known As: Shovel Mask, Gravedigger and Gas Mask Man.

The prior two because he is often seen with a shovel or digging graves for the fallen. Snoose believes in giving good people a proper burial.

True Name: Jared Lancaster.

Alignment: Scrupulous.

Attributes: I.Q. 17, M.E. 11, M.A. 23, P.S. 21, P.P. 19, P.E. 18, P.B. 14, Spd 17.

Armor: Leather jacket (padded and reinforced), A.R. 10, S.D.C. 12. Also see Weapons, Equipment and Vehicle.

Hit Points: 45

S.D.C.: 35

Age: 28

Experience Level: Fifth.

Occupation Before the Wave: Survivor/Ordinary Person
O.C.C.: Factory Worker, comic book collector and game enthusiast.

Common Skills: All, including: Automobile 92%.

Skills of Note: Snoose learned to ride a horse when he worked on a farm one summer as a teenager.

Athletics (General)

Automotive Mechanics 88%

Basic Mechanics 78%

Body Building & Weightlifting

Climb 78%/68%

Cook 73%

Creative Writing 63% (a hobby before the apocalypse)

Gardening 69%

First Aid 83%

Horsemanship: General 63%/33%

Physical Labor

Pilot: Automobile (favors SUVs and Jeeps) 92%

Streetwise 50%

W.P. Blunt, 5th level.

W.P. Staff (or in this case, *Shovel*, 1D8 damage), 5th level.

W.P. Rifle, 3rd level.

Hand to Hand: Basic, 5th level.

Bonuses: +2 on Perception Rolls when fighting, or dealing with, zombies, creeps and weirdos (i.e. madmen, Death Priests, Death Cultists, and bad guys), +3 to strike, +5 to parry and dodge, +6 to damage, +3 to roll with punch/fall/impact, +2 to pull punch, +2 to disarm, kick attack (does 1D8 damage), Critical Strike (double damage) on an unmodified roll of 19 or 20, 75% to inspire trust/intimidate, +2 to save vs poison (and magic), +6% to save vs coma/death and +2 to save vs Horror Factor.

Attacks per Melee: Five.

Weapons: Large shovel (2D4 or 1D8 damage); you can always use a shovel, plus they make a decent weapon. The shovel is one of his favorite weapons. A hunting rifle with 72 extra rounds, a shotgun with 40 solid slugs and 36 scatter-shot cartridges, 9mm pistol (3D6+6 damage per a single shot, 5D6+3 damage for a burst of three shots) and 88 extra bullets for the pistol, and a survival knife (2D4 damage).

Equipment of Note: A pocket knife (1D4 damage), a spare large shovel, a toolkit, a large crowbar, a gas-powered chainsaw, a first aid kit, compass, cell phone, a pair of binoculars, two extra gas masks, a box of disposable surgical masks, a box of 100 plastic gloves, two cigarette lighters, a black leather jacket with extra padding, leather gloves, a motorcycle helmet (A.R.



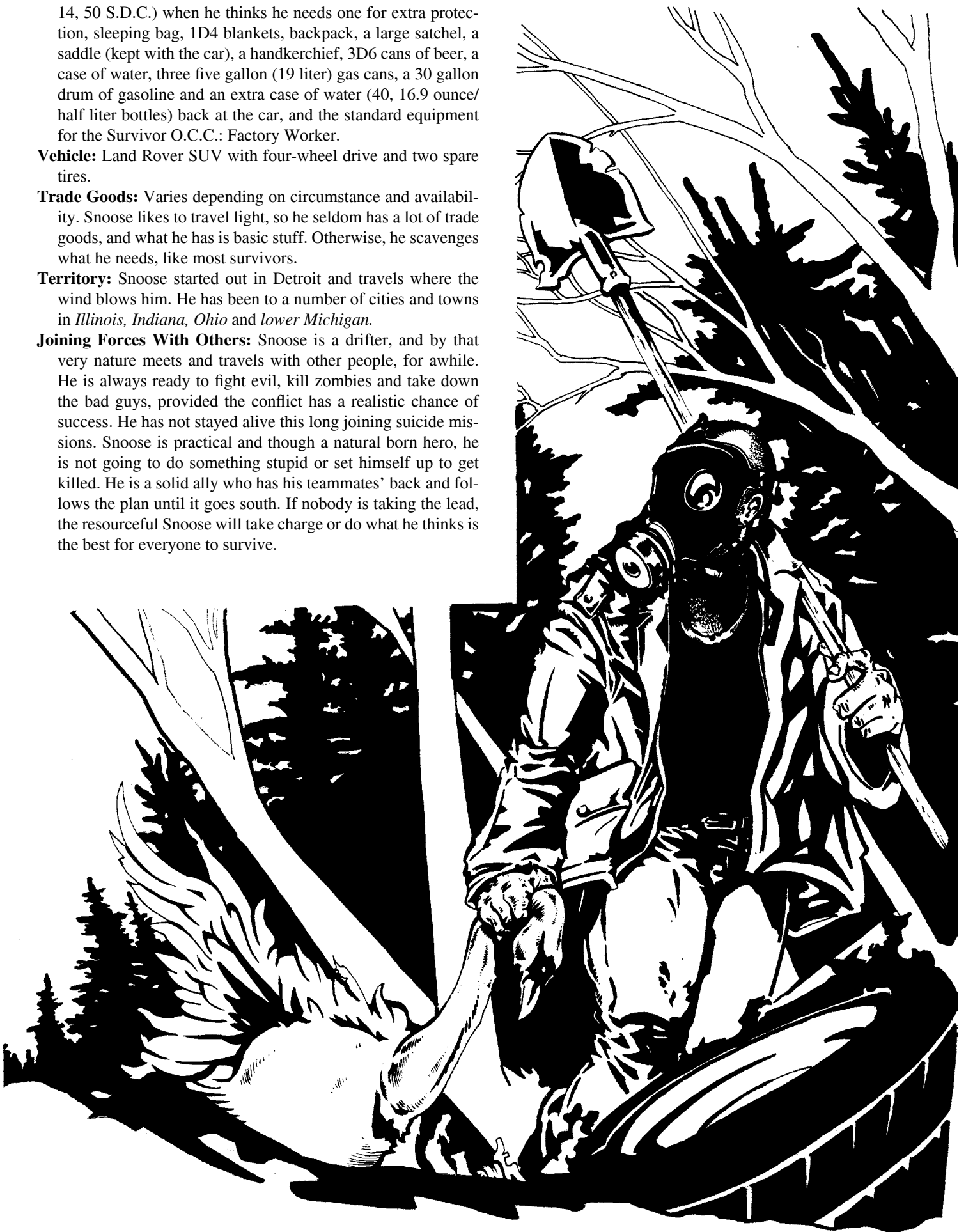
14, 50 S.D.C.) when he thinks he needs one for extra protection, sleeping bag, 1D4 blankets, backpack, a large satchel, a saddle (kept with the car), a handkerchief, 3D6 cans of beer, a case of water, three five gallon (19 liter) gas cans, a 30 gallon drum of gasoline and an extra case of water (40, 16.9 ounce/half liter bottles) back at the car, and the standard equipment for the Survivor O.C.C.: Factory Worker.

Vehicle: Land Rover SUV with four-wheel drive and two spare tires.

Trade Goods: Varies depending on circumstance and availability. Snoose likes to travel light, so he seldom has a lot of trade goods, and what he has is basic stuff. Otherwise, he scavenges what he needs, like most survivors.

Territory: Snoose started out in Detroit and travels where the wind blows him. He has been to a number of cities and towns in *Illinois, Indiana, Ohio* and *lower Michigan*.

Joining Forces With Others: Snoose is a drifter, and by that very nature meets and travels with other people, for awhile. He is always ready to fight evil, kill zombies and take down the bad guys, provided the conflict has a realistic chance of success. He has not stayed alive this long joining suicide missions. Snoose is practical and though a natural born hero, he is not going to do something stupid or set himself up to get killed. He is a solid ally who has his teammates' back and follows the plan until it goes south. If nobody is taking the lead, the resourceful Snoose will take charge or do what he thinks is the best for everyone to survive.





ZOMBIE COP

A Masked Lunatic and Hero

"I don't know what death means anymore or whether I'm even truly alive. I think I'm a monster too stubborn to die. So I fight the other monsters and protect the living. To serve and protect was my sworn duty in life. I don't see any reason to change now. Not when I'm needed more than ever. Maybe that's my purpose. Maybe that's what God wants me to do. So be it."

– Sgt. Hubner, *Zombie Cop*

Sgt. William Robert Hubner has already died — twice. Once on the inside when his parents, wife and children died during the Wave, and a second time while fighting zombies inside a burning building. He was bitten and about to be eaten alive when the floor above him came crashing down on them all. The debris killed or pinned the zombies. Sgt. Hubner's smoldering body was recovered by other police and firefighters on the scene. Sgt. Hubner was pronounced dead on arrival. His corpse put in a body bag and sent to the morgue.

Then he woke up. But not as one of the risen dead. He was something different. Something, for him at least, worse. A creature people call the *Half-Living*, but which Officer Hubner calls "living hell."

Though he was tagged and bagged, Sgt. Hubner was not truly dead. With the voluminous number of sick pouring in and the dead starting to rise to kill the living, he was mistakenly pronounced DOA when he was actually in a deep coma. In all the chaos, it was an understandable mistake. Vitals were so low they

were barely readable. Body temp, well below normal as the sergeant began to transition into a *Half-Living*. Without close scrutiny and the proper equipment, most doctors would have thought him to be deceased.

Waking up in a bag on the floor, in a room filled with the dead who had risen and clawed or chewed their way out of their own body bags, was a nightmare. He scrambled under one of the examination tables and waited to be torn to pieces. Instead, the zombies ignored him. After hours of shivering under the table, he eventually realized the walking dead saw him as one of their own. That meant he could walk among them without fear of attack. For weeks he did that. He walked among the zombies, numb, in shock, trying to comprehend what had happened, not just to him, but to the world.

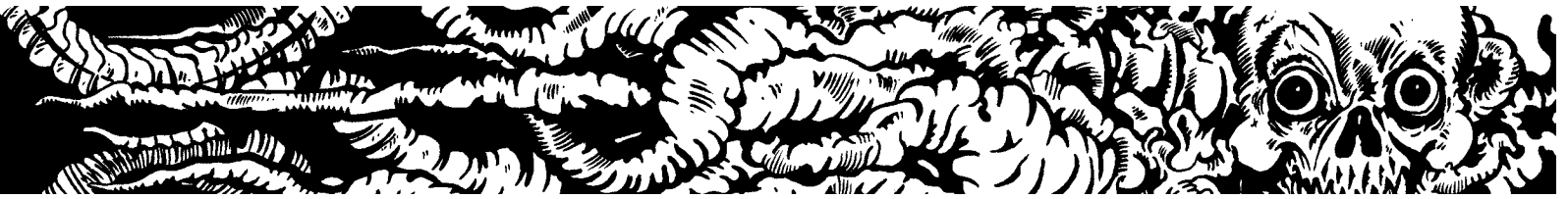
At some point, Sgt. Hubner began to gather his wits and made the decision to rejoin the living. He went home and then to the precinct to collect his uniforms, body armor, a large amount of weapons and ammo, and took a squad car. He found a safe place to live at in "Zombie Central" — the heart of the city. A place where survivors have a difficult time lasting for very long even when making a run to gather supplies.

Despite all he has gone through — the loss of everything, his family, friends, colleagues, even his own human identity — Sgt. Hubner still sees himself as a police officer on the job. Only now, his job includes helping people in need against raiders, bandits, lunatics, zombies and Death Cultists. He wages a one-man war waged against the zombies and evildoers. And though he is hell-bent on destroying zombies and fighting evil, saving lives always takes precedence over killing the dead or stopping the bad guys. Now more than ever, the living need protection and his help.

Sgt. Hubner has been helping survivors and killing zombies ever since. As a *Half-Living*, Sgt. Hubner can go places swarming with zombies and walk among them unnoticed by most. He still has to be wary of the smarter aberrant zombies, and Death Priests, both of which are able to identify him as a *Half-Living* and a potential threat, but this gives him much greater flexibility than most survivors. He is able to walk among the dead and mimic their behavior to do reconnaissance and locate supplies. In fact, it is this ability to walk among the zombies that has earned him the nickname *Zombie Cop*, among the survivors who know him and those who see him among the walking dead. Sgt. Hubner takes no offense to the name, and finds it to be a fitting title for this new hellish world.

Zombie Cop locates and gathers basic supplies such as blankets, medicine, guns and ammo, food and bottled water and leaves them at the gates of survivor camps and Safe Haven communities. He has become a known and mostly welcomed friend of the local survivor and Safe Haven community in the region in and around St. Louis, Missouri. *Zombie Cop* is a friend to many, but not actually a member of any community or group. He knows and understands why many people shun him and don't completely trust him. After all, even he no longer considers himself to be human. As a result, he patrols the streets alone, hunting zombies and evildoers as something of a "lone ranger." That said, *Zombie Cop* is quick to help others, and does sometimes team-up with other survivors and heroes, but ultimately sees himself as a monster and an outsider.

Zombie Cop always has two first aid kits, 40 bottles of water, some canned and dry food, six blankets, and extra weapons and ammo in the trunk of his souped-up police cruiser. The ar-



mor modifications to his squad car are compliments of a survivor community in return for his help and heroism.

Zombie Cop Stats

Masked Lunatic, Hero and Zombie Hunter

Half-Living: See pages 70-72 of the **Dead Reign® RPG** for complete details and information about the Half-Living.

Also Known As: Dead Cop, Rags (because of the bandages over his face and head) and Sgt. Hubner to those who meet him, Bill to those who know him well and might be considered new friends.

True Name: Sgt. William Robert Hubner.

Alignment: Scrupulous.

Attributes: I.Q. 11, M.E. 10, M.A. 9, P.S. 32, P.P. 10, P.E. 12, P.B. 6 (badly burned and scarred face and body, which is why he covers his face in bandages), Spd 9.

Armor: Bulletproof Vest: A.R. 10, S.D.C. 50, worn under his uniform or his police jacket and a motorcycle cop's helmet (A.R. 14 and 50 S.D.C.). Also see Weapons, Equipment and Vehicle.

Natural A.R. for Half-Living: A.R. 7.

Hit Points: 56

S.D.C.: 43 (includes Half-Living bonus).

Age: 39

Experience Level: Ninth.

Occupation Before the Wave: Survivor/Ordinary Person
O.C.C.; Police Patrol Officer.

Common Skills: All, including Automobile 98%.

Skills of Note (Police Officer):

Athletics (General)
Climb 85%/75%
Combat Driving
Detect Ambush 85%
First Aid 90%
Fishing 85%
Land Navigation 72%
Law 95%
Military Etiquette 90%
Recognize Weapon Quality 80%
Radio: Basic 98%
Roadwise 67%
Surveillance/Tailing 85%
Running
Streetwise 56%
Swimming 85%
W.P. Blunt, 9th level.
W.P. Handguns, 9th level.
W.P. Shotgun, 3rd level.
Hand to Hand: Expert, 9th level.

Attacks per Melee: Six.

Half-Living Natural Abilities (special): Cold and heat do half damage, pinpoint location of a Zombie Moan after hearing it for 45 seconds, is not attacked by Slouchers and most zombies

unless he attacks them first; always has initiative against dumb zombies. Smart zombies may recognize he is not one of them, and a potential threat or spy. Hates zombies and is loyal to his friends and associates.

Also see Bonuses, below.

Bonuses: +2 on Perception Rolls recognizing zombies and noticing when a smart zombie or Death Priest has recognized him as a Half-Living. +1 on initiative, +2 to strike, +4 to parry and dodge, +3 to pull punch, +3 to disarm, +17 to damage, +3 to roll with punch/fall/impact, Karate Kick attack (does 2D6 damage), Karate Punch (does 1D6 damage), Critical Strike (does double damage) on unmodified 18, 19 or 20, W.P. Paired Weapons, Backhand Strike (does 1D4 damage), Body Flip/Throw (does 1D6 damage, victim loses initiative and one attack), +4 to save vs disease and poison, and +5 to save vs Horror Factor.

Weapons: Three Police automatic shotguns with 421 extra rounds of ammunition and 28 rubber riot rounds, two SWAT grenade launchers with 30 shot clip. His stash of grenades includes 32 smoke grenades, 18 tear gas grenades, 11 flash/stun grenades, and 16 explosive grenades. He also has three assault rifles with 640 extra rounds of ammo, a SWAT sniper rifle with 180 extra rounds, a 9mm pistol (2D6+6 damage) with 488 extra rounds, a survival knife (2D4 damage) and three police batons (2D4 damage).

Equipment of Note: A pocket knife, toolkit, large crowbar, two pair of sunglasses, three uniforms, two police jackets, leather gloves, police motorcycle helmet (A.R. 14, 50 S.D.C.), cell phone for photo and video use, six walkie-talkies, six pairs of handcuffs, 100 zip-ties for handcuffing/binding people, binoculars, a bottle of tequila and the standard equipment for the Survivor O.C.C. Zombie Cop also has one full suit of Riot Armor he holds in reserve (A.R. 14, S.D.C. 180), a riot shield and two extra bulletproof vests.

Vehicle: A souped-up, armored-up police squad car with the following always in the trunk of his car: two first aid kits, 40 bottles of water, some canned and dry food, six blankets, large crowbar, 20 feet (6 m) of rope, 20 long cable ties for binding fugitives, and 1D4 extra weapons and 100 rounds of ammo for each.





Trade Goods: Varies depending on circumstance. Sgt. Hubner generally collects medicine, water, food, blankets, tools, ammunition, and other things survivors often need, and drops them off at known survivor camps and Safe Havens. He is quick to share information and basic supplies with people he knows, obvious heroes and survivors whom he sizes up to be good people. He never trades with anyone he has doubts about or who is evil or allied with Death Cults or bad guys. He'll always have something worth trading for. Otherwise, he scavenges and steals what he needs, like most survivors, and stockpiles goods at various secret locations to give to those in need.

Territory: Like the heroic Brimstone, Zombie Cop has his main turf where he tries to aid and protect the survivors in his hometown, the city of *St. Louis, Missouri*. However, he has made some runs beyond the city to help survivors, and is willing to travel to areas elsewhere in *Missouri* as well as into parts of *Illinois* and *Indiana*.

Joining Forces with Others: Zombie Cop is all about fighting evil, killing zombies, taking down the bad guys and helping good people. He is happy to join forces with brave survivors and heroes if it is for the greater good or eliminates a source of evil. Like Snoose, Zombie Cop is practical and pragmatic, so he will NOT agree to a plan that is crazy or suicidal. He is a reliable ally who has his teammates' back and follows the battle plan. Should things go wrong, he is resourceful and tries to never leave a man behind.

MR BANANAS

A Masked Lunatic

"Ook. Ook. I am monkey-man mutant hybrid. Rotting People no scare me, because they no catch me. I much too fast and clever. You want me show you? I bring Rotting People here and show you, no catch me. Fun. Hey! You have apple!! Give me, please, 'kay? Me hungry. Apple yum yum. Give now."

— Mr. Bananas, in a friendly conversation

Mr. Bananas is crazy with a capital W! To him, up is down, black is white, and left is orange. Mr. Bananas is one of the many survivors who has suffered from a severe psychotic break.

A psychotic individual is someone who sees the world as something quite different from what we consider reality. They also tend to be violent, especially when their weird fantasy world is challenged. "No, those are not unicorns, those are zombies. Run." Only the psychotic really sees unicorns, and is not going to run. Try to stop him from petting the unicorns, and he or she is likely to push you away, hit you or drag you along to ride the pretty unicorns. A psychotic delusion can be almost anything. The psychotic might see you as a zombie, a monster, an enemy, a family member, a ghost or a figment of his imagination, and certainly you are the misguided, deluded or crazy person, not him.

The psychotic fiercely clings to his delusion or fantasy. He or she has to, because it is that person's coping mechanism. The fantasy is the only way the psychotic can keep going and function, even if his actions are ridiculous, insane and/or harmful to himself or others. Challenge that fantasy and the psychotic fights back, literally, not out of wickedness, but because he cannot bear to face the reality. As a result, the person or people hurting him by challenging his reality must be silenced, one way or the other. "No, I can't leave! I'm days from finding a cure to the zombie plague. Then I'll be able to cure everyone who is a zombie. You'll see. That's why you need to help me." Of course, his lab is pure smoke and mirrors, a set that may look real or crazy, and the cure, nothing but colored water and toxic chemicals made of cleaning liquids from the store. Worse, "in the name of science and finding a cure," the madman may have a basement or garage full of zombies. "Specimens" or "test subjects" he feeds the living to, especially those who try to stop him or take him away.

In the catastrophic event of the Zombie Apocalypse, emotional and mental trauma, shock and disconnection with reality are





commonplace among survivors. There is so much tragedy, loss, change, and horror, that many people cannot process it and lapse into some sort of traumatized mental state. For many, the only way to cope with the living nightmare is to disconnect from it and create their own fantasy world. Even heroes like Fire and Brimstone, Zombie Cop, and the Road Reapers, who continue to function on a very high level, are severely traumatized and are NOT firing on all cylinders. They are responding to the trauma and painful losses caused by the Wave and the Zombie Apocalypse. In their case, they press forward by becoming zombie fighters and heroes who save lives and fight the monsters and wicked people. It is, in most cases, their *obsession* to destroy the zombies and restore the world to the way it was. Every life they save or help is one more step toward restoring order, or so they tell themselves. Without that purpose and resolve, they might give up and become like the ruthless villains and monsters they battle. Their obsession gives them hope and purpose, and a reason to live. These heroes face impossible odds. Their every action puts their own lives in jeopardy every single day. Isn't that a little crazy? Their madness is simply proactive and helpful to others.

Other people fare much worse. Some become homicidal, some give up and follow whomever offers them safety even if it means embracing evil. Some are driven by hate or fear, or desperation or revenge. Others by high ideals, family or a belief in a higher power. Many go completely mad and live in a fantasy world or adapt strange ideas or ways of doing things. Still others shutter themselves away and shun all human contact, or commit suicide.

Mr. Bananas is an example of someone who has gone quite mad. At first glance he seems harmless. He wears a monkey mask almost all the time, even when nobody is around to see him. He always puts one on whenever he leaves his secret hideaway located up in one of the skyscrapers or highrises someplace. He calls himself Mr. Bananas, and explains he is just *a juvenile chimpanzee-human mutant* created in a secret laboratory. According to him, he was injected with a serum that makes him impervious to the Wave and the zombie's bite, and has been given the agility and powers of a chimpanzee! However, "Rotting People bad, so I stay away from them." He will go on to explain in a child-like voice and playful manner how he is too fast and clever to be caught by the "Rotting People," and how he lives up high, "where Rotten Ones cannot go and bad men can't get me either. Chimps are smart. Mr. Bananas even smarter."

According to Mr. Bananas, one of the nice scientists let him out of his cage to escape when the Rotting People came. There were other chimpanzee-human mutants, including his entire family, who were let out of their cages too, "but I no think they get away. I think I am the last of my kind. But I look for my family and hope they did escape, so one day we be together again. Some day." This makes Mr. Bananas sad and he will change the subject or start acting like a monkey. Whenever Mr. Bananas does not like a particular subject matter or he becomes tired of talking, or he wants to play, he acts like a child pretending to be a monkey. All words are replaced by, "Ook, ook, ook," grunts, squeals and giggles.

When Mr. Bananas gets scared, he hides in a corner or someplace up high and whimpers. When someone tries to get him down, he "ooks" at them and slaps their hands away. If there are objects such as rocks, bones, books, etc., Mr. Bananas throws them at people who are scaring or bothering him. He has excellent aim, too. He will also kick and stomp at them to knock them down, which can cause serious injury if Mr. Bananas is outside on the ledge or the roof of a building. Or up in the rafters.

When Mr. Bananas fears for his safety, is being threatened, captured, caged, manhandled or attacked, **Mr. Kong** comes to his rescue. As you might guess, Mr. Kong is the violent, homicidal manifestation of Mr. Bananas – his protector id. Mr. Kong is much stronger and behaves very much like a gorilla, only he is not satisfied with grunting, growling and chest pounding. If the "threat" does not back away, far away and let him leave, he attacks with the ferocity and power of an angry ape. And because Mr. Bananas is so meek and child-like, this ferocious attack comes out of nowhere. This sudden, homicidal attack usually catches people off guard and gives Mr. Kong initiative (+5 on initiative!). Depending on which mask Mr. Bananas was wearing (he has several), it probably prevents him from biting, but he punches, kicks, and grabs any available weapon handy. That could be a chair or piece of debris to use as a club, or a knife or gun dropped or taken from one of his attackers, or even a hand grenade. Mr. Kong may scream and howl and fight like a wounded, feral beast, but he knows how to use weapons with deadly human proficiency. Moreover, there is a pair of brass knuckles (+1D4 to punch damage) and a switchblade (1D6 damage + P.S. damage bonus) in his pocket along with some candy and a small rubber ball.

Mr. Kong is all fury and rage. He is merciless in combat and fights to cripple and kill his opponents. If there is a group, he fights long enough to make good an escape, running, leaping, and climbing with shocking agility and speed, until he vanishes. Pursue him at your own peril.

If Mr. Kong is facing an opponent one on one, or a group whom he is getting the better of, he is likely to stay and fight to kill. Anyone who turns and runs, had better keep running. When Mr. Kong is triumphant in combat, knocking someone unconscious or killing him, the brute drags or carries the body someplace in the shadows, smashes the skull and eats the brain before going on to eat other internal organs, then some of the flesh.

When he is done feasting on his kill (only one of them if there are several victims), Mr. Kong vacates the kill zone and goes to someplace safe where he leaves Mr. Bananas. Mr. Bananas remembers everything Mr. Kong does, including the eating of his victim, but remembers it all as if he was a witness to the event, not the one responsible. As far as Mr. Bananas knows, any killing and brutality was done by Mr. Kong. His violent, protective guardian. When Mr. Bananas cannot find food or is in need of other important resources needed to survive, Mr. Kong appears to make the kill or to get what is needed. That can include medical supplies, as Mr. Kong – who never speaks a word – can perform basic First Aid on himself. Otherwise, Mr. Bananas throws him-



self on the mercy of strangers he thinks will patch him up, feed him or help him.

Mr. Bananas would not – cannot – hurt a fly. Well, actually, that’s about all he can hurt. Mr. Bananas, like all apes, eats bugs (flies, cockroaches, grasshoppers, crickets, worms, etc.), fruit and vegetables. No meat. Nor does he care for processed foods like bread or cereal, though he will eat canned fruit and vegetables, including baby food. His favorite, of course, bananas. Mr. Kong, by comparison, only eats meat, cooked or raw, and always feasts upon his kill. *Sometimes*, when he likes the people he has met, he may warn them to let him go or not to hurt him or they will have to deal with Mr. Kong. However, he never says what Mr. Kong will do. Just that, “You are going to make Mr. Kong angry. Please don’t make Mr. Kong angry. Let me go. Ook. Ook. Ook.”

Mr. Bananas is not all sweetness and innocence. He is curious, likes to follow survivors, and goes through people’s belongings, pulling items out of backpacks, sacks, boxes and vehicles, and tossing them all around, and stealing what he wants. Fruit, vegetables, candy of all types, honey, jelly, jam, pudding, juice, wine, water, and similar foodstuff, as well as odds and ends he may find interesting, like a pocket mirror, binoculars, lipstick, spray paint, markers, and anything that may strike his fancy at the moment, are all targets for theft. If there is something other people want and are searching for, it makes him want it too, even though he has no use for it. If he finds it first, he runs off with it and hides it. If people find it, Mr. Bananas will try to steal it from them. These trophies and toys either end up in his lair up high in a skyscraper, or get left on a rooftop or stairwell somewhere when he gets tired of it.

He may tail survivors, steal from them and pop up at the most inopportune times to “play” or “go exploring.” He may also beg for food (ideally fruit or candy) and engage in acts of petty vengeance and vandalism if shooed away or not given what he wants.

Take note, Mr. Bananas may talk like, and try to behave like, a cute, little monkey or chimpanzee, but he is a six foot (1.8 m) tall, half-naked, 200+ pound (90+ kg) man wearing a monkey mask. A mask that, like the man’s hands, forearms, chest and belly, is usually caked in dried blood and bits of gore. His sweat-pants are filthy and also splattered with dried blood. He is NOT cute or funny. He is creepy as hell!

Mr. Bananas

A Masked Lunatic

Also Known As: Monkey Man. He, of course, identifies himself as *Mr. Bananas*. To most, he is another scary-looking but seemingly harmless crazy person living on the street as best he can.

True Name: Tom Popek.

Alignment: Mr. Bananas: Anarchist. Mr. Kong: Diabolic, and a homicidal killer.

Attributes for Mr. Bananas: I.Q. 10, M.E. 8, M.A. 14, P.S. 9, P.P. 15, P.E. 14, P.B. 9 (without the mask), Spd 26.

Attributes for Mr. Kong: I.Q. 13 in a cunning, predatory way, M.E. 8, M.A. 4, P.S. 22, P.P. 18, P.E. 20, P.B. 9, Spd 20.

Armor: None.

Hit Points: 49

S.D.C.: 30

Age: 40

Experience Level: Special, as per personality.

Occupation Before the Wave: Survivor/Ordinary Person
O.C.C.: Educator, and science fiction nerd, but most of these skills are not applicable.

Common Skills for Mr. Bananas: Native Language: English 90% and Spanish 60%, only. He cannot read, write or do math.

Common Skills for Mr. Kong: All, including Automobile 90%. Yes, Mr. Kong can drive a car if the keys are available, read signs and knows math, but he does not speak, only grunts, growls, howls and kills.

Skills of Note for Mr. Bananas (Special): Limited only to those listed here. Speaks English, but cannot read.

Climb 90/80%

Identify Plants and Fruits 90%

Land Navigation 70%

Palming 50%

Prowl 40%

Running

Tailing 60%

Skills of Note for Mr. Kong: Limited only to those listed here.

Understands English and can read and drive a car, but does not speak or communicate in any way. Mr. Kong only comes out to fight and kill.

Climbing 90%/80%

First Aid 85%

Land Navigation 90% (+8% to find way back home).

Swim 70%

Tracking (People) 50%

W.P. Blunt, 4th level.

W.P. Knife, 4th level.

W.P. Handgun, 4th level.

W.P. Rifles, 2nd level.

Hand to Hand (Special, see Bonuses and Attacks, below).

Bonuses for Mr. Bananas (special): +1 on initiative, +1 to parry, +4 to dodge, +4 to roll with impact/fall, and +3 to save vs Horror Factor. Attacks per Melee for Mr. Bananas: None, really. Mr. Bananas has three melee actions per round. He never attacks anyone, and sort of fights, only to protect himself. That usually involves a *slap* with his hands (stings but does no damage), *stomp* (1D4 damage, usually to the fingers of those who climb up after him), and *kick* (1D6 damage, usually at the hand reaching for him or the ankle or knee of the person trying to grab him), or *throwing objects that are not weapons* (i.e. he would not pick up and throw a dagger or stab with a pair of scissors, but he would throw books, china, tin cans, small rocks, toys, etc.), and he does NOT know how to use even simple weapons like a club, let alone fire a gun, and never even punches. Wearing the monkey mask usually



prevents him from biting, but if he can bite it only does minor damage (one S.D.C. point).

Bonuses for Mr. Kong (special): +3 on Perception Rolls that involve killing and quickly finding something to use as a weapon, +4 on initiative, +5 to strike, +2 to parry and dodge, +4 to disarm (and to scoop up the weapon for him to use against his opponent), +2 to roll with impact/fall, and +6 to save vs Horror Factor.

Attacks per Melee: Mr. Kong only, and he has seven attacks per melee!

Weapons: Aside from the brass knuckles (+1D4 damage to punch attacks) and a switchblade (1D6 damage) he and Mr. Bananas keeps in his pants pocket, only whatever weapons may be available. That includes pieces of wood, pipe or debris and any weapon he can get his hands on, including guns, knives, hatchets, etc. A favorite tactic of Mr. Kong's is to disarm an opponent and use his own weapon against him.

Equipment of Note: Only the weapons above, 2D4 pieces of candy and a small rubber ball in Mr. Bananas' pants pocket, usually nothing else on his person, unless it is a canteen or bottle of water, some food, and other odds and ends (as noted in the description), but nothing either personality uses as regular weapon or tool.

Back at the lair, Mr. Bananas has 13 bloodstained monkey masks, several blankets, pillows, toys, junk, bottles of water, cans of food (fruit and vegetable based), and things like sunglasses, wallets, some pots and pans, drinking water, juice, wine, miscellaneous tools, maybe even 1D6 canisters of gasoline, but neither personality uses much of this stuff. By the way, his lair is a pigsty filled with junk, empty cans and bottles, bags, paper and rags.

Vehicle: None, though Mr. Kong can drive a car if the keys are available when necessary.

Trade Goods: None. However, Mr. Bananas may steal and keep one or more items a survivor or group needs or wants. Otherwise, he scavenges and steals what he needs or wants at the time.

Territory: Mr. Bananas stays in the city where he knows the lay of the land. If he travels beyond that, it is not far. And if he should get swept up and taken away by a survivor group trying to help, he will pester them like mad until they take him home.

Note: There are no other personalities. Nor does this lunatic have any memory of his past from before the Zombie Apocalypse. Whatever happened to him, it is too unbearable to remember. That past life is gone. Mr. Kong appears and is willing to fight to the death before letting himself remember the past.

Joining Forces with Others: Mr. Bananas may be willing to tag along with a group, but his behavior is dangerously erratic, unpredictable and likely to get anyone he's with killed. He only thinks about himself and ... well ... is crazy as a loon. Mr. Kong only surfaces to protect Mr. Bananas and to kill. He will not join anybody for any reason and is not likely to make the distinction between friend and foe if he shows up in the middle of a combat situation. He fights only enough for him to escape.

SKULL RIDER

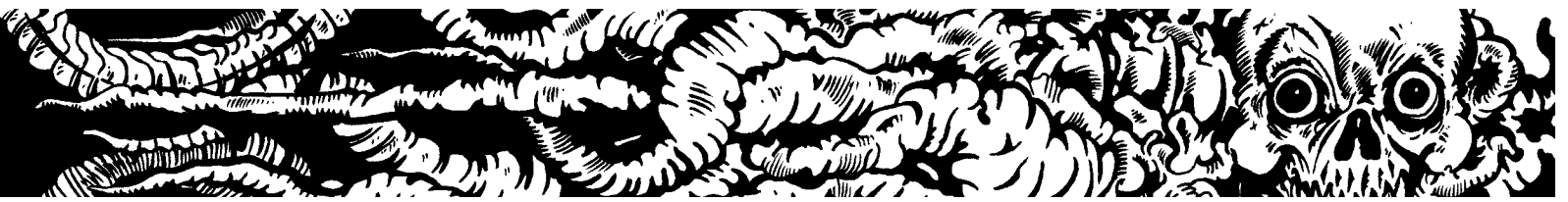
A Masked Lunatic

"There's no more laws or lawmen. If you're smart, you don't trust nobody. Never show them fear. You do as you please. Take what you want. And take down any fool who tries to tell you otherwise. Nowadays, justice is what you make it, brother. Survival, that's a luxury. None of us knows how much time we have left here in Hell. Me, I spend my time kicking ass and killing Road Reapers. You got a problem with that, you can kiss my ..."

– Skull Rider, better known as Wicked-Pisser







The Skull Rider is another masked man gaining notoriety in the Midwest. He rides a black motorcycle, wears a black leather jacket, black gloves, blue jeans, boots, sunglasses, a helmet with a skull and crossbones, and a black bandana with white skeleton teeth. His weapon of choice is an AK-47, but he packs a 10mm pistol, machete and a survival knife, the latter tucked in a boot and concealed under his pant-leg.

He calls himself *Wicked-Pisser* and has the disposition to match the name. He seems to switch from brooding loner to smart aleck with a wicked disposition. Annoy him beyond his small amount of tolerance, in either mood, and he is likely to beat you into unconsciousness or shoot you where you stand. Wicked-Pisser is a rough and tumble bruiser who shows no fear, can take care of himself and does not generally enjoy the company of others. When he does associate with people, it is usually with thugs, punks, bandits, raiders and other tough guys or people of ill-repute. He likes to drink, but seldom drinks so much as to lose his edge. He enjoys gambling, with craps and poker his two games of choice. According to one rumor, he was a mixed martial arts champion before the world went to garbage. Another says he is ex-special forces, and another that he was nothing more than a street brawler and a part-time bouncer.

Something of an enigma, Skull Rider has been known to help people in need, especially when they are up against zombies or Death Cultists. That said, Wicked-Pisser is also known to leave people he considers to be “dumbasses” to suffer at the hands of such monsters and even joke or laugh about it. A dumbass is anyone who ignores his warnings or advice, and those who do things that are just plain foolish or stupid. (“What did ya think was gonna happen, dumbass?” And he rides away or sits back to drink a beer watching the fool get torn apart.)

For reasons known only to Skull Rider, the man hates **Road Reapers**. So much so that he has made it his mission to hunt them down and kill each and every one of them. One can only presume that Skull Rider’s crusade against the Road Reapers is deeply personal and motivated by revenge. What they could have done to make him want to kill them all is impossible to guess at. For that matter, Skull Rider takes an immediate disliking to all heroes, especially those who are full of themselves. When asked why he kills Road Reapers, he tells the person to mind their own business. If pestered about it, Wicked-Pisser tells them they need to back off and leave him alone. (“What part of F-off and leave me alone, do you not understand?”) This is a final warning. Ask again or do something else to annoy or anger him, and he attacks without further warning with vicious ferocity. The lucky ones get knocked out or take a beating. The unlucky ones who push him too far – and the man is easy to push over the edge – are gunned down or stabbed. Anyone who tries to interfere gets more of the same.

Skull Rider is smart, sneaky and deadly, so he seldom takes on more than he can handle, such as an entire group of Road Reapers on his own. At least, not up close. He will, however, pick off one or two Road Reapers from a distance or attack a group without warning, gunning down as many as he can, be-

fore riding off like a bat out of hell. Any chance encounter with one or two is likely to lead to a brutal fight. And Wicked-Pisser fights dirty. He goes for the soft parts of the body first – throat, nose, eyes, groin – and often taunts and toys with any Road Reaper who he knows he has on the ropes, beating him to a pulp or slicing him into pieces before putting a bullet in his head. When he finds a group of Road Reapers, he either attacks from a distance, firing a spray of bullets before speeding away, or he stalks them from a distance. Stalking attacks can be devastating, because Wicked-Pisser finds a good place for an ambush and waits for an opening for a surprise attack to kill as many as he can.

Skull Rider uses hit and run attacks with practiced expertise, waiting in ambush and attacking without warning. When he can pick Road Reapers off one by one, or attack from behind, he does so. When he can sabotage their vehicles or lure them into the clutches of zombies or other danger, he does so. He also targets them for robbery and is happy to rat them out to their enemies and raiders who might take a run at the “so-called heroes.” Anyone who tries to help a Road Reaper or get in the way of anything Skull Rider wants, is likely to get caught in the crossfire.

Wicked-Pisser has swagger and is seemingly fearless. He has that street, gang-banger toughness and confidence that is unnerving to most people. He is bold, but never reckless. Skull Rider never leaps before he looks – and always sizes up his opponents and assesses the situation before he takes action. If he is outnumbered or losing the fight, he makes a hasty retreat. An exit and escape option he has probably already figured out before he took his first shot. He is no coward, but he is not afraid to walk away from a fight to survive to fight another day. It is that street smarts and savvy that has enabled him to survive in a dangerous world and to take on the likes of the Road Reaper gangs.

As wicked and violent as he is, you never know when or why the Skull Rider might help someone. Other times he just watches and laughs, or rides away as an innocent person is attacked or eaten alive.

You can tell when Skull Rider is in a *good mood*, because he is a wisecracking smart aleck with a mean streak. He is still prone to violence, but he is likely to let the target of his cruel wit or angry fury live, unless he or she is a Road Reaper. *In a bad mood*, he is short on patience, cruel and murderous. He takes no crap from anybody and will beat up or kill anyone who bugs him or invites a confrontation. Wicked-Pisser is notoriously short on patience and on mercy. He is known to be a cold, calculating killer who is unsympathetic to the plight of most survivors, except when *he* chooses not to be. There are actually times when Skull Rider steps up to put his life on the line to help others. However, he may also rob those people, stealing from them when they aren’t looking or when they have something he needs. He does not hesitate to beat up anyone and take what he wants from them – especially if he found them to be directly or indirectly annoying – living up to his Wicked-Pisser moniker.



Skull Rider Stats

A Masked Lunatic

Also Known As: Wicked-Pisser (which is the name he calls himself).

True Name: Blake Giles.

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 14, M.A. 11, P.S. 26, P.P. 20, P.E. 14, P.B. 12, Spd 21.

Armor: Bulletproof Point-Blank Vest: A.R. 11, S.D.C. 70, worn under his leather jacket. Also see Weapons, Equipment and Vehicle.

Hit Points: 54

S.D.C.: 46

Age: 32

Experience Level: 8th.

Occupation Before the Wave: Survivor/Ordinary Person O.C.C.; Athletics: Fighting Competitor (mixed martial arts), a brawler and a bouncer.

Common Skills: All, including Automobile 96%.

Skills of Note (Fighter):

Aerobic Athletics

Athletics (General)

Art 65%

Body Building & Weightlifting

Boxing

Carpentry 58%

Climbing 80%/70%

Combat Driving

First Aid 85%

Gambling 70%

General Repair & Maintenance 85%

Hunting

Kick Boxing

Land Navigation 70%

Leather Working 96%

Physical Labor

Pilot: Motorcycle 90%

Seduction 63%

Streetwise 44%

Swim 85%

W.P. Handguns, 8th level.

W.P. Knife, 6th level.

W.P. Rifle, 6th level.

Hand to Hand: Martial Arts, 8th level.

Bonuses: +1 on initiative, +5 to strike, +9 to parry and dodge, +1 to disarm, +11 to punch damage, +13 to kick damage (see Kick Boxing for damage via type of kick, most do 2D8 or 3D6 damage), +2 to entangle, +5 to pull punch (includes pulling his kicks to inflict less damage), +5 to roll with impact/fall, Critical Strike (double damage) on an unmodified roll of 18, 19, 20, W.P. Paired Weapons, Back Flip and Back Flip Escape, and +2 to save vs Horror Factor.

Attacks per Melee: Six.

Weapons: Hunting rifle with 128 extra rounds, 2 sawed-off shotguns with 96 solid slugs and 72 scatter-shot cartridges, 10mm pistol (4D6 damage per a single shot, 6D6+3 damage for a burst of three shots) and 140 extra bullets for the pistol, and two survival knives (2D4 damage).

Equipment of Note: A pocket knife, toolkit to repair his bike, small crowbar, two pair of sunglasses, black leather motorcycle jacket, leather gloves, motorcycle helmet (A.R. 14, 50 S.D.C.), bandana with skeleton teeth (and 3 extras), a case of whiskey, a case of rum, and standard equipment for the Survivor O.C.C., plus a bulletproof vest under his shirt and jacket.

Vehicle: Pickup truck with a 50 gallon (189 liter) drum of gasoline and another for fresh drinking water, plus 1D6 five-gallon (19 liter) cans of gasoline, a ramp for getting his motorcycle into the truck bed, and the straps and ties to secure it. His motorcycle is whatever he can find available along the way, but he prefers a *sports bike* like a Suzuki, Ducati or Yamaha. He also has motorcycle saddlebags which he uses as needed.

Trade Goods: Varies depending on circumstance. Wicked-Pisser generally trades in weapons, ammo, fuel, and booze, or whatever people in a particular region needs or wants, be it tools to medicine or food. However, he prefers trade to trade in items that usually have a high demand like those first items mentioned. He'll always have something worth trading for. Otherwise, he scavenges and steals what he needs, like most survivors.

Territory: Wherever Road Reapers can be found, Skull Rider may follow, but his main hunting grounds are *southern Wisconsin, Illinois, Indiana, Ohio* and *lower Michigan*.

A Note about Road Reapers: The Road Reapers travel coast to coast, all over the country and into Canada, but they are most numerous in the cities found in the States of *Illinois, Wisconsin, Iowa, Missouri, Indiana, Ohio, lower Michigan, Pennsylvania, Kentucky, Tennessee, Georgia* and *Texas*.

Joining Forces with Others: Skull Rider is a drifter, but a loner, not to mention an ornery, homicidal maniac. He is most likely to join a group only if it benefits him or provides him an opportunity for revenge. On rare occasion, he may join a battle or help someone because he took a liking to them (or one of them), one of them reminds him of someone he once cared about, or because he was itching for a fight and to do some killing. Or simply because it struck his fancy in the moment – he might not even know why.

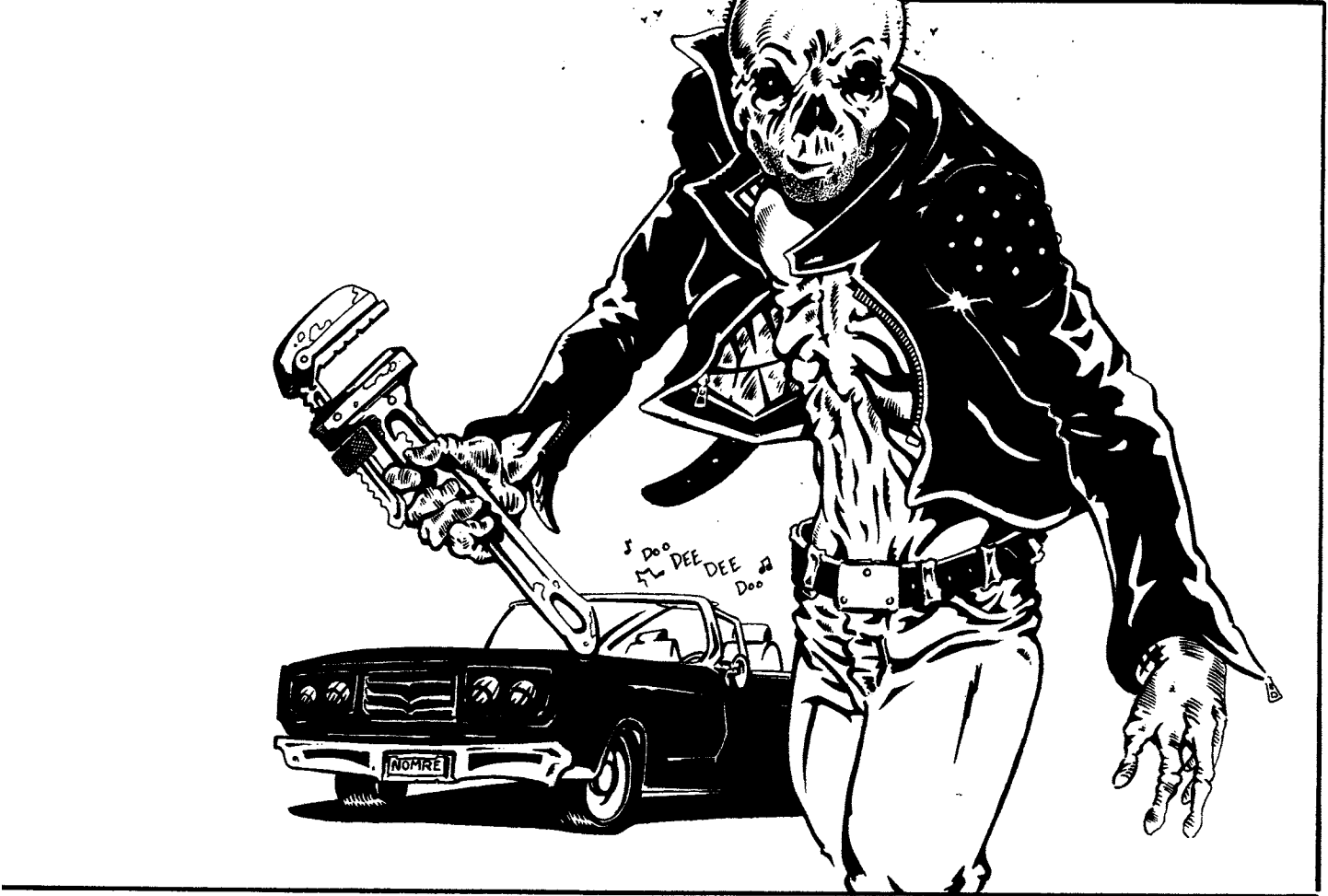
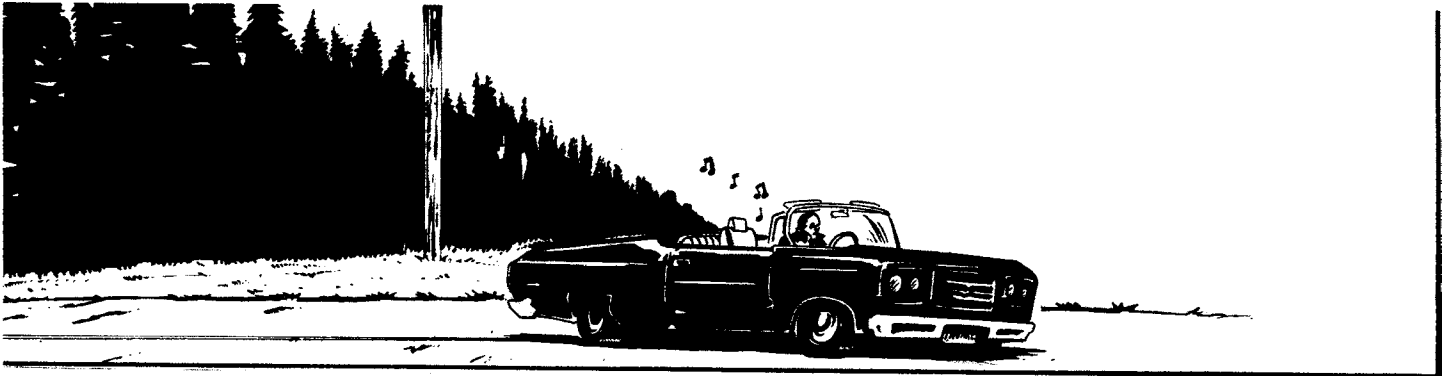
Wicked-Pisser is unpredictable and could turn and run if things start to go wrong, or turn on the group (or one of them) for almost any reason at any time. (“Remember in the bar, when you called me a coward? Well, take this.”) Likewise, he is likely to expect to get first choice of any booty to be had, and may steal or take supplies, weapons or a vehicle when his temporary “teammates” are not looking. Ultimately he is only out for Numero Uno, himself. Good luck counting on this guy.



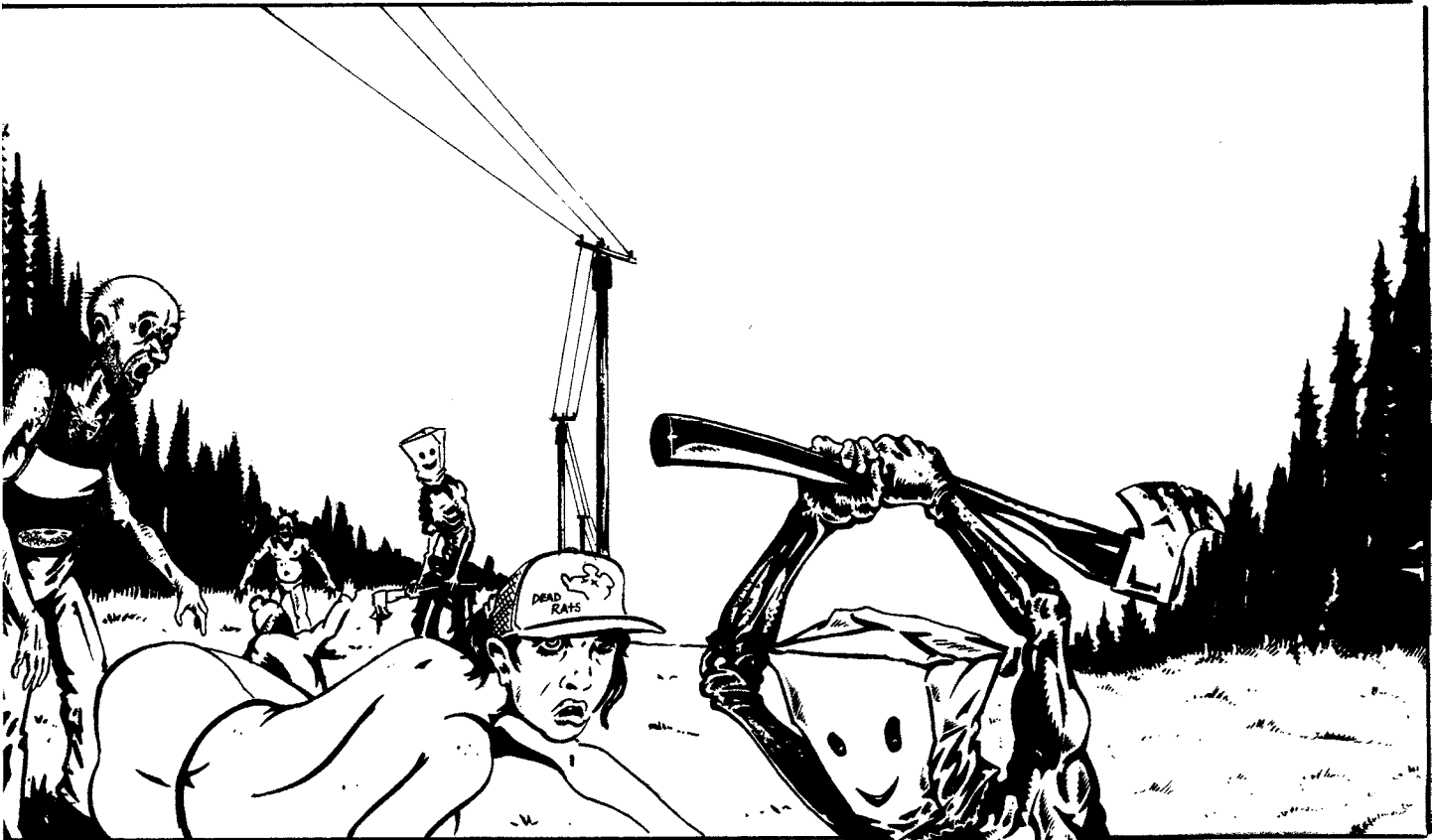
An Unlikely Rescue

Even a Mock Zombie can be a hero in this Hellish world

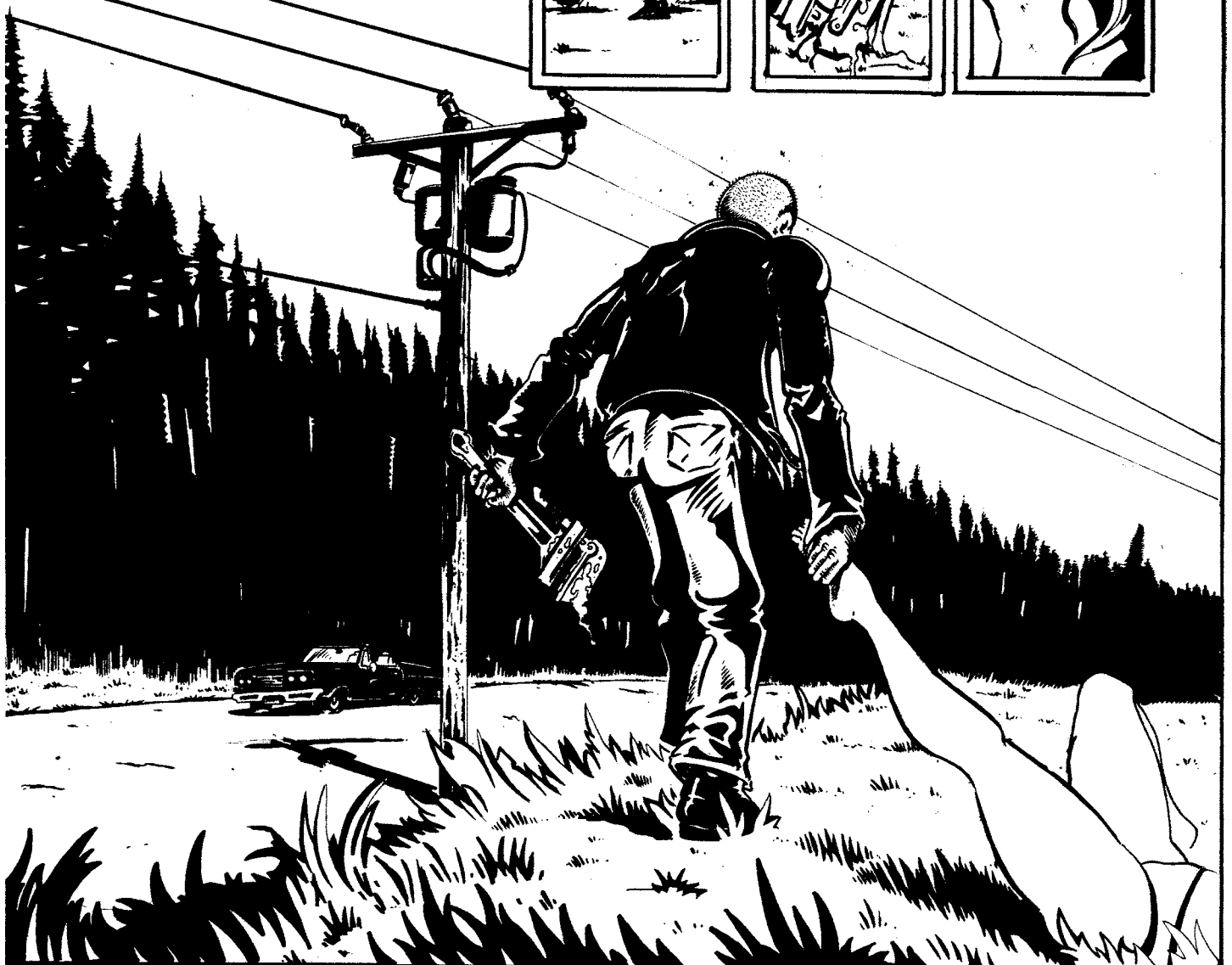


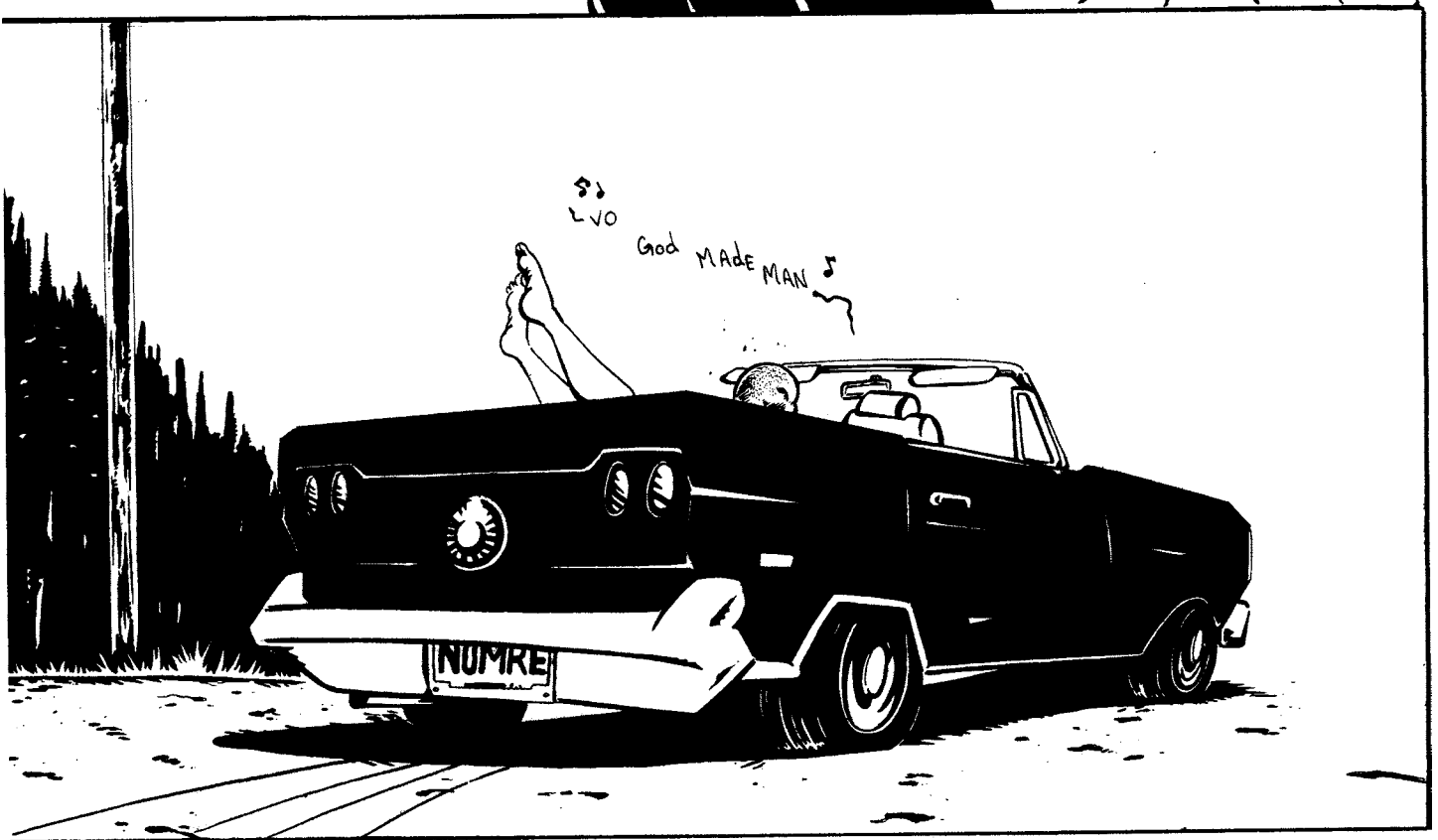














NEW ZOMBIES

By Taylor White and Kevin Siembieda

Armored Brute
Cannibal Muncher
Dead Mound Giant
Dead Weight Zombie
Kidnapper Zombie
Screamer Zombie
Seeker Zombie
Shopper Zombie
Swimmer Zombie
Toxic Zombie
Vandal Zombie Gangs

“I don’t know if they are learning or evolving, or if there is something already in them that is making the dead act this way, but it sure looks to me like they are actually getting better at killing us. It’s like they are making conscious efforts to horrify us and catch us off-guard.

“I’m telling you, zombies are showing up in places we didn’t think they could go. They’re making choices and decisions that look like planning. Yes, you heard me right, they are making freakin’ choices to find and hunt us down.

“Are these new behaviors surfacing as a result of a need to take down those of us who have survived this long? Is there some kind of intelligent force guiding them, teaching them? Maybe the smart zombies were somehow exceptional in life? Maybe they are damn demons from Hell and smarter than we ever gave them credit for. I don’t know. I don’t have the answers, but, man, the questions are freakin’ me out.”

– Wyatt “Bone-Head” Williams,
Road Reaper and amateur philosopher

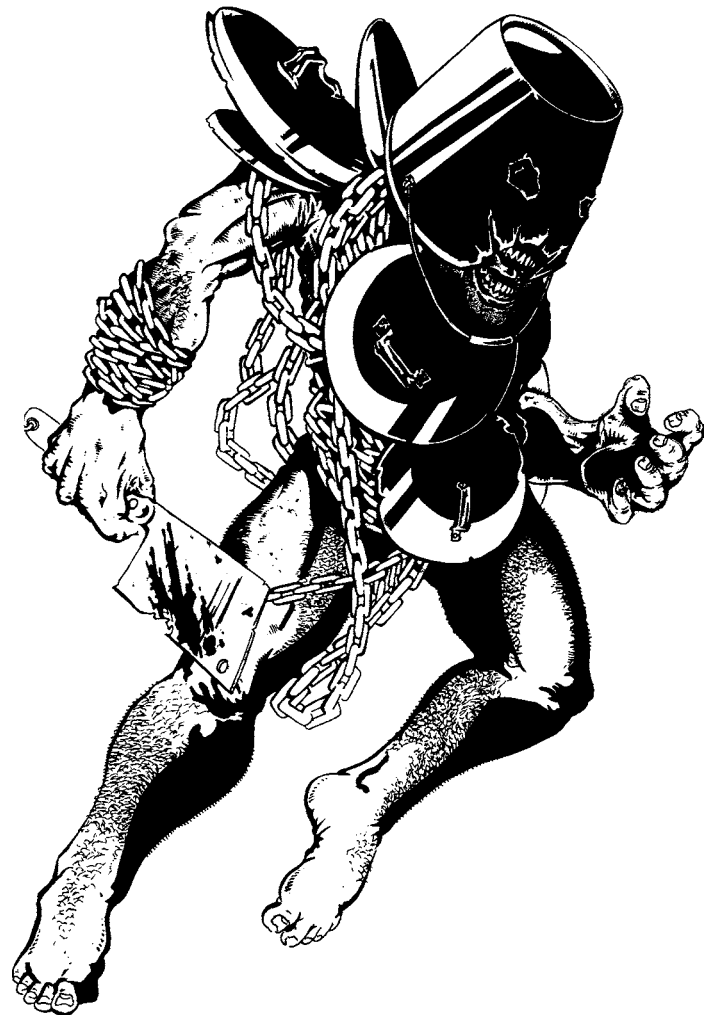
ARMORED BRUTE

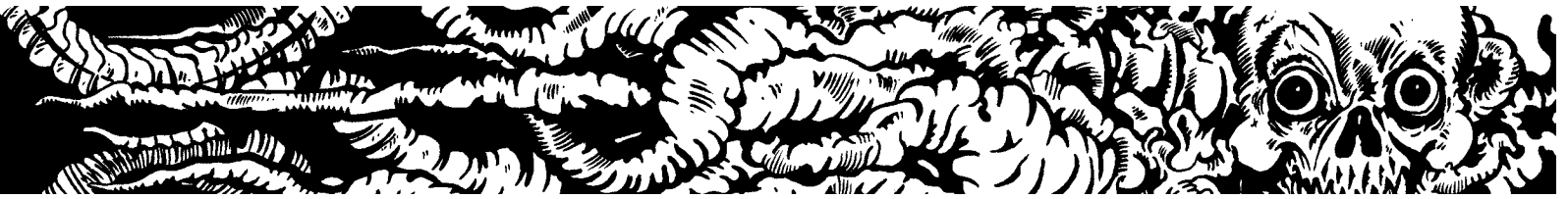
“We call these zombies Armored Brutes for the obvious reason, they wear armor. Some just put on layers and layers of clothing. Don’t laugh, it will stop a knife or a low caliber bullet, and lessen the impact of a crowbar. Some wear leather and wrap themselves in chains or other hard materials to protect their bodies. Some manage to find police and military grade armor, and I once seen one in a suit of armor from a museum or someplace – no lie – and he was a son of a bitch to kill.

“As if that weren’t bad enough, these things don’t moan, they watch you and stalk you from a distance, and like to corner you when you’re alone. That’s not all. They use a club or knife to kill you with. Nasty abominations, these big fellas. Don’t take them lightly.”

– Brad Ashley, *Leader of the Road Reapers*

Armored Brutes are a new aberration among the zombies. The most immediate and obvious difference is that the monster is wearing body armor! That armor may be a police/military combat vest, riot gear and helmet, chains wrapped around its arms and torso, a car door or sheet of metal hung around its neck to cover and protect its chest and belly, or layers and layers of clothing. In other cases, the armor may be a leather jacket or better yet, full motorcycle regalia with leather pants, leather gloves, leather jacket and, if one was available, a helmet. Under the leather jacket is likely to be several layers of clothing such as a T-shirt or three, a button-down shirt on top of them, with a sweater or hoodie over that and maybe a windbreaker or jacket over that, all of which provide protection as padded armor. In other cases, the zombie





may wear the leather jacket or a bulky coat with *chains* or *chicken wire* or *cyclone fencing* wrapped around its arms, chest and torso. Still others resemble a homeless person wearing so many layers of clothing and coats that they look to be obese, but are really covered in sheets of clothing. Half wear a helmet or head covering of some sort, the rest do not; perhaps because Armored Zombies like to growl and menace their prey before attacking.

There is more than the use of makeshift body armor that makes Armored Brutes dangerous.

1. Body armor. Armored Brutes look for, and wear, some sort of armor, even if it's just layers of clothing. They wear whatever armor they can find or make from their environment. Armor may be taken from museums, military bases, prisons, or pieced together from materials gathered from junkyards, weapon shops, toolsheds, and hardware stores. Such places may also provide the monster with its weapon for killing. Moreover, such locations are likely to harbor 1D6 Armored Brute zombies! Though they probably stalk the living as individual hunters or in pairs, not as a coordinated group.

To say that Armored Brutes make armor is a stretch, but the creatures do tie pieces together and wear them as a vest or poncho or sandwich board-like covering attached by chain, wire and/or rope and hung suspended from around their necks. Crude and sloppy looking, but effective, especially for the slow-moving Brutes.

2. Armored Brutes use simple weapons. The most common are bludgeons such as a club, baseball bat, hammer or piece of wood, piece of pipe or rebar, but they may also use a knife, machete, ax, sickle, sword or anything that hammers, chops or stabs.

Their unnatural strength is enough to swing blades, chains, and hammers with the force to cripple or kill a living person in a few blows. They never tire, so they never stop swinging once they find a potential victim. Not until the person is dead and the zombie feeds upon the energy released at the moment of death. When Armored Brutes go dormant, they frequently do so with their weapon clutched in their hand, sometimes even raised and ready to fall on any living person who steps too close.

3. They uses simple but deadly strategies and tactics. For example, Armored Brutes are silent killers. They may growl, grumble and hiss, but they do not moan because they prefer to have the victim's life energy all to themselves.

Armored Brutes like to corner prey, leaving their target with no way out except past it. The sense of being trapped by such a monster adds to the terror of the situation and causes some survivors to panic. And people who panic make mistakes and become easy prey. Victims of an Armored Brute attack insist the zombie smiles and enjoys simple cat and mouse games. Indeed, Armored Brutes are known to position themselves in a doorway or at a survivor's vehicle or between the living and something of value, like a weapon, supplies or a fallen teammate. How the zombie recognizes such things is anyone's guess, because Slouchers, Crawlers and most zombies cannot. But the Armored Brute can, and makes its intended victim(s) come to it, or try to get past it.

Likewise, one or two Armored Brutes seldom attack a group that outnumbers them. Instead, the fiend likes to pick people off one or two at a time. The monster seems to know it has advantages over the living, so it knows it can usually handle one, two or three humans. More than that, and the monster lurks in the shadows, waiting for easier prey or loses itself in a crowd of Slouchers, watching, and perhaps following from a distance, until them can find an opening to attack.

Though not a true berserker, the Armored Brute does tend to fight until it is killed and does not give up pursuing prey until it loses the trail, succeeds or is, itself, destroyed. Some also seem to aim to cripple their prey and then finish them off slowly, toying with its terrified prey like a cat.

They are among the rarest of the risen dead – those who are skilled and good at killing. Unlike their sloppy, flailing cousins, these monsters play to their strengths. They do not shamble around mindlessly nor gather in large hordes, waiting for a victim to wander by. They go out and find them. They don't stop for anything. They smash through barriers or find an entrance or exit and wait for their prey to come to them. Standing there waiting and blocking the exit with their own large body, inviting combat from the living.

Armored Brutes can be encountered anywhere, but are most commonly found in densely populated areas such as streets, alleys and corridors of cities, urban neighborhoods and in and around military bases, stadiums, hospitals and relief centers. The majority are lone hunters, though they may hide among groups of more common zombies and pretend to be one of them. Some will hunt in pairs, sometimes in threes, but never more than that – most hunt as lone individuals like a mountain lion on the prowl.

Armored Brute Stats

Also Known As: Armored Zombie and Killer Zombie.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+4, M.E. 1D6+2, M.A. 1D4, P.S. 2.5 x Strength when alive (typically 3D6+21), P.P. 1D6+1, P.E. 1D6+18, P.B. 2D4, Spd 1D4+6.

Armor: See the Body Armor Table, below, for details.

Hit Points: P.E. attribute number +12, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See S.D.C. by Location and Hit Points for more details. Also see the table for Body Armor, below.

S.D.C. by Location:

Note: This is the zombie's S.D.C. by location BEFORE any armor is applied. Most armors only increase the S.D.C. of the Main Body or Main Body and Head.

* Hands (2) – 1D6+4 each

* Arms (2) – 1D8+8 each

* Feet (2) – 1D6+6 each

* Legs (2) – 2D6+10 each

* Lower Jaw – 1D6+5

** Neck – 1D6+12

** Head – 2D6+16

*** Main Body – 3D6+40



Armor Rating: 14; also see Body Armor, below.

Horror Factor: 14

P.P.E.: 1D4

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent (special): 24% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans (special): Makes the Armored Brute more aggressive: +2 on initiative and +2 to strike and disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +2 attacks per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration. Zombies created by the Armored Brutes usually end up being disfigured and gory from the brutal attack by the Armored Zombie; their bodies are usually in such a mangled, twisted, bloody mess at the time of their death.

Skills of Note (special): Climb 25%/15% in armor (double without armor), Track People 38% by following visual cues (it is able to recognize and follow tracks and trails, especially when most survivors do not think to cover their tracks from zombies), and simple strategies as described above.

Attacks per Melee: Three, usually by weapon.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6+3 damage + P.S. damage bonus (if any).

Power Punch: 2D6+6 damage + P.S. damage bonus (if any), but takes two actions.

Kick Attack: 2D4+2 damage + P.S. damage bonus (if any).

Weapon: See special abilities, but can use any melee weapon if one is in reach. Damage is by weapon + P.S. damage bonus (if any).

Power Weapon Strike: Does double normal weapon damage + P.S. damage bonus (if any), but takes two actions.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible.

Bonuses: +3 to strike with a melee weapon; also see Body Armor and Natural Abilities.

Penalties: -1 on initiative and -2 on Perception Rolls (it notices things and acts upon them).

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, cannot swim, slow climber, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay and fire has a Horror Factor 14 to the zombie.

Armored Brutes' Body Armor

They are called Armored Brutes and Armored Zombies for a reason, they wear body armor or some type of layered protective plating or covering. The weight, encumbrance, discomfort, and difficulty of walking around in heavy armor does not seem to bother them other than making them somewhat slower than usual when wearing the really heavy stuff. If this zombie loses its armor in a battle, it will find or make more. An Armored Brute does not often swap out its body armor, or make upgrades for better, nicer armor, but it might if the new found armor is clearly better than what it is currently wearing. The creature may stack heavier armor or clothing on top of lighter armor or clothing. As a rule, an Armored Brute wears its body armor until it loses all or most of its S.D.C. Of course, the Armored Zombie does not clean or repair its armor, so body armor and layers of clothing are almost always covered in blood, gore, rust, filth, bullet holes, cuts and gunk. The grimmer and nastier the zombie's armor, the more battles it has seen and the more victims it has claimed.

Armor Rating and S.D.C. Note: Since all zombies have an A.R. to begin with (usually 14), wearing body armor improves that A.R. and is indicated as a bonus (+1, +2, +3, etc.). All attacks that fall under the *improved A.R.* only do damage to the S.D.C. of the additional armor. Subtract damage first from the S.D.C. of the armor (protects the zombie's Main Body), listed below. When the S.D.C. of the armor is reduced to zero, it is so damaged as to be useless and falling off the zombie. With the armor gone, damage above the Zombie's Natural A.R. (typically 14) reduces the Main Body S.D.C. of the monster. Called Shots to the head or limbs



still apply to zombies wearing body armor, so attacks to the head or a particular limb can still be made, it just requires a Called Shot and a high roll to hit its mark.

Choose one or make a random roll for the type of armor worn by the Armored Brute. The A.R. bonus and S.D.C. amount provided by the armor varies by type.

A note about helmet S.D.C.: Helmets provide additional S.D.C. protection to the zombie's head. Unless armor lists a helmet, assume there is no helmet (G.M. discretion). A typical bicycle helmet: 15 S.D.C., football helmet: 30 S.D.C.; motorcycle helmet or ancient armor helmet: 50 S.D.C.; modern military helmet/riot control: 50 S.D.C.

01% Museum-Quality Full Armor: Full suit of European knight or Japanese samurai-style body armor. The armor may be plate, scale or chain mail armor. The armor may have been in a museum or private collection or be the creation of someone into historical reenactments, or Renaissance festivals. Armor Bonuses: +4 to the Zombie's A.R. (improves A.R. to 18). Armor S.D.C.: 150 to the S.D.C. of the Main Body and +12 S.D.C. to all other body locations, plus a helmet to protect the head (50 S.D.C. to head). Armor Penalties: Reduce the zombie's Spd 30% and -1 attack per melee round due to encumbrance and weight.

02-03% Museum-Quality Half Armor: Half suit of European knight or Japanese samurai-style body armor. This may have been in a museum or private collection or be the creation of someone into historical reenactments, or Renaissance festivals. Armor Bonuses: +3 to the Zombie's A.R. (improves A.R. to 17). Armor S.D.C.: 75 to S.D.C. of the Main Body. Includes a helmet that protects the head (50 S.D.C. to head). Armor Penalties: Reduce the zombie's Spd by 20% due to encumbrance.

04-10% Leather Jacket and Helmet: Protects upper body and head. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 40. Includes a helmet which provides an additional 50 S.D.C. to just the zombie's head.

11-20% Leather Jacket and Layers of Clothing: Protects upper body Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 35. No helmet.

21-30% Long Coat, Other Jackets & Layers of Clothing: Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 45. No helmet. Armor Penalties: Reduce the zombie's Spd 10% due to encumbrance.

31-35% Police/Combat Vest: Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 70. No helmet.

36-40% Chains Wrapped Around Leather Jacket and Layers of Clothing: Protects upper body. Armor Bonuses: +3 to the Zombie's A.R. (improves A.R. to 17). Armor S.D.C.: 55. No helmet. Armor Penalties: Reduce Spd by 10% due to encumbrance and weight.

41-45% Chains Wrapped Around Layers of Wood or Thick Sheets of Plastic or Cushions From Furniture: Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 70. No helmet. Armor Penalties: Reduce Spd by 10% due to encumbrance and weight.

46-50% Fencing (Heavy) Wrapped Around Layers of Clothing: Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 45. Half also wear a helmet of some kind. Armor Penalties: Reduce Spd by 10% due to encumbrance.

51-55% Long Coat Over Many Layers of Clothing, plus Helmet: Protects upper body. Armor Bonuses: +1 to the Zombie's A.R. (improves A.R. to 15). Armor S.D.C.: 32. Helmet protects the head; S.D.C. varies with type of helmet.

56-60% Heavy Coat Over Many Layers of Clothing: Protects upper body. Armor Bonuses: +1 to the Zombie's A.R. (improves A.R. to 15). Armor S.D.C.: 24. No helmet.

61-65% Layers of Clothing, Many: Protects upper body. Armor Bonuses: +1 to the Zombie's A.R. (improves A.R. to 15). Armor S.D.C.: 14. No helmet.

66-70% Sheet or Planks of Wood Hung Over Chest: 1D4+1 large planks/sheets of wood, on top of each other, like sheets, hang from the neck on a chain, rope or wire to protect the main body/upper torso of the zombie. This may be sheets of plywood, part of a door, pieces from a table or other furniture, all of the above, etc. Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 50. Half wear a helmet to protect the head.

71-75% Car Door or Layered Pieces of Metal Hung over Chest: A large piece of thick metal or layers of metal hang from the neck by a chain, rope or cable over the chest and torso of the zombie. Protects upper body. Armor Bonuses: +4 to the Zombie's A.R. (improves A.R. to 18). Armor S.D.C.: 90. The zombie is likely (75%) to have a helmet that also protects the head. Armor Penalties: Reduce the zombie's Spd by 30% and -1 attack per melee round due to encumbrance and weight.

76-80% Metal Hung Over Chest: A large piece of metal hangs from the neck by a chain, rope or cable over the chest and torso of the zombie. Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 70. Half wear a helmet to protect the head. Armor Penalties: Reduce the zombie's Spd by 20% and -1 attack per melee round due to encumbrance and weight.

81-85% Chunks of Heavy Objects: This could be old car batteries, cinder blocks, or chunks of metal or concrete, pipe, heavy tools, etc., strapped on with rope, chains, or wire. Protects upper body. Armor Bonuses: +3 to the Zombie's A.R. (improves A.R. to 17). Armor S.D.C.: 110. No helmet. Armor Penalties: Reduce the zombie's Spd by 30% and -1 attack per melee round due to encumbrance and weight.

86-90% Meat Armor: The zombie's upper body is covered in either an animal carcass or the dismembered limbs of its victims or chopped from dead bodies. Arms, legs, torsos, and other various pieces tied together with rope, wire or chained and worn over the zombie's upper torso like a macabre vest made of body parts. The limbs are painted in blood and gore from head to toe. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 55. And +1 to the zombie's Horror Factor. Armor Penalties: Reduce Spd by 10% due to encumbrance.



91-94% Spikes and/or Blades for Armor: This is not really armor that is worn, it is metal spikes and rebar and/or knives and hooks, and sharp metal shards the zombie deliberately stabbed through its body, the points facing out, to create a sort of makeshift pin-cushion armor. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). +1 to the zombie's Horror Factor. And anyone pushed into this spiked armor or grabbed by the Armored Zombie and pulled into it takes 2D6 damage. Oddly, the Armored Zombie does not think to use these spikes and blades as weapons, instead clubbing or stabbing its opponents to kill them. Armor S.D.C.: 60. Armor Penalties: Reduce Spd by 10% due to encumbrance.

95-97% Police or Military Full Combat Armor: Protects upper body. Armor Bonuses: +2 to the Zombie's A.R. (improves A.R. to 16). Armor S.D.C.: 120. Half also wear a helmet of some kind.

98-99% Police Riot or SWAT Gear: Protects upper body and groin. Armor Bonuses: +3 to the Zombie's A.R. (improves A.R. to 17). Armor S.D.C.: 180. Includes a military grade helmet which provides 50 S.D.C. to the zombie's head. Armor Penalties: Reduce the zombie's Spd by 10% due to encumbrance.

00% Bomb Suit: Suitable for all EOD operations. Protects upper body and groin. Armor Bonuses: +4 to the Zombie's A.R. (improves A.R. to 18). Armor S.D.C.: 220 to Main Body and +10 S.D.C. to all other body locations, plus a military grade helmet which provides 50 S.D.C. to the zombie's head. Armor Penalties: Reduce Spd by 20% and -1 attack per melee round due to encumbrance.

Armored Brute's Favorite Killing Weapon

Armored Brutes are more violent than the typical Sloucher. They do not kill with teeth and hands, though they can, but choose to use a melee weapon to chop, hammer, smash, and mutilate the living people they come across. Large, heavy bludgeons are extremely common, but any weapon from knives and machetes to swords and chunks of debris work just fine.

Roll on the table below (or pick one) to determine an Armored Zombie's weapon of choice.

Note: A comprehensive list of specific melee weapons and the damage they do is found in the **Dead Reign® RPG**, pages 114-116.

01-05% Bone: The monster uses a large human or animal bone for a club. 2D4 damage plus P.S. damage bonus.

06-10% Blunt Ancient Weapon: Mace, morning star or similar blunt weapon does 2D6 damage plus P.S. damage bonus.

11-20% Blunt Crude Weapon: Tree limb, two-by-four, and most wooden objects that can be used as a simple club. 2D4 damage plus P.S. damage bonus.

21-30% Baseball Bat (professional/composite) or equivalent baton-sized piece of pipe or rebar suitable for use as a club: 2D4+2 damage plus P.S. damage bonus.

31-40% Large, Heavy Pipe, Rebar or Hunk of Metal: 3-5 foot (0.9 to 1.5 m) length of pipe, etc., inflicts 2D6+2 damage plus P.S. damage bonus.

41-50% Heavy Hammer: Damage varies, but is typically 2D4 or 2D6 damage plus P.S. damage bonus. **Note:** A comprehensive list of specific melee weapons, including a sledgehammer and war hammer, and the damage they do, is found in the **Dead Reign® RPG**, pages 114-116.

51-55% Rebar and Concrete: A 5-7 foot (1.5 to 2.1 m) length of steel or iron, ripped from the ruins, with a heavy chunk of concrete at one end. The stabbing end does 2D4 damage plus P.S. damage bonus. The concrete, hammering end does 2D6 damage plus P.S. damage bonus.

56-60% Chain: The monster uses a 5-10 foot (1.5 to 3 m) length of heavy chain as a whip. 2D6+2 damage plus P.S. damage bonus.

61-65% Massive, Blunt Scrap-Fashioned Weapon: This is likely to be a large bashing implement like a car bumper, metal pole, street sign, piece of a picnic table or bench, or a large piece of concrete. 4D6 damage plus P.S. damage bonus.

66-75% Jagged Piece of Metal: Knife-sized does 1D6 damage plus P.S. damage bonus; a large sword-sized piece does 2D6 damage plus P.S. damage bonus.

76-85% Knife: This zombie loves knives of all kinds and even has 1D4 extra knives on its person, stuck in a belt or tied to a rope, or tucked into a sack. Damage varies, but is typically 1D6 damage plus P.S. damage bonus. **Note:** A comprehensive list of specific melee weapons and the damage they do is found in the **Dead Reign® RPG**, pages 114-116.

86-90% Sword: This zombie prefers large swords. Damage varies, but is typically 2D6 damage plus P.S. damage bonus. **Note:** A comprehensive list of specific melee weapons and the damage they do is found in the **Dead Reign® RPG**, pages 114-116.

91-95% Axe: This zombie prefers large axes or scrap that can be used like an axe. Being a zombie, it can swing a two-handed axe with one hand. Damage varies, but is typically 2D6+2 damage plus P.S. damage bonus. **Note:** A comprehensive list of specific melee weapons and the damage they do is found in the **Dead Reign® RPG**, pages 114-116.

96-00% Farm Implement: Various sharp things such as a scythe, pitchfork, shovel, or pickaxe that can be found around a farm or in work yards. Damage varies, but is typically 2D6 damage plus P.S. damage bonus. **Note:** A comprehensive list of specific melee weapons and the damage they do is found in the **Dead Reign® RPG**, pages 114-116.



tossed the half-eaten corpse aside. This zombie always seems to be munching on something dead. Just make sure its next meal isn't you or one of yours, because though they eat their own, they much prefer the living."

– Brad Ashley, *Leader of the Road Reapers*

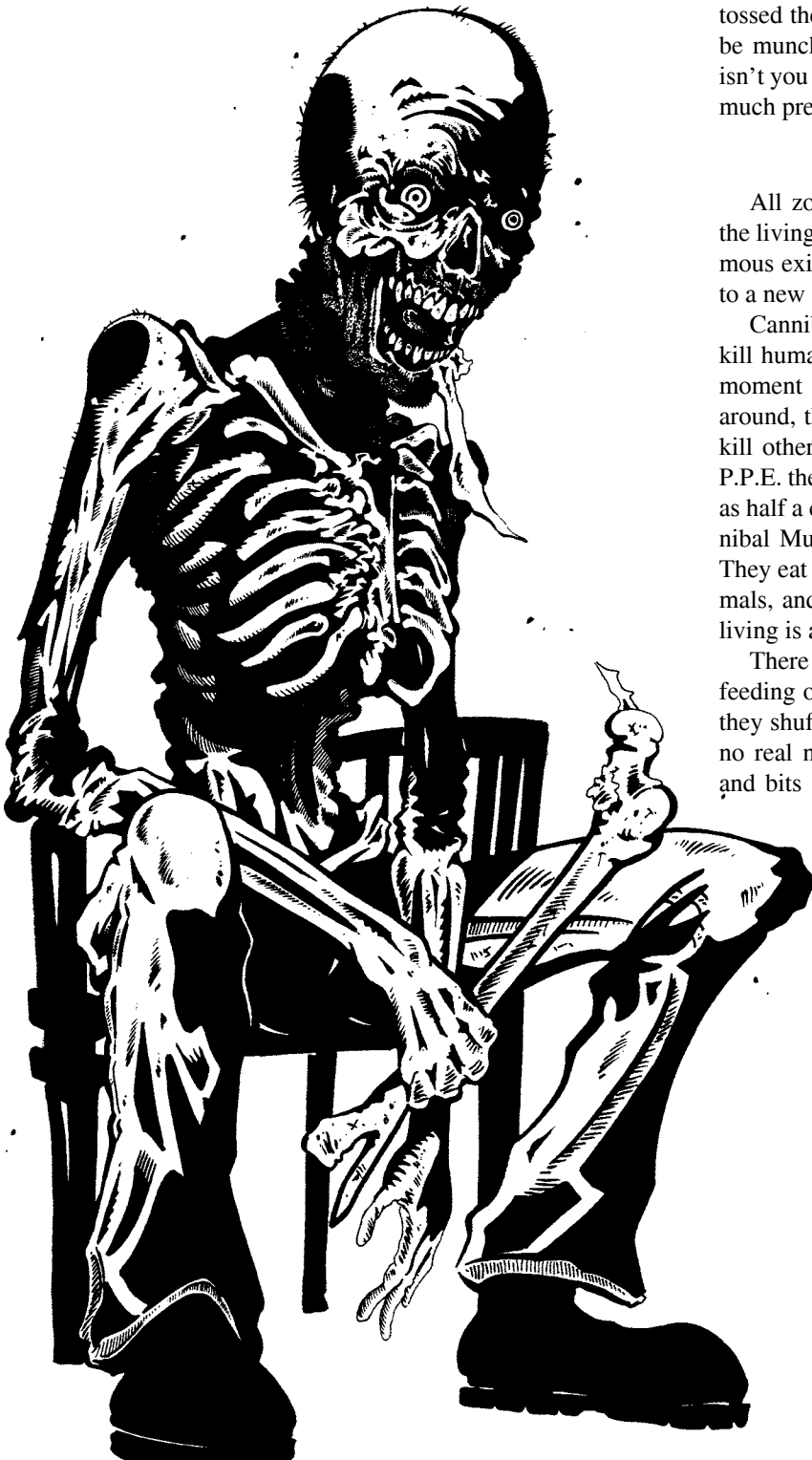
All zombies are ravenous, unfeeling monsters. They devour the living with dispassion in order to maintain their own blasphemous existence. The Cannibal Muncher zombie takes its hunger to a new and bizarre realm of depravity.

Cannibal Munchers feed on both the living and *the dead*. They kill humans for their life energy (doubled P.P.E. released at the moment of death), but when living humans or animals are not around, the Cannibal Muncher turns on its own kind. Munchers kill other zombies and devour the miniscule amount of natural P.P.E. they have, and then eat parts of their rotting flesh; as much as half a carcass in a single sitting. Living, dead, or zombie, Cannibal Munchers are not discriminating in their pursuit of food. They eat fresh road kill, meat scraps, corpses of humans and animals, and gnaw on the limbs of fellow zombies, but killing the living is at the top of their list, zombies second.

There is plenty around for them to munch on, sometimes even feeding on the limbs of other zombies, peeling off their flesh as they shuffle along in groups of Slouchers. The food they eat has no real nourishment and usually drops behind them in chunks and bits at random intervals. Anything the Cannibal Munchers eat simply rots, as the zombies do not have enzymes or stomach acid to dissolve and decompose what they eat. In many cases, Cannibal Munchers look bloated, their bellies stretched and distended due to the chewed up scraps of dead skin and meat they have swallowed. Sometimes their bodies rupture around the middle, and all the putrid, undigested chunks of meat tumble out. Anything they eat afterwards just falls right out and onto the ground, though the Cannibal Munchers seem oblivious to the fact.

Why the monsters eat flesh is anyone's guess. They don't need it for nourishment. All the flesh consumed by the Cannibal Munchers rots in their bellies or slowly trickles out of them. They sure do not eat for the taste of it, because a lot of what they eat is rotten and infested to begin with. Like *Pattern Zombies*, their compulsive eating may have to do with old memories about having food on a daily basis when they were alive, and it compels them to continue to eat even when they are dead. The risen dead may be empty husks working on the most basic of instincts, but bits of memory and old habits remain. They are

most obvious in *Pattern Zombies*, *Thinkers* and *Mock Zombies*, but some sort of human memory or instinct remains buried in the walking dead. Or maybe there isn't any sense to it at all. Many of these reanimated automatons seem to have faulty wiring causing them to behave in unusual ways. It could be the Cannibal Munch-



CANNIBAL MUNCHER

"They look like any other Sloucher until you see it attack another zombie, kill it and start eating parts of it. I watched one drag around the carcass of a recent kill for three days before it



ers, and all “aberrant” zombies, are defective with improper wiring and glitchy programming.

What is known is that the P.P.E. absorbed when a Cannibal Muncher kills another zombie is just as good and satisfying as slaying a living creature. It also enables the zombie to regenerate, though at half the amount as occurs from feeding upon the living. This means, aside from having bloated bellies, Cannibal Munchers are among the freshest, most alive looking zombies in a mob. Their bodies in comparatively good physical condition. That’s because they feed twice a day, and each kill, whether living or a zombie, replenishes their dead bodies via the life energy they absorb.

Unlike Flesh-Eating Zombies, the Cannibal Muncher does NOT display increased aggression or predatory behavior. They do not hunt or track their food in a more focused manner, they simply shamle along until they sense life, or hunger compels them to slay and feed upon another zombie. Munchers are like gluttonous grazers. Wandering around aimlessly until a person, animal or zombie gets close enough to grab and kill. Sometimes using their bulk and weight to their advantage, pulling down their victims and pinning them against walls or falling on top of them before biting and *eating them alive*.

Cannibal Munchers are fairly uncommon to begin with, and their gruesome eating habits make them targets for destruction by all types of survivors, including some Death Cultists who do not want a zombie that preys upon other zombies roaming the streets. Grossed out, survivors just want them dead, and the smarter zombies try to stay away from them. Smart zombies like Thinkers, Armored Brutes and Mock Zombies, as well as the aggressive types such as Flesh Eaters and Fast Attack zombies, recognize Cannibal Munchers as a threat and avoid them, but Slouchers, Crawlers and most other zombies do not, and fall easy prey to the strange creatures. The cannibalistic behavior may sound welcomed, but there are too few Munchers to make a dent in the zombie population. Besides, they, like all zombies, prefer to feed upon the living, making them as dangerous as any of the risen dead.

Death Cults want them dead, because in a controlled and cloistered community, Cannibal Munchers have been known to kill off all the other zombies caged in a pen or room. Death Cults want these other zombies to use as an army of the dead to control their congregations of the living. Cannibal Munchers kill both, making them an annoyance. There is also some concern among death worshippers that Munchers may carry some sort of plague that scrambles the zombies’ brains, turning others into cannibals as well. If that plague (if it is a plague) could spread among the zombies, over time, it would reduce the zombie population in greater numbers. Which is not something cultists want to see happen. As a result, most Death Cults are constantly on the watch for Munchers and either pen them separately or more often, exterminate them.

Not many, but some other zombies notice when they are being eaten by a Cannibal Muncher and react by pulling away, fleeing or fighting back. Some kind of defensive impulse fires off in their

dead brains and they fight their fellow zombie attacker, though the Cannibal Muncher is usually in better condition and kills the other zombie first.

Cannibal Muncher

Alignment: Considered Diabolic.

Attributes: I.Q. 1D6, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 2D6+1, P.E. 1D6+15, P.B. 3D4, Spd 2D4+4.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+5
- ** Neck – 1D6+12
- ** Head – 2D6+14
- *** Main Body – 3D6+32

Armor Rating: 14

Horror Factor: 13 (15 when feeding; watching it is bizarre and disgusting).

P.P.E.: 1D6

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent (special): 25% chance, +10% if the human is sweaty or hasn’t bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

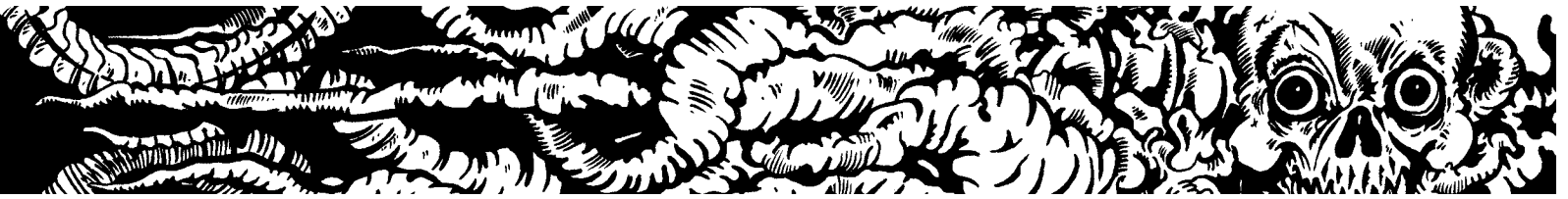
Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie’s brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D8+3 S.D.C. and 3 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D8+3 S.D.C.



and 2 Hit Points per extra P.P.E. point. Cannibal Munchers can absorb the P.P.E. from a dead zombie the same as they do a living person. See S.D.C. and Hit Points for details. Also see special abilities.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 35%/20%.

Attacks per Melee: Three, usually by biting and grabbing.

Damage (S.D.C./Hit Points):

Bite: 2D8 damage (and a chance of infection if the wound is not treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Cannibal Muncher uses a kitchen or carving knife as a weapon to kill prey and/or to slice off a victim's flesh.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible.

Bonuses: +2 to strike and +2 to grab and hold onto someone.

Penalties: No initiative penalty and -5 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, cannot swim, poor climbers, head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

DEAD MOUND GIANT

Written by Kevin Siembieda. Inspired by Nicholas Bradshaw.

"I don't even have words to describe this thing. It's like something out of a nightmare. A horrible, gigantic thing as big as a van or a truck. Me and a bunch of Road Reapers encountered one in a parking structure in Milwaukee. It was bigger than a damn semi. Its head was the size of the cab, its body the size of the trailer, pulling itself along with one massive hand. It was so big it could barely crawl up and down the parking ramps. Thankfully, it never left the parking structure, limiting its impact on the area. But it did have an impact because it controlled two or three dozen Slouchers.

"This creature doesn't make sense to me or any of us. It seems to be a fusion of the dead. As if its body were made from dozens

of zombies it had absorbed to make its own giant, twisted body. None of this makes much sense, but then, I'm no man of science.

"My advice is when you see a Dead Mound Giant, you kill it. If you can, that is. Try to attack from a distance, because this thing is deadly and it controls mobs of other zombies. If you can't kill it, seal it up tight so it can't get out. And whatever you do, never trust anything it says. These giants are schizoid. You never know who or what you're dealing with on any given day. Us Road Reapers have nicknamed it the Giant Schizoid Zombie, because it has multiple personalities. A lot of them. You never know what you're dealing with. Avoid it or kill it. And if it's after you, run like hell."

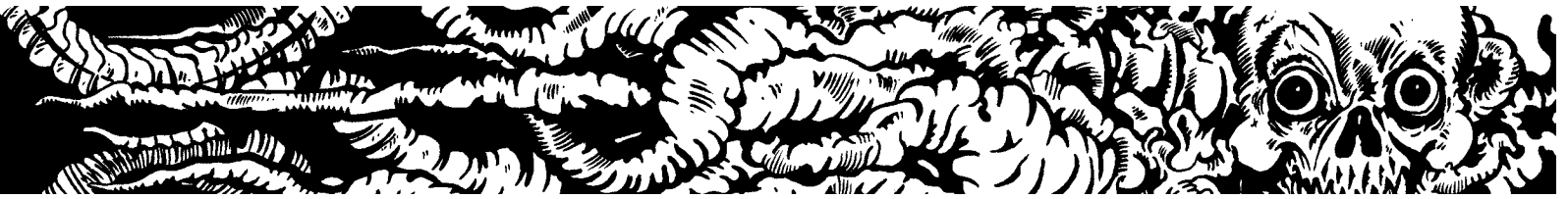
— Brad Ashley, Leader of the Road Reapers

The Dead Mound Giant is a monstrous zombie amalgam reminiscent to a *Walking Grave* (see the **Endless Dead** sourcebook for details). The *Walking Grave* is a fusion of a dozen or more zombies. The Dead Mound Giant is also a mass of fused zombies, but quite different in other ways. While it is made of dozens of corpses and zombies fused together into one massive abomination, the Dead Mound Giant seems to absorb the other bodies and reshape them into a new, giant body. This new, giant body is clearly a composite, or mash-up, of many, many zombies fused together, but the majority of them look as if they are being *absorbed* into a blob-like mound. Then their bodies, flesh and bones, are somehow reformed to create one giant, nightmare zombie. The Dead Mound Giant always has a giant, hideous head and face the size of a car, and at least one giant appendage. Usually a twisted hand and arm; sometimes two hands and arms.

The mass of the body resembles a fused *Walking Grave* without legs, but instead of a dozen zombies stuck together, the Dead Mound Giant uses the bodies of other zombies to form a giant new one — the other bodies disappearing into the giant new creature. To move, it undulates or slithers like a snake, but it travels at a snail's pace. There have been reports of a few Dead Mound Giants with lower bodies made of several Crawlers at the base of the body that try to pull the massive thing where it wants to go, but most have bodies that more resemble a giant head, arm and hand forming out of a blob or mound of partially absorbed zombies that have melted into it. Many of the melted bodies are still recognizable but are distorted and misshapen messes absorbed into the overall mass of the Dead Mound, and reshaped into something giant and terrifying. Since the mound of melted bodies has no functioning legs to speak of, the creature forms one or two massive arm-like appendages and uses them to pull itself along, but again, at a slow pace.

It is this complete formation of a new, giant head, arm and hand the size of a bus, that makes the Dead Mound Giant something very different than the typical *Walking Grave* or any other zombie. That and the multiple brains that seize control of the thing at alternating intervals. For this reason, the creature is nicknamed by some, the "**Schizoid Giant**" — a giant blob of zombies seemingly melding into one grotesque giant controlled by several distinctly different *zombie types*. Presumably, these are the brains





of some of the zombies that have been absorbed into the monstrosity. Each of these brains take turns every 2D6+10 hours at controlling the giant for all of them. The more intelligent and aggressive zombie minds tend to be the ones most often in control, overwhelming and pushing down the simple-minded instincts of Slouchers, Crawlers, Bug Boys, Juggernauts and their ilk. That means *Thinkers*, *Mock Zombies*, *Kidnap Zombies*, *Impersonator Zombies*, *Pattern Zombies*, *Shopper Zombies*, *Armored Brutes* and others, take turns controlling the body.

The words (when a Mock Zombie brain is in control) and actions of a Dead Mound Giant reflect the nature and instincts of the *specific type* of zombie in control at the moment. If it is a *Sloucher*, its actions are simply to find and consume the living. If it is a *Pattern Zombie*, it is about doing something or going someplace that it did when alive. If a *Thinker* or *Kidnapper Zombie* is in control, its goal is to lure the living into its clutches. Prisoners are eventually killed for food as it, or the next zombie to seize control, desires. If a *Mock Zombie*, its actions are likely to involve trying to win the favor of the living and trick them into believing it is an ally or a victim trapped within the terrible, undulating mound of half-absorbed zombies. It may even plead for the living to help find a way to free it from the rest of the giant body.

Dead Mound Giant

Also Known As: Giant Mash-Up, Giant Zombie, Schizoid Zombie, Schizoid, and Nightmare Zombie.

Alignment: Diabolic with multiple changing personalities as per zombie type. All of them evil or obsessed with the slaughter and devouring of living human beings.

Attributes (Mental): I.Q., M.E. and M.A. varies with the *type of zombie* that is in control at any given time. See **Personality/Zombie Types Table**, below.

Attributes (Physical): P.S. 3D6+32 for the giant arm and hand. If there are any human-sized limbs that have not yet been completely absorbed into the giant's blobby body mass, they have a P.S. of 2D6+10; P.P. 1D6+6, P.E. 1D6+40, P.B. 1D4, Spd 1D4+2 undulating, double when pulled along by two giant arms.

Hit Points: P.E. attribute number x5, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See the description for *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

- * Human-Sized Hands and Arms (2D6 of them) – 1D6+1 each
 - * Feet (2D6) – 1D6 each
 - * Legs, Others (2D4) – 2D6+4 each
 - ** Necks (2D4) – 1D6+6 each
 - ** Human-Sized Heads (3D6 of them) – 2D6+5 each
 - ** Human-Sized Faces (6D6; in addition to heads) – 2D6+2 each
 - ** Human-Sized Biting or Moaning Mouths (1D6) – 1D6+1 each
- Giant Head (6-10 feet tall/1.8 to 3 m and 4-6 feet/1.2 to 1.8 m in diameter) – 5D6x10+120

Giant Hand and Arm (typically one; 8-10 feet (2.4 to 3 m long) – 3D6x10+100

*** Main Body – 1D4x100+400

Note: The head is so big it does not require a Called Shot to hit. The shooter need only to announce he is shooting at the head rather than the Main Body. Double the size, S.D.C., and all of the above for truly massive Dead Mound Giants like the one Brad Ashley described. If a hand or arm is destroyed, the Dead Mound Giant can regrow it by absorbing more zombies or corpses into its body. It takes 1D4+2 months to fully reform. Damage to the giant head that is not lethal also regenerates and repairs itself in half the time.

If the giant head is destroyed, all the smaller heads are still active, moving and attacking. Each functioning as a separate zombie but fused together. The overall body is unable to move, because each zombie is independent and at odds with the others, so the Giant becomes a chaotic blob easily avoided unless it is blocking an entrance of something of importance.

Armor Rating: 13

Horror Factor: 17

P.P.E.: 5D6

Personality/Type of Zombie in Control: Roll percentile dice for random determination or pick one. This personality changes as often as the G.M. feels is appropriate or once every 2D6+10 hours. **Note:** Zombie types with an asterisk (*) can control 3D6+6 additional zombies to help it and to do its bidding and carry out its plans. The lesser zombies are mostly Slouchers and Crawlers, but can also include two or more of those on this list, or any type of zombie the G.M. may desire.

01-05% Flesh-Eating Zombie. It hungers for meat and life energy.

06-10% *Impersonator Zombie. It wants to lure the living to their doom.

11-20% *Kidnapper Zombie. It wants to capture, keep and play with living prisoners before it/they devours them. It sends out the zombies it controls to hunt the living and drag them back to it.

21-30% Pattern Zombie. Tries to follow the pattern that compels it, capturing and killing people along the way.

31-40% Shopper Zombie. Must gather things. Objects and items the living want.

41-45% Screamer. It hates silence and wants to scream.

46-50% *Armored Brute. It wants to hunt and kill or find armor to cover itself in.

51-60% Sloucher. It is hungry. It is always hungry.

61-70% *Thinker. When it takes control it may use its smarts to find a way out of a trap, prison or trouble, or how to lure humans into its clutches or keep its existence a secret.

71-75% Cannibal Muncher. And it is hungry for dead meat and life energy.

76-80% Seeker Zombie. It sees you and wants you dead! You more than any other.

81-90% *Mock Zombie. It is a friend. It swears you can trust it. That it doesn't want to hurt you (though it can't speak



for the others). Or it is angry for being abandoned and left as a part of this gruesome monster, which makes it seek vengeance among the living. Bloody vengeance. Mock zombies are the most chatty. The other personalities do not talk or speak very little.

91-00% *Vandal Zombie. It can control an *additional 4D6 zombies* (in addition to the usual 3D6 for smart zombies), to hunt the living and drag them back to the Giant to be devoured. It also sends them out to smash things all around its lair.

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 22% chance, +10% if the human is sweaty or has not bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans (special): Fear makes the Giant Dead Mound happy and more aggressive: +2 on initiative and +2 to strike and disarm, and +2 attacks per melee round, as per zombie type in control.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details. **Note:** If its giant arm or hand is destroyed or severed, it regrows by absorbing more zombies and dead bodies (needs 1D6+12 of them).

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: Dead Mound Giants seldom go completely dormant, even when there are no victims around, due to the fact that it is made of several people.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Minimal, as usual, per the dominant zombie in control at the time.

Attacks per Melee: Five, usually by biting, clawing, or striking with its massive fist, and by snatching people up. See crush/squeeze attack under damage, below.

Damage (S.D.C./Hit Points):

Bite from the Giant Maw: 4D6 damage from a bite attack by the giant head. P.S. damage bonus does NOT apply to bite attacks.

2D6 damage from a bite by one of the 1D6+4 zombie normal-sized human heads that have not yet been completely absorbed into the monstrous body of the Dead Mound Giant (and a chance of infection if the wound isn't treated and cleaned). P.S. damage bonus does NOT apply to bite attacks.

Crush/Squeeze Damage: 2D6 + P.S. damage bonus from crush/squeeze attacks; each squeezing action counting as one melee attack. The giant must first grab his victim in its giant hand (counts as one melee attack). Each squeeze does damage. The Giant has a 2D4+8 foot (3 to 4.8 m) reach!

Head Butt: Not possible.

Punch/Claw Attack: 3D6 damage + P.S. damage bonus (if any).

Power Punch: 1D4x10 damage + P.S. damage bonus, but counts as two attacks.

Kick Attack: Not possible; no functioning legs.

Weapon: The Dead Mound Giant does not use weapons, per se, but may pick up an object and use it as a club, and does sometimes throw objects with its large arm. Medium-sized, ordinary objects *thrown* by the large arm inflict 2D6 damage + P.S. damage bonus. **Note:** It cannot handle or throw anything smaller than a microwave oven.

Large thrown objects such as a car's fender, a car door, chunk of concrete, an easy chair, couch, table or dead bodies (which may include some of its own zombie minions) inflict 5D6 damage + P.S. damage bonus and have a 01-33% chance of pinning the victim targeted. If pinned, the victim loses three melee attacks and initiative, and needs one full melee round to push it off of him or to pull himself free. Loses only two melee actions if others lift the debris off of the victim or pull him free of it. **Note:** The effective throwing range is 120 feet (36 m).

Combat Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Dead Mound Giants.

Bonuses: +1 on initiative, +2 to strike and parry,; also see Natural Abilities.

Penalties: Varies with type of zombie in control of the Dead Mound. Typically -3 on Perception Rolls.

Vulnerabilities: Cannot swim, sinks like a rock. Head shots and fire hurt and can kill the Dead Mound Giant. Severe cold reduces speed by half. Fear of fire holds it at bay; Horror Factor 16. Due to the size of its head and partially formed body, both of which form out of the mass of many absorbed zombie bodies, the Dead Mound cannot be decapitated.



DEAD WEIGHT ZOMBIE

Zombies falling from heights

“Be aware of your surroundings at all times. That includes looking up, especially when you are walking along the side of tall buildings. I’ve lost more than one Road Reaper from falling zombies dropping on them. Yeah, you heard right. A stinking Sloucher that drops down from above, out of nowhere, and bam, dead meat and a zombie pancake that is still trying to kill you. Crazy world, right? Who would have thought you’d need to watch out for falling zombies, but you do.

“Sounds stupid, right? And maybe it is, until they start dropping on you like bombs. Get hit by one and you are toast. When it starts raining zombies, you need to move away fast. What happens is, zombies are dumb enough to step off a roof or climb out of a window to get at you. They don’t realize the fall is going to mess them up bad, so they just reach out and kerplunk. Even if one of these S.O.B.s misses hitting you, it is startling and gross, and splatters blood and gore everywhere in a 12 foot (3.6 m) diameter. Odds are, the damn thing isn’t dead either. It may look like a human pancake, but the wretched creature continues to grab and bite at you. Worse, if there was a mob of them, there may be more zombies falling down at you a moment later.

“Most Dead Weights – that’s what me and the boys call them – can still moan even if the fall has crushed its arms and legs. The noise of the moaning and more zombies hitting the concrete or dropping on parked cars may lure more Slouchers in your direction. If you can recognize and reach the head of the Dead Weight, I say put it out of its misery once and for all. Never take chances with zombies, even messed up ones that don’t seem like much of a threat no more. Take them down and move on. And look up when you’re walking along the side of tall buildings.”

– Brad Ashley, *Leader of the Road Reapers*





Dead Weights are normal zombies, usually Slouchers, that have fallen from a great height. Usually what happens is a zombie is up high on a rooftop or the overpass of a bridge, or leaning out of a smashed out window while from the 10th or 20th floor, or higher. It sees or senses a living person below it, and walks right off the edge or topples out the window reaching for it. Suddenly, the zombie becomes a bomb that can seriously injure or kill anyone it lands on, and covers everyone else around the point of impact with cold, black splatter.

Dead Weights that fall on top of people are likely to kill them from the impact (1D6x10), and can cause serious damage to cars, buses, awnings, and anything else they may hit on impact. A falling Dead Weight that drops in front of a car or motorcycle may force it to swerve off the road or crash (-15% penalty to skill roll to maintain control of the vehicle). A falling zombie that hits a vehicle can smash out windshield glass, cave in the roof or crush the engine hood (-30% penalty to skill roll to maintain control of the vehicle). Dead Weights that come down in numbers can create speed bumps and roadblocks (or block sidewalks and entrances to buildings). Moreover, the fall does not kill the zombie, unless it happened to hit head first. So not only has it torn up your ride or killed someone by landing on it/ them, but it has not batted an eye and is ready to rip you apart. Most Dead Weight zombies still have at least one working arm to lash out and grab you with, as well as a biting mouth and that endless hunger.

Dead Weights are most dangerous at night, when they can see the warm glow of living people from much farther away. They also seem to have a more accurate and extended ability to sense the presence of the living. This means that even if they cannot see you, they know approximately where you are. They might be right above you, and you would not know it until one drops on your head.

Many zombies high up in buildings have been trapped there for weeks or months, and are hungry. So hungry that they step off roofs and drop down from windows to get their prey, below. Yes, Dead Weights go dormant, but they are typically light sleepers and sometimes spontaneously wake up on their own to wander around in search of food or a new place to hibernate. During this brief period of restlessness, the monster may see or sense living people in the street below and go after them by plummeting from a roof or window. They also wake up when hearing the Zombie Moan, and may walk right off to follow it, even from a great height.

Dead Weights are a one-trick-pony. They do not walk back up inside tall buildings, definitely not with the intention to drop off of one again. And it is not as if they could. The impact of landing from great heights onto pavement, vehicles, or people, tears the zombie up pretty badly. Even though the monsters do not feel pain or trauma, and do not need their bones or organs to keep going, they are broken and mutilated after a fall. Both legs are almost always broken or shattered, and some may be completely torn in half by the fall, so they do not walk away from the impact. However, if one or both arms are intact, the zombie becomes a

Crawler. Many more have at least one broken arm, broken ribs, broken spines, and ruptured bellies or are just smashed up. They either pull themselves around with broken limbs or lay there in the street, immobile and slowly starving, except for whatever food might happen their way. This is where survivors need to be careful. That seemingly shattered or mashed up corpse may still be alive and able to grab and bite. Tripping and falling on top of a Dead Weight zombie with shattered limbs, but a head that still bites, can result in an attack. Similarly, a pile of several, mangled, Dead Weight zombies is very dangerous. For one thing, there are likely to be a number of zombies with at least one working limb, and within the pile are likely to be several biting mouths anxious to feed. Such a heap of zombies could easily turn into a *Fused Zombie*, *Walking Graveyard*, or worse, a *Dead Mound Giant* as the bodies rot and form together to make something even more monstrous. So the danger of a falling Dead Weight zombie does not end on impact.

Dead Weight Zombie

Also Known As: Zombie Bombs, Pancake Zombies, and Zombie Droppings.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 2D6+2, P.E. 2D6+15, P.B. 2D4, Spd 1D4+3 before getting splattered; 1D4 after impact, if it can move at all.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location Before the Fall: Same as the Sloucher.

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 3D6+30

S.D.C. by Location of a Mangled Dead Weight Zombie AFTER the Fall:

- * Hands (2) – 1D6 each
- * Arms (1 or 2) – 1D8+ each, but one is likely shattered.
- * Feet (0) – None that work.
- * Legs (0) – None that work; broken or shattered.
- * Lower Jaw – 1D6+1
- ** Neck – 1D6+3
- ** Head – 2D6+8
- *** Main Body – 2D6+16

Armor Rating: 10 for its shattered body.

Horror Factor: 8 for one or two. 10 for a pile of them. 13 seeing one fall on top of a teammate or someone near by, or when it starts to rain zombies.

P.P.E.: 1D4



Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere. Dead Weights usually go dormant while teetering on the edge of tall buildings, cliff edges, highway overpasses, bridges, and other high-up structures.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 55%/40%.

Attacks per Melee: Three, usually by biting and hitting with fists. Or one, by dropping onto a victim.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Freefall Impact Damage from Five Stories or Higher: Depends on the height the zombie fell from, usually between 5D6 and 2D6x10 — 1D6 damage for every story (10 feet/3 m) of height. So a zombie that falls from a five story window does 5D6 damage upon impact. A fall from a 10 story window does 1D6x10 damage, a fall from 20 stories does 2D6x10 damage, and so on.

It should be noted that a fall/leap and impact from four stories or less does NOT splatter the zombie. A zombie that falls from 1-4 stories does 1D6 damage from each story (10 feet/3 m of height), takes half damage to its own Main Body, and continues to attack with tooth and claw. G.M.s might want to reduce the damage to the zombie from as much as 7 stories, leaving it with one or two broken legs and 3D6 damage from the fall, but still intact and capable of walking with a dragging limb or as a Crawler. Falling from heights greater than 7 stories makes it a classic pancake zombie.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible.

Bonuses: +1 to strike in melee combat. +2 strike with Freefall attack, dropping on someone below like a bomb. Also see Natural Abilities.

Penalties: -8 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, cannot swim or climb after becoming a Dead Weight zombie; head shots, decapitation and fire kill, severe cold reduces speed by half. Fear of fire holds them at bay. Fire has a Horror Factor of 16 for zombies.





KIDNAPPER ZOMBIE

“You won’t believe it, but there is a damn zombie that kidnaps people, locks them up and tortures them before killing them. Yeah, insane, I know. You think you see a zombie giving you the eye, or you see that S.O.B. more than once at different locations, you’re being stalked by a Kidnapper zombie. Take him down before he picks you or one of your teammates off. Trust me on this.”

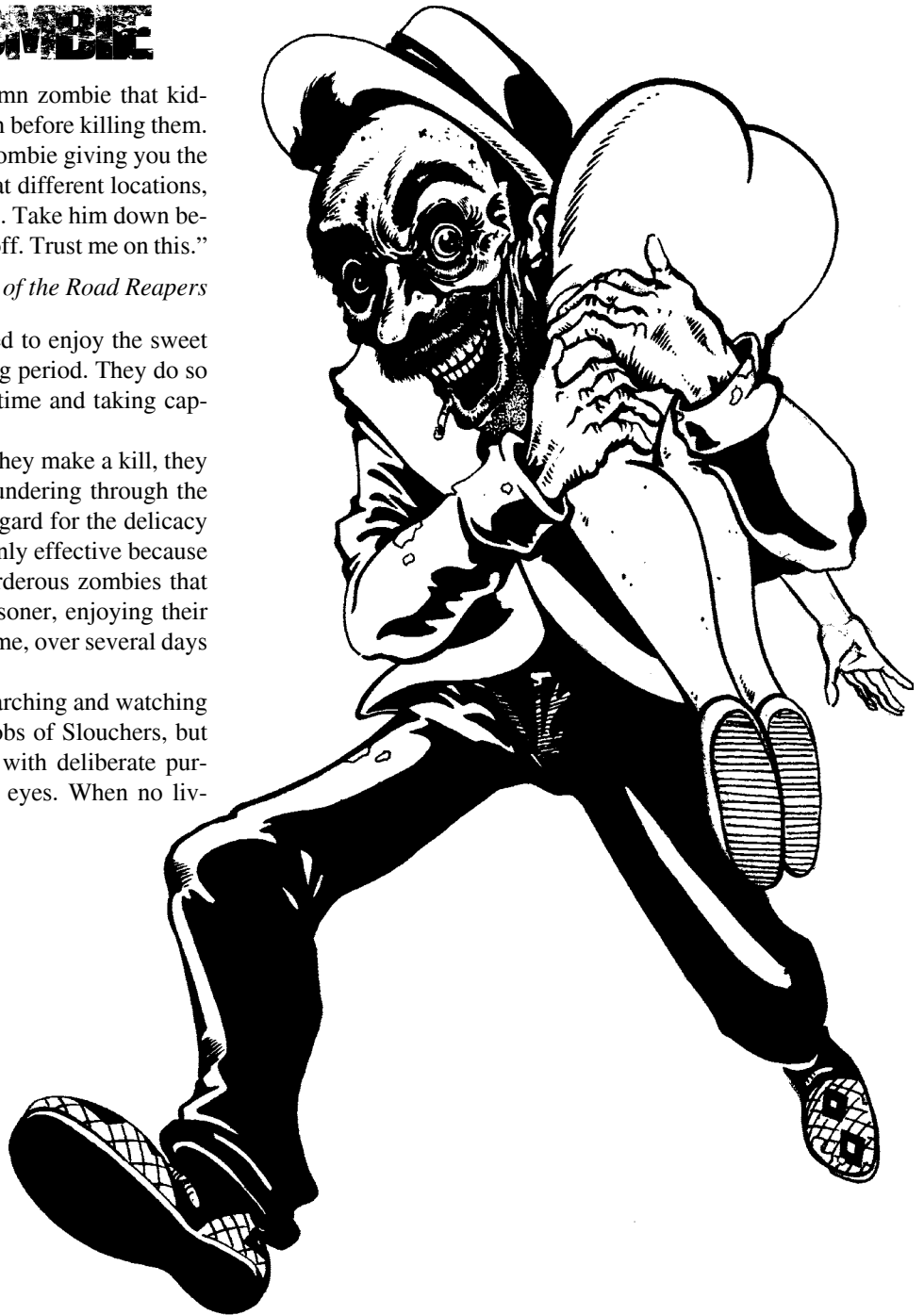
— Brad Ashley, *Leader of the Road Reapers*

Kidnappers are zombies that have learned to enjoy the sweet taste of death and how to savor it over a long period. They do so by not going dormant, staying alert all the time and taking captives.

Most zombies wander and groan. When they make a kill, they noisily and sloppily devour their meals, blundering through the process of killing a living person with no regard for the delicacy of terror or panic. Slouchers are amateurs, only effective because of their great numbers. Kidnappers are murderous zombies that are good at stalking prey, holding them prisoner, enjoying their terror and killing captives slowly, one at a time, over several days to have a steady diet of life energy.

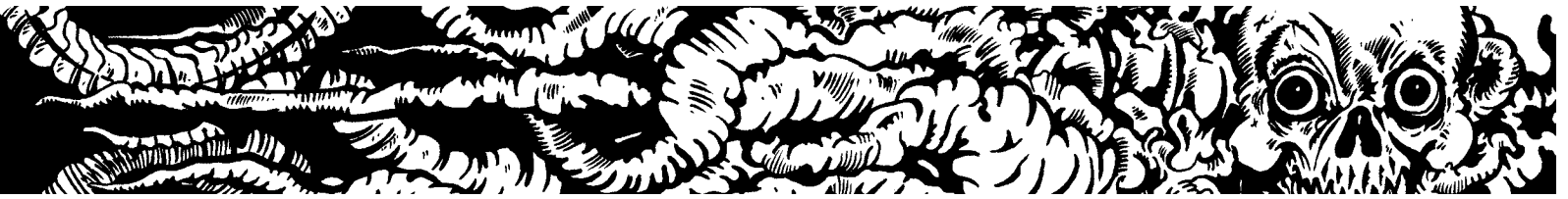
Kidnappers slowly patrol a wide area, searching and watching out for live prey. They may gather with mobs of Slouchers, but they are the ones that seem to be moving with deliberate purpose and watching you with cruel, hungry eyes. When no living people can be found, the Kidnapper zombie broadens its search until it finds someone. When it finds living prey, it goes into actively hunting them for the purpose of capture. Snatching them away and taking them back to its lair like a predatory animal.

A Kidnapper zombie may use mobs of Slouchers and packs of Flesh Eaters to help locate and corner prey, but tries to remove the prey from the clutches of the other zombies so it may feast entirely by itself at a moment of its own choosing. To that end, a Kidnapper zombie tracks and follows living people, sometimes for days. If the zombie’s prey is part of a large group, the Kidnapper remains hidden and silent, keeping just close enough to observe and follow its prey without alarming any of the people to its presence. To that end, Kidnapper zombies are expert at pretending to be simple-minded and slow-moving Slouchers to lull prey into a false sense of security. When it is ready to attack, it inches closer and closer to its prey until it has an opportunity to snatch it away, as quietly and quickly as possible. If the prey is by itself or in a small group (2-3), the Kidnapper may terrorize them all, first by grunting, breathing heavily, lightly moaning, and softly laughing. It may also throw things, bang and knock over or break items to



create a distraction or to put its targeted prey on edge. Then it hides and waits for the right moment to strike, capturing one, and dragging him away. Kidnapper zombies never use the Zombie Moan, unless it is pretending to be an ordinary Sloucher. Using the Zombie Moan would only bring other zombies and interlopers to its location, and the Kidnapper has no desire to share its captive with anyone else.

Sometimes, if the Kidnapper zombie can make it into the camp of only a few living people, it leaves something so they can find it. This “something” could be a weapon, or a severed head



or limb, a trail of blood or body parts, a dead animal, bones, or even just a few bloody hand prints on the wall. Always something noticeably new or different, and something that might lure one or two away from the others, or leave the most helpless behind while the brave and the strong scout around to see what this may be all about. The Kidnapper never builds or constructs traps; those are too complex even for this cunning and sadistic killer. Kidnappers are only after kidnaping one or two victims and creating an atmosphere of terror so it can divide and ambush prey. Anything else is too elaborate.

Kidnappers are also sometimes called “Fiends” because they don’t sleep and their constant hunger and intense lust for inflicting pain makes them incredibly aggressive and cruel. It is not enough to capture and keep 1D4 victims in a room, pit, cage, etc., before eating them. No. The Kidnapper zombie likes to torture and terrify its captives before finally killing them, one at a time, for their life energy. This capacity for cruelty is a rare emotion missing from most mindless zombies. The Kidnapper kills to feed, but it also likes to create fear and emotionally torment as well as physically hurt its captives before feeding on them. Like Pattern Zombies, this monster could have been an active or closeted sadist before he or she died and became one of the living dead. Now that old desire manifests itself as a pattern of kidnaping, torture and killing, not unlike some serial killers. Or it may be some glitch in the reanimation process that makes them different from the average Sloucher. The Kidnapper stalks from the shadows, attacks when you least expect it (sleeping victims are a favorite), placing its rotting hand over your mouth, and dragging you back to its house of horrors.

House of horrors is how the rare escapee or survivor of a Kidnapper zombie describes the creature’s base of operation. Kidnapper zombies pick houses, especially those away from others, and hidden, dark places such as a basement or boiler room of an apartment building, an empty room or basement in a school, a corner in a factory or warehouse, an out of the way office or supply room in a mall, a walk-in refrigerator at a restaurant, a barn or a shed, a hut, hunter’s lodge or cave in a forest, sewer, boxcar, and ramshackle house. They drag their victims back to these lairs, where they are locked in a windowless room (or one that already had boarded up windows), penned, caged, chained and/or tied down. There, the Kidnapper zombie keeps its captives, torturing them as the whim strikes it. The walls and floors of such lairs and makeshift cages and pens are likely to be stained in the dried blood of past victims, but not many bones or bodies are present. The Kidnapper leads those reborn as zombies onto the street to wander away from its secret lair. A variety of sharp, jagged, and rusty stabbing and cutting implements lay around adding to the horror. These items may be used for torture and killing, or the Kidnapper may literally bite and gnaw on them, picking at wounds or shoving their dead fingers inside of them to kill their victims. Desperate pleas for mercy or release go without response.

At any given time, a Kidnapper zombie is likely to have 1D4 victims in various stages of torture, locked away. When it slays

one or two, usually in front of the others, it goes out to find new replacements. When Road Reapers and other zombie-killing heroes discover a Kidnapper’s house of horrors, they usually burn it to the ground, even after killing the monster and rescuing any captives.

Kidnappers look like any other Sloucher, which means it could be wearing any kind of clothing or rags, or wander around buck naked. That said, the creature has a tendency to wear long coats, heavy coats, and bulky clothing. No matter the style of clothing, their clothes are probably filthy and caked with blood. Many carry kitchen knives and other large knives in the large pockets of their coats or tucked in their belt. The knife(s) is used to threaten captives with to keep them quiet and cooperative, as well as for torture and as a weapon to fight with when necessary. Oddly enough, Kidnapper zombies know to tie up their captives with rope, cord, barbed wire, fishing line and/or duct tape, some of which is also carried on their person.

Like most zombies, Kidnappers never talk, but shush, hiss, growl, grunt and softly laugh and chuckle.

Kidnapper Zombie

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+3, M.E. 1D6+1, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 2D4+4, P.E. 1D6+15, P.B. 2D6, Spd 1D6+6. **Note:** Because they feed on a regular basis and devour all of their victim’s P.P.E., Kidnappers often look surprisingly fresh and whole. From a distance, it might even be seen as another living survivor.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 4D6+30

Armor Rating: 13

Horror Factor: 13, but 16 to captives inside its lair or when the creature is actively *trying* to be scary.

P.P.E.: 1D4

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents (special): 86%. This also tells the zombie that humans are nearby, or have been present recently.



Track Humans by Scent (special): 30% chance, +10% if the human is sweaty or has not bathed in three or more days, +10% to follow the scent of blood, +10% to follow scent of fear, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans (special): The smell of fear makes Kidnapper zombies more focused and aggressive: +3 on initiative, +3 to strike, +2 to disarm, and it can knock out its victims via attacks from behind or a surprise attack on an unmodified roll of 18, 19 or 20. If the level of fear is fever-pitched, or five or more people are terrified, the Kidnapper zombie is +2 attacks per melee round. The monster always works alone and likes to make its kill when no other zombies are present.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: Kidnappers never go dormant, even when there are no victims around. They just keep searching for them.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note (special): Climb 50%/35%, Prowl 75%, Rope Works 70%, and Tailing 75%.

Attacks per Melee: Three, usually by biting, clawing, or slashing with a weapon, or by sneaking up on someone and snatching them up, covering their mouth and dragging them away. Also see Smell Fear in Humans for additional bonuses, when applicable.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound is not treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible by Kidnappers.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: By small, easily hidden knives and hooks (1D6 or 2D4 damage) or by net or rope.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Kidnappers.

Bonuses: +2 initiative, +2 to strike in combat, +4 to strike and capture from behind or using the element of surprise. Also see Track Humans by Scent and Smell Fear in Humans for additional bonuses, when applicable.

Penalties (special): -4 on most Perception Rolls.

Vulnerabilities: Cannot swim, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

SCREAMER ZOMBIE

"You ever hear of the Banshee's wail? Well, that's what Screamers are. Banshees, who will lead you to your grave if you listen to their cries. Be careful, their wails, screams and words sound perfectly human, but they come from a damn zombie that mimics sounds and human words and voices. If you are like us Road Reapers and try to help other people survive, be warned, a Screamer can lure you into all kinds of dangerous situations. You think you're going in to save a man or woman, or a crying child, when what's really waiting for you is a Screamer and a mob of Slouchers, or a Screamer and a Kidnapper Zombie or cultists waiting to grab you. Be wary of calls for help and that friendly voice. Never run into anywhere blind. I don't care what you think you hear. Caution."

— Brad Ashley, *Leader of the Road Reapers*

Screamers are the noisiest and loudest of zombies. They are very good at listening to sounds, and imitating them. For some reason, the loudest, sharpest, most emotional and human sounds are what attracts them most and are the sounds they replicate and repeat. Screamers can shout, scream, cry, whimper, wail, bark, and mumble. Their ability to mimic and imitate means they can also say words and phrases, but the words they say have little if any meaning to the zombies.

Screamers usually have a repertoire, or playlist, of 3D6+4 voice samples they cycle through. These are things they have heard from living people, such as, "Hey." "Here." "Over here!" "No! No!!" "Help." "Help me." "Run!" "They're coming!" "Look." "Die! Die!!" "Kill you!" "Where are you?" "This way!" "Don't go in there!" "In here." "It's safe." "Be careful." "It's me!" "I'm coming!" "Trade?" "Let me help." "Go away!" "Come here!" "Don't be afraid." "Too many." "Zombies!" As well as an array of screams, groans, growls, barks and swear words, sometimes even tunes that are whistled or hummed. And they go through this list of words and phrases with the same volume level and intonation as they heard it; an almost perfect imitation. Unlike the more clever *Impersonator* zombies, Screamers do not know what they are yelling about, and are not deliberately trying to trick or lure anyone to their doom. They are parroting what they have heard without any context to their situation.





The voices of Screamers are powerful and clear. Reverberating off of city streets, buildings, and trees. Since Screamers are merely imitating and repeating sounds like a parrot, they tend to say and repeat the sounds they hear most often, or that seem to have struck a cord with them. This is often things said by the living, and are often outbursts or screams of terror, fright, or intense pain. These are the voices of the zombies' victims, and others who were under attack or have been killed while the Screamer was listening.

Screamers confuse and distract survivors, and even Reapers and other experienced zombie hunters have trouble discerning the calls and words of a Screamer from a living human being. When they start shouting, every survivor who hears it must decide if it is human or not, helpful or a lie, and whether they should check it out or let it go. Somebody might be in need of help, or it could be a trap. If a character assumes the screams and calls are coming from a zombie or raiders preparing an ambush, is he prepared to live with the consequences of being wrong? Certainly, heroic characters will want to investigate, while some will simply not wish to know or take the risk.

Sometimes it is hard to pick a Screamer out from a crowd of zombies. They are not actually screaming *at* anyone, they just scream and shout. So sometimes survivors have to deal with sleepless nights of zombies screaming outside their windows. The noise is loud, disturbing, and the experience is strange and nerve-racking.

The really bad thing about Screamers is that they attract a lot of attention from other zombies and people. Even though their screams do not have the gathering power of a proper Zombie Moan, the regular noise does bring the dead out of the shadows to investigate. Screamers are usually surrounded by 6D6 Slouchers and 1D4 zombies of other types. When they spot a potential victim and really let loose with a moan, all of the zombies around them notice the person too, and a convergence starts rolling faster than it normally would. That is why Screamers are best avoided or destroyed from a distance.

It should also be noted that smart zombies, including *Thinkers*, *Mock Zombies*, *Impersonators*, and *Kidnappers* sometimes use Screamers as bait in traps or to lure out, mislead and ambush the living. So do Death Priests, Death Cultists and other bad guys.

Screamer Zombie

Also Known As: Banshees, Shriekers and Parrot Zombies.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D6, M.E. 1D6, M.A. 1D6, P.S. 2x Strength when alive (typically 2D6+18), P.P. 1D6+1, P.E. 1D6+15, P.B. 2D4, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each

* Legs (2) – 2D6+6 each

* Lower Jaw – 1D8+3

** Neck – 1D6+10

** Head – 2D6+14

*** Main Body – 3D6+30

Armor Rating: 14

Horror Factor: 13; 15 when screaming or wailing.

P.P.E.: 1D4

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 35%/20% and Imitate Voices & Sounds 85%/77%.

Attacks per Melee: Three, usually by biting and hitting with fists.

Damage (S.D.C./Hit Points):



Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible by Screamers.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Screamer may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Screamers.

Bonuses: +2 to strike. Also see Track Humans by Scent and Smell Fear in Humans for additional bonuses, when applicable.

Penalties: -2 to initiative and -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.



SEEKER ZOMBIE

“All zombies are not created equal. Some have different abilities and habits that give them an edge. It may not be much, but it's enough to put your life in jeopardy, especially when you are dealing with a horde that's a mixed group of different types of zombies. The Seeker is one of those with an edge.

“I prefer the name Ravenous, myself. These dead are so hungry they become frantic and persistent about getting to you. I've seen the Ravenous or Seekers follow the living to their Safe Haven, dig under the fence to get in, find the person they tailed there, and kill him before attacking anyone else. I've also seen Seekers climb over other zombies and jump onto moving vehicles to get to their prey. That's how driven they are to feast on your bones. Get one on your tail and watch out, because it will track you like a bloodhound.”

— Brad Ashley, *Leader of the Road Reapers*

All zombies are known to be tireless, relentless, wandering man-eating monsters. Seekers are that and more. They let nothing stand in the way of claiming their victim's life. Seekers become frantic like sharks in a feeding frenzy and slide into a frenzied attack mode whenever prey is spotted. The monsters push through gathering swarms of zombies to get toward the front, and when prey takes refuge inside a building, it is a Seeker who is likely to find a way to circumvent barriers and obstacles and get inside.

A frantic Seeker zombie may try to bash its way through barriers, sometimes picking up rocks and sticks to do so, drag away blockades and objects in its way, or climb over them. Other times, it may tear down boards from windows, or dig under a fence or wall like a dog. Seekers are the last to leave after a convergence, and the first to return to attack if they see movement or sense life. Seekers also travel long distances in pursuit of their prey, and stay on the trail long after other zombies have lost interest and turned back or wandered away. Seekers never stop coming after their intended victims unless the monsters lose the trail, are drawn away by new, easier targets, or are slain.

Their frantic, relentless drive to pursue and feed can also be used against them. Seekers are as dumb as any Sloucher and can be tricked to walk right into traps, pits, and gunfire. In fact, where most zombies back away from fire, Seekers are much less hesitant, and are willing to step through the flames to get to prey that is clearly visible. If they can keep moving, they do so, climbing up and over other zombies or obstacles, and moaning louder than all the rest, except for Screamers. Nothing short of killing a Seeker stops its relentless pursuit of the living.

Seekers have much higher tracking and sensing abilities than most other zombies, and actively pursue any living thing they can sense. If their prey escapes, they follow as best they can until the trail goes completely cold. As if this were not bad enough, occasionally a Seeker locks in and singles out a specific living person as a special target. Those chosen by a Seeker swear that when it happens, they can see a shimmer of excitement in the zombie's eyes and a chilling, lusty smile and sigh usher from their dead throats (Horror Factor: 12).

Any survivor chosen or marked by a Seeker is said to never be forgotten by it. Your face, your scent, your life energy, the taste of your fear is remembered by the monster forever. When your paths cross again, that particular Seeker makes a beeline to you as its target. No other living being earns its attention unless it is to avoid an incoming attack or to fight back. Even then, the



Seeker fights only long enough to get past this new obstacle and pursue the prey that is *marked* for death. There is no distance that is far enough, or barrier that will stop it. The Seeker pursues until one of you is slain. If the target for death manages to escape by going inside a building where the Seeker cannot follow, it waits. It waits as long as it takes. And while it waits, it walks around the edifice, over and over again, looking for a way inside, or to figure out the location its targeted prey is most likely to use as an exit, and wait for him there. A Seeker will wait or travel for days or weeks, never stopping, never resting, until it finds its marked victim. Once it finds that person, it kills him and devours the life essence, savoring it much more than other zombies. Run, drive, fly, or swim, it does not matter, a Seeker that has targeted you, never stops looking for you.

There does not seem to be any pattern as to whom a Seeker targets, and most people are not even aware they are targeted until this unrelenting killing machine pursues them or ignores other targets to chase them. Men, women, children, the elderly, Death Cultists, Road Reapers, soldiers ... anyone is a potential candidate, but it is almost always someone who has escaped its clutches in the past. Again, the targeted individual may not realize that either, especially if the Seeker was just a nameless zombie in a swarm of zombies that started to converge on the street. In that moment, something clicked in the monster's mind and you became a specific target to be hunted and slain. Whenever it sees you again, it craves your blood. It is as simple as that.

When a Seeker has found someone it has marked for death, and is close enough to attack him, it gets excited and becomes extremely aggressive. The same is true when it can smell fear, which is almost always the case when humans face the dead. (See the *Smell Fear in Humans* for applicable combat bonuses and additional attacks.) Moreover, Seekers are a little faster than Slouchers and many other zombies. Their focused pursuit makes them relentless and helps them notice ways to circumvent barriers and defenses, including tearing them down, climbing over them and other zombies, digging under barriers and actions not normally expected from zombies like lunging at a target, grabbing hold of a moving vehicle, diving into water to go after the living, and similar feats.

There is one more weird thing about Seekers: The people they mark and pursue as a specific target, versus a kill of opportunity, often (not always) rise as another Seeker.

A Seeker only pursues one marked/targeted person at a time, but it may have several in its memory bank. When more than one "marked" prey is encountered, the Seeker picks one and takes action, ignoring anyone else until it slays that marked person or is, itself, destroyed.

Seeker Zombie

Also Known As: The Ravenous and the Relentless.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 1D6+1, P.E. 1D8+15, P.B. 2D4, Spd 2D4+6

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+6 each (a bit stronger than most).
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D8+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 4D6+30

Armor Rating: 14

Horror Factor: 14

P.P.E.: 1D4

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.1 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents (special): 85%. This tells the zombie that humans are nearby, or have been present recently. The zombie will know instantly if someone it has previously marked is within this range.

Track Humans by Scent (special): 40% chance, +10% if the human is sweaty or has not bathed in three or more days, +10% to follow the scent of blood, +10% to follow fear scent, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans (special): Makes the Seeker more aggressive and relentless than other zombies: +2 on Perception Rolls to find humans or a path to get to its prey, +2 on initiative, +2 to strike, and +1 to disarm. If the level of fear is fever-pitched, or five or more people are terrified, and when the Seeker is face to face with its targeted prey, the zombie is also +2 attacks per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by





infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration. **Note:** There is a 01-60% chance that a person slain by a Seeker turns into one when it rises from the dead.

Skills of Note (special): Climb 85%/70% (much higher than most), Underground Digging (special) 40%, Swim 30%, Tailing 60%, and Track 60% (via visual cues, footprints, blood trail, and signs of passage). Also see Track Humans by Scent and Smell Fear in Humans.

Attacks per Melee: Three, usually by biting and hitting with fists.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack (special): 2D4 damage + P.S. damage bonus (if any).

Crush/Rip/Tear (special): Seekers have extra-strong hands that help them climb and tear or knock down obstacles. Does 2D4 damage + P.S. damage bonus (if any) to barriers and inanimate objects. It also knows enough to pick up and uses available rocks, wooden boards or branches and tools laying around to chop, stab or pry off boards and barriers, or to dig under them.

Power Punch (special): 4D4 damage + P.S. damage bonus (if any).

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Seeker may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Seekers.

Bonuses: +2 to strike. Also see Track Humans by Scent and Smell Fear in Humans for additional bonuses, and when in the worked up, frenzied state or face to face with a targeted victim.

Penalties: -5 on Perception Rolls, except Perception Rolls to find humans or a pathway to get to its targeted prey.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, cannot swim well, head shots, decapitation and fire kill it, severe cold reduces speed. Fear of fire gives the Seeker zombie pause, but may not hold it a bay. Fire only has a Horror Factor 9 for Seekers.

Note: Seekers are usually mixed in among Slouchers and other zombies. Even if there are several Seekers in a zombie mob, they do NOT attack like a pack of wolves, nor work together like a team. Instead, each Seeker heads off after a different human target. If those humans are in the same group, it may

seem like the Seekers are chasing down the group like a wolf pack, but each has its own prey target. And never the same target. Of course, if several Seekers are after different people in the same group, if one loses the trail, it will follow and take cues from the other Seeker(s) in pursuit of someone in the same group.

SHOPPER ZOMBIE

"I am tempted to say this zombie is one of the craziest things I've ever seen, but I have seen plenty of crazy things since the Wave and the dead rose. Believe it or not, a Shopper Pattern Zombie can be an asset, especially if you can track it to its lair."

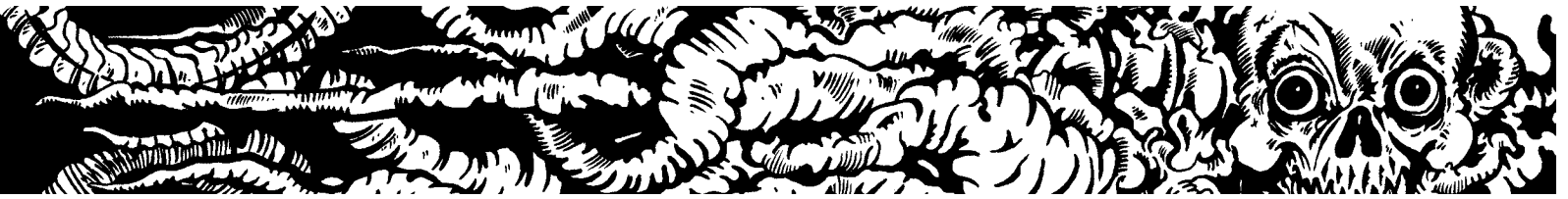
— Brad Ashley, *Leader of the Road Reapers*

Shopper zombies get their name from the fact they collect and carry around a lot of junk. At one time, before the Wave, that junk might have been useful, but now it is all just meaningless junk for a zombie who has no need for any of it. Shoppers are a type of Pattern Zombie that can be encountered almost anywhere, but seem most common in urban settings. As you might expect, they are most likely to be found inside and near shopping malls, strip malls, retail outlets, consumer electronics stores, clothing boutiques, flea markets, downtown areas, and upscale suburban districts. Shoppers mill about, checking out the sales and looking for the hottest fashions, the trendiest gadgets, and the sweetest deals.

Of course, they are really just going through the motions of their old lives. They stare at faded and rotten print advertisements, blank television screens, and cell phones that stopped working long ago. Some wander the streets or through deserted parking lots, possibly looking for their cars or looking inside vehicles for items that strike their fancy. Others spend time walking around inside stores, picking up and putting down items, and selecting others to keep. Seeing one or more Shoppers could be funny if it was not so sad and weird.

As the Shopper zombie walks among the aisles of a store or the parking lot or streets nearby, it picks up things it seems to want, and places them in a plastic or cloth shopping bag, pillowcase backpack, suitcase, box, basket or shopping cart. Shopper zombies love shopping carts and are likely to fill them from top to bottom. It is unclear whether or not the zombie actually recognizes what it has selected, as some just pick up any old thing they find, even empty soda pop cans and broken computer tablets and bits of machinery. However, they seem to be attracted to real items that had value before the Wave, including paper money, credit cards, wallets, purses, cell phones, and keys that have been dropped on the street or which the zombie finds and takes from a dead body.

If the backpack you left behind a dumpster or next to a shrub goes missing, and there is no other living person around, your pack has just been requisitioned by a Shopper zombie! Shoppers seem to zone in on backpacks, duffle bags, suitcases, sacks, pillowcases, boxes and bags of all kinds and either dig through



them, leaving items they don't want strewn all around, or they take them. Likewise, if a Shopper sees a person drop a gun or a tool, or package, while the other zombies chase down the living food source, the Shopper is likely to stop to pick up the item, before it shuffles after the zombie horde chasing down living prey.



Since many stores were looted early on after the Wave, and many more have been picked over by scavenging survivors, Shopper zombies may be another source for finding useful items. Most objects in their bags, boxes and carts are random bits of merchandise and items that may or may not work. Some Shopper zombies seem to have an affinity toward a particular type of item such as clothing, shoes, jewelry, tools/hardware, electronics, computers, automotive parts or supplies, books, weapons, ammo, medicine, music, food items, booze, and so on. The benefit is that many Shopper zombies really do have items survivors need. The trick is getting the item or items away from the Shopper zombie, and digging through the worthless trash (rags, filthy clothing, empty bottles and containers, broken electronic devices, etc.) to get to the good stuff. You never know what kind of hidden treasures a Shopper zombie might have stuffed in its cart or its stash of items hidden away at its home.

Yes, a Shopper Zombie always has a specific place it considers its "home." These lairs may be an actual house not too far away (within a 15 mile/24 km radius of its favorite shopping area), or it may have a lair inside a nearby building under the stairs, or in a basement or supply closet, or an office someplace, or an actual apartment, or a garage, or storage facility, and so on. Sometimes, the zombie establishes its treasure hoard inside the mall or shopping center itself, but the location will be away from the actual shopping areas, such as an office, restroom, utility closet, lunchroom, under the stairs, in the corner of a parking structure and similar locations. Those Shopper zombies who have chosen a specific building, office or house, come and go from that location without ever getting lost.

Some Shopper zombies are like hoarders who just toss their new acquisitions onto an ever growing heap of junk and salvage inside a particular room – moving to the next room when that one gets filled up – while others put their newly acquired possessions neatly on shelves and countertops, tables, or stacked in an orderly fashion in a closet or along the walls in boxes. However, even the neat and orderly Shopper zombies do not sort or classify their collection of goods. The items are always a mishmash of things all jumbled together. A gun or drill is mixed in with bottles of water or soda and books and clothing; a few bottles of beer are kept with jars of jam, a hubcap, some kitchen knives, a dozen cell phones, a few baseball caps, and a box of nails and a screwdriver, along with empty containers and a few women's purses (some items splattered in blood); or any combination of stuff from batteries to baseball bats, comic books, games and action figures.

Shopper zombies have a benefit to survivors who are able to gain access to their secret junk piles. Killing one at the shopping mall or on the street may get you access to whatever it has in its bags or shopping cart, but the real *jackpot* for survivors is when they are able to track the strange Pattern Zombie to its lair. The problem with this is that its "home" could be five, ten, fifteen miles (8, 16 or 24 km) away! And following the Shopper zombie unseen by other zombies as it travels up and down streets that may be filled with other zombies at every turn, is tricky and dangerous business. It should be noted that Shopper zombies do not



take a straight, direct route “home.” They wander the streets in a long, twisting way home, picking up any odds and ends laying in the road or on the sidewalk, perhaps even stopping at different stores to pick up a few more items that strike its fancy.

That’s the other weird thing about Shopper zombies, you might think they would pile their cart or bags full with as much as they can carry, go home, dump it off, and come back for more. But, no. Shopper zombies only go shopping 1D4 times a week, and only take a few items here, a few items there, before returning home with them. A cart may contain several dozen items (half of them empty cans and other junk) or a half dozen. Likewise, the items they may pick up on the street may be only one or two here and there. It might pick up the extra ammo clip and leave the gun where it lay and vice versa, or pick them both up, but leave the backpack or rifle laying next to them untouched. That said, Shopper zombies almost always grab anything they see the living drop. It is almost as if the creature wants what someone else had.

Shopper zombies might be the least aggressive zombies around. They are much more easily distracted than regular zombies. The sight of a power tool, tablet computer, video game console or backpack takes all of their attention, even more than the opportunity to slay and feed upon a living human being. Survivors and Road Reapers have been known to walk briskly right through a group of Shopper zombies, shrugging off any that try to reach out for them as they brush by them. Of course, you must still be cautious around Shoppers. They are still murderous zombies and you never know when hunger will override their interest in collecting junk. Worse, you never know when something you are holding or carrying – including something as simple as a backpack, canteen, baseball bat, hat, tool or weapon – will attract the monster’s attention. If one wants what you have, it attacks and will kill you to get it. Likewise, if one or more Shopper zombies sense fear in a living person, they are likely to snap right out of their shopping pattern, drop their merchandise, and pursue and attack.

To get at a Shopper zombie’s cart or bags, the zombie needs to be taken down first. Shoppers do not usually drop the merchandise they’ve collected; it is too important to them. If they do, they never travel more than 1,000 feet (305 m) away, and are not likely to pursue the living who manage to get away from them. Unless, of course, the person has something the creature wants. Once the zombie has been disposed of, the living are able to root through what it has collected. Most of the contents of a Shopper zombie’s bag, box or cart are things that are useless now: dead electronics, rotten food, bones, empty bottles and cans, soiled clothing, paper products, CDs and DVDs, pieces of wood and metal, and so on. But sometimes they pick up good, useful, even vital items to the survival of the living – medicine, weapons, ammo, food, bottled water, coffee, etc. Everyone feels better with a new blanket or pair of shoes.

Exactly what can be found that is still useful is left entirely to the Game Master. The **Dead Reign® RPG** has a useful table for 100 random corpse searches (starts on page 142). Roll or select 2D4+1 times on that table if you like. Or you may use the random

table below, which is geared more towards common retail consumer products and household goods. Everything on this table is considered to be in good condition, still in its original packaging, and should be useful to the living. Of course, the home of a Shopper zombie will have much, much, more. However, anyone caught taking items from inside the Shopper’s sanctum sends it into a killing fury – double the number of attacks and +4 damage to all attacks.

Shopper Zombie’s Random Shopping Cart Table

01% Hardware, Paint: Any, G.M. discretion as to the type and color. Spray paint or cans of liquid paint. In the alternative, it could be a number of painting supplies such as rollers, brushes, tarps, tape, paint tray, scraper, spray canister, and so on.

02% Hardware, Power Tool: Any, G.M. discretion. Could be a chainsaw, polesaw/tree timmer (gas or electric powered), circular saw, drill, nail-gun, dremel tools, air compressors, lawn tools, etc.

03% Hardware, Nuts and Bolts: Any, G.M. discretion. Anything from nails and screws, to nuts and bolts, etc.

04% Hardware, Garden Tools: Any, G.M. discretion. May include one or more rakes, shovels, hoes, hole/post diggers, hedge clippers, hedge trimmers, pruning shears, hand shovel, hand axe, sickle for cutting tall weeds, gloves, boots, metal garden stakes, wooden stakes, mallet, hammer, bug spray, chicken wire, rebar, wheelbarrow, lawn hose, weed killer, weed trimmer, tiki torches, lamp oil, tarps, rope, wire, twine, etc.

05% Hardware, Fencing: Any, G.M. discretion. Wood or metal posts, chicken wire, cyclone fencing, privacy fencing, wood for making fences, etc.

06% Hardware, Building: Any, G.M. discretion. Concrete, tar, plaster, joint compound, caulking, glues (all kinds), duct tape, other tapes, PVC pipe and connectors, other pipe and plumbing supplies, sledgehammer, crowbar, and other tools and equipment related to building (hammer, nails, screws, etc.).

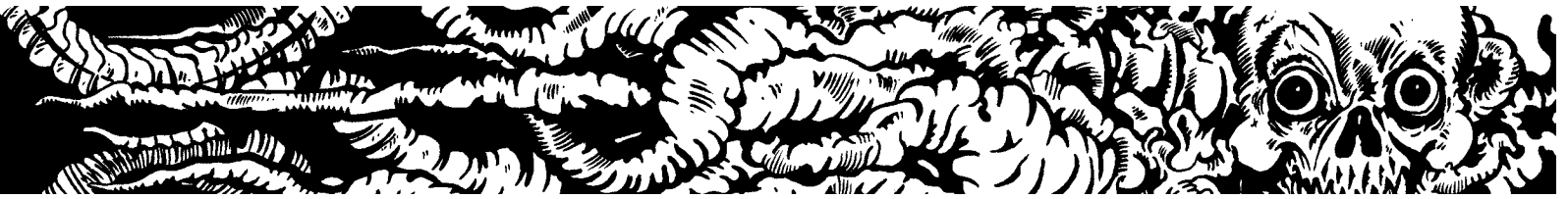
07% Hardware, Cutters: Any, G.M. discretion. Scissors, wire cutter, box cutter, bolt cutter, tree trimmer, knife (various types and sizes), machete, axe (large), hatchet (small axe), sickle, saw (various types), garden shears, etc.

08% Hardware, Hand Tool: Any, G.M. discretion. 2D6 different hand tools from screwdriver, pliers, hammer and wrench, to clippers and saws.

09% Hardware, Lighting: Any, G.M. discretion. Flashlights (large or small), head lamp, clamp light, lantern (battery operated), oil lantern, package of batteries (various), small generator, electrical wire and supplies, lamp fixtures, outlets, lamp oil, cigarette lighters, matches, a box of lightbulbs, floodlight, fluorescent lightbulbs (long), electric lamp, etc.

10% Hardware, Adhesives & Bonding Elements: Any, G.M. discretion. Duct tape, electrical tape, box tape, caulking, glues (many and various), spray adhesives, string, rope, wire, chain, bunji cords, cable ties (various sizes), etc.

11% Auto Supplies and Spare Parts: Any, G.M. discretion. A car battery, spark plugs, brake pads, calipers, headlights, power



inverter, carburetor, window wipers, car alarm, lights, stereo system, etc.

12% Auto Supplies, Liquids: Any, G.M. discretion. Brake fluid, motor oil, lubricants, fuel additives (decreases fuel consumption by 10% for 1D4 weeks, makes old gas work, etc.), gasoline in a five gallon (19 liter) container, window wiper fluid, cleaners/waxes, etc.

13% Automotive Tools: Any, G.M. discretion. Jumper cables, jack, crowbar, mallet, drill, wrench set, battery charger, gauges, air compressor, etc., or could be anything (or lots of tools for working on cars).

14% Auto Supplies, Tires: Any, G.M. discretion. 1D4+1 tires for a car, SUV or pickup truck.

15% Bicycle Parts: Any, G.M. discretion. A spare tire, wheel, seat, mirror, handlebars, bike chain, lock, etc.

16-17% Food, Canned: Any, G.M. discretion. Anything in a can or jar, from jelly or pickles to canned sauces, soups, condiments, fruit, vegetables, tuna and meats, etc. In the alternative, it could be pet food.

18-19% Food, Dry Goods: Any, G.M. discretion. Breakfast cereal, oatmeal, cookies, crackers, pretzels, chips, popcorn, nuts, seeds, trail mix, packages of flour, wheat, rice and grains, cake mix, dry pasta/noodles, sugar, salt, spices, dry pet food, etc.

20% Candy: Any, G.M. discretion. Chocolates, licorice and chew candy or gum to lollipops and other hard candy.

21% Soda Pop: Any, G.M. discretion. May include or be substituted with fruit juices, carbonated sparkling water, and flavored bottled water.

22% Almond Milk: Any, G.M. discretion. Almond milk has a long shelf-life of 2-3 months, and does not need to be refrigerated until after it is opened. May be substituted with powdered milk and other powdered drinks (Kool-Aid, etc.).

23% Alcohol, Light: Any, G.M. discretion. 2D6 bottles or cans or pack of beer or 2D4 bottles of wine.

24% Alcohol, Hard Liquor: Any, G.M. discretion. 1D6 bottles of whiskey, bourbon, rum, tequila, etc., or a variety of liquor.

25% Pharmaceuticals, Painkillers: Any, G.M. discretion. Aspirin, ibuprofen and other pain relievers (+2 to save vs Pain, +5% save vs Coma/Death), creams, heating patches, heating pads, leg cramp medicine, etc.

26% Pharmaceuticals, Antibiotics: Any, G.M. discretion. Antibiotics, anti-bacterial cream, hand cleanser (+2 to save vs Disease).

27% Pharmaceuticals, Cold and Allergy Relief: Any, G.M. discretion. May include a wide variety of antihistamines and other allergy, cold and flu relief medicine, ear drops, nasal sprays, etc.

28% Pharmaceuticals, Vision: Any, G.M. discretion. Eyeglasses (probably common reading glasses), contact lenses and cleaners, eyepatch, eye drops/soothing solutions, sunglasses, etc.

29% Pharmaceuticals, First Aid: Any, G.M. discretion. Bandages (+1 save vs Disease), gauze, pads, tape, medical tape, first aid kit, cleansers, peroxide, iodine, antacids, vitamins, food supplements, power bars, etc., as well as vitamin and other over-the-counter and prescription medicines.

30% Pharmaceuticals, Medical Supplies: Any, G.M. discretion. Walkers, wheelchair, canes, braces, splints, neck brace, leggings, heating pads, adult diapers and pads, bandages, tape, plastic gloves, surgical masks, oxygen tanks, breathing apparatus, thermometers, blood pressure reader, fluids (various), syringes, and other supplies.

31% Hygiene, Body Care and Cleansers: Any, G.M. discretion. Bars of soap, hand soap/body wash, shampoo, toothpaste, wipes, deodorant/body spray, moisturizer, lotions, shaving razors, electric shavers, shaving creams, gel, hair clippers, barber scissors, hair pick, comb, brush, hair pins, hair ties, mirror, hair blower, electric curlers, nail clippers, nailfiles, tweezers, trimmers, toothbrush, etc.

32% Hygiene, Other Cleansers (liquid and powder): Laundry detergent, dish soap, bleach, cleanser, wipes, sponges, brillo pads, and other cleaners.

33% Hygiene, Cleaning Equipment and Supplies: Mops, buckets, pails, broom, dusters, dust pans, garbage cans, garbage bags, various containers, etc.

34% Hygiene, Equipment: Any, G.M. discretion. Mirror, scissors, hair picks, nail clippers, file, exercise weights, etc.

35-36% Containers/Storage/Carrying: Any, G.M. discretion. Buckets, barrels, baskets, plastic or glass jars, sealable bags from sandwich-sized to lawn bags and larger, cloth bags, grocery bags, plastic containers/tubs/boxes, cardboard boxes, build-it-yourself shelving and carts, duffle bag, backpack, school bag, luggage, etc.

37% Smokes: Any, G.M. discretion. 2D6 packs of cigarettes or cigars, or vapor cartridges. May be substituted with chewing tobacco or nicotine lozenges, or marijuana.

38-39% Bottled Water: Any, G.M. discretion. 2D6 gallon jugs (3.7 liter) or a case of 24-36 bottles of 16 or 20 ounces (0.47 or 0.6 liter) bottles.

40% Pet Supplies: Any, G.M. discretion. Leashes/collars, chains, muzzles, cages, medicine, toys, beds, pet food and treats, etc.

41-42% Jewelry: Any, G.M. discretion. Could be one or more rings, bracelets, necklaces/chains, pins, and earrings to wristwatches and cufflinks.

43% Money: Any amount, G.M. discretion. Cold hard cash in paper and coin. May alternate with credit cards. All of it is currently worthless in the Zombie Apocalypse.

44% Car Keys: Any, G.M. discretion. 2D6 sets of car keys, Now if you can only find the vehicle they go with. It is probably back at the mall or shopping center. Good luck finding it. 01-06% chance per each set of keys if the characters actually search for the vehicle.

45% Rope/Cords/Binding: A length of rope, cords, cables, chains, string, spool of wire (any type), fishing line, cable ties, etc.

46% Wallet: Any, G.M. discretion. One or more men's wallets or change purses, probably with money and credit cards inside.



47-48% Woman's Purse or Handbag: Any, G.M. discretion. One or more purses, probably with money, credit cards and keys inside. Being a personal bag of some size, a purse may also contain any or all of the following: makeup, comb, hair brush, nail file, cell phone or table, pocket mirror, pocket LED flashlight or key chain flashlight, 1D4 pens or markers, a small notepad, wet wipes, chewing gum, antacid, breath mints, coughdrops or some hard candy, one 8 ounce bottle of water, a few facial tissues or a handkerchief, hair tie/scrunchy, a whistle, a child's toy, a small spray can of mace and possibly even a small caliber revolver or pistol!

49% Shoes, Running/Athletic: Any, G.M. discretion. Male or female, adult or children.

50% Shoes, Work/Outdoor Boots: Any, G.M. discretion. Male or female, adult or children.

51% Shoes, Formal/Designer: Any, G.M. discretion. Not much use for these in the Zombie Apocalypse.

52% Apparel, Jacket or Coat: Any, G.M. discretion. Spring or winter jacket or coats of various materials and style.

53-54% Apparel, Men's Casual: Any, G.M. discretion. Men's casual clothing from jeans to slacks, t-shirts, sweats, and hoodies to button shirts and sleepwear of various materials and style. May include or substitute hats and baseball caps.

55-56% Apparel, Women's Casual: Any, G.M. discretion. Informal skirts, blouses, slacks, dresses, sleepwear, etc., of various materials and style.

57% Apparel, Children: Any, G.M. discretion. Kid's sizes and clothing of various materials and style.

58% Apparel, Formal/Designer: Any, G.M. discretion. Suits and dress clothing, gowns, dresses, etc., for men or women. Not much use for formal wear in the Zombie Apocalypse.

59% Apparel, Utility/Environmental or Work Clothes: Any, G.M. discretion. Specialized work clothes and gear, like hazmat suit, snorkel or SCUBA gear, winter clothing, uniforms, hard and related gear (gloves, scarves, hats, boots, jumpsuits, lab coats, scrubs, aprons, gloves, hard hat, goggles, steel tipped boots, for various types of work and conditions).

60% Caffeinated Drinks/Coffee: Any, G.M. discretion. Coffee, tea, and energy drinks. Any beverage that provides a strong enough caffeine high and is able to help one ignore fatigue and sleep.

61-62% Cooking Utensils: Any, G.M. discretion. Pots, pans, knives and other utensils.

63-64% Kitchenware/Cooking Small Appliances: Any, G.M. discretion. Toaster, timer (with alarm), crock pot, microwave, bread maker, waffle maker, food slicer, knife sharpener, blender, coffee maker, coffee grinder, roaster, ice-cream maker, can opener, portable stove, hot plate, electric grill, water purifier, water filters, vacuum sealer, etc.

65% Housewares: Any, G.M. discretion. Mirrors, frames, framed artwork, throw pillows (small and decorative), rugs, mats, lamps, silverware, cutlery, dishes, bowls, glasses, chinaware, tea pot, salt and pepper shakers, coffee grinder, coffee maker, oven

mitts, small containers, nicknacks, etc. Also see Kitchenware, above, and Electronic Devices, below.

66% Housewares, Large: Any, G.M. discretion. Small electric appliances, like vacuums, clocks, alarm clock, mini-fridge, water purifier, dehumidifier, food prep, etc. Also see Kitchenware and Electronic Devices.

67% House Security: Any, G.M. discretion. Floodlights, camera systems, motion detectors, timers, baby monitor, alarms, PA system/speaker, locks, security door, etc.

68% Desktop Computer: Any, G.M. discretion. Any style of computer and related equipment such as monitor/flat screen, printer, etc.

69% Tablet/Ipad: Any, G.M. discretion.

70% Monitor/Flat Screen: Any, G.M. discretion.

71-72% Computer: Any, G.M. discretion. Computers and basic computer related gear, bluetooth speaker, solar charger, battery pack, UPS power supply, surge protector, USB cable and other cables, hard drive and other computer components.

73% Computer, Software and Games: Any, G.M. discretion. Programs and games.

74% Video Camera/Digital Camera: Any, G.M. discretion. From helmet cameras to handheld recorders, camcorders, digital cameras, camera lenses, camera lights, tripod, and other goods.

75% Electronic Devices: Any, G.M. discretion. Calculators, optic systems, electronic toothbrush, hair dryer, hair curler, MP3-player, portable videogame device/player, radio, portable DVD player, digital book reader, CDs, DVDs/Blu-Ray, thumb drive, a flying drone, digital clock, battery charger, rechargeable batteries, automobile charger, LED light, LED flashlight, headlamp, laser pointer, smoke detectors, battery powered lantern, headphones, stereo speakers, stereo system, baby monitors, electric fans, battery operated portable fan, and so on.

76% Cell Phone/Smart Phone/Communications: Any, G.M. discretion. Any type of cell phone, stereo system, walkie-talkie, CB or shortwave radio, etc.

77% Toys, Games: Any, G.M. discretion. Electronic, computer, board, box, miniature games, card games, role-playing games, puzzles, balls, etc. Useful for passing time and boosting morale.

78% Toys, Action Figures: Any, G.M. discretion. Action figures, dolls, vehicles, building blocks of all varieties, etc., maybe even a drone. If the "drone" is an inexpensive model or an actual simple toy, similar to a remote control airplane or helicopter, it can still be used by the Drone Master O.C.C. as a simple drone or for parts.

79% Hobby and Science: Any, G.M. discretion. Microscope, magnifying glass, tool kits, hobby knives, vials/test tubes, beakers, jars, Petri dishes, burners, and related gear.

80% Cleaning Supplies: Any, G.M. discretion. Laundry detergent, dish soap, bleach, disinfectant cleaners, etc.

81% Sporting Goods: Any, G.M. discretion. Survival knife/axe (2D4 damage), 1D6 boxes of ammunition, 4D6+10 arrows, a shotgun, a pistol, a rifle, camping supplies, clothing, boots, and just about anything you might find in a sporting goods store.



82% Sporting Goods, Outdoors: Any, G.M. discretion. Hiking and camping supplies, sleeping bag, blanket, backpack, tent, flares, cooking kit, boots, head gear, tent, compass, canteen, bottled water, lighters, portable stove (propane), outdoors cooking grill (propane), signal mirror, lighter, cigarette lighter, box matches, fire-starter kit, charcoal, propane canister, portable heater, pocket heater, electric socks, etc.

83% Sporting Goods, Fishing and Boating: Any, G.M. discretion. Poles, lines, hooks, sinkers, tackle, tackle box, fish/deboning knives, nets, wading boots, vest, hat, backpack, satchel, rowboat, motorboat, outboard motor, canoe, kayak, inflatable raft, life preserver, and related supplies.

84% Sporting Goods, Climbing: Any, G.M. discretion. Rope, spikes, clamps, mallet, boots, gloves, backpack, flashlight, headlight, climbing boots, cleats, etc.

85% Sporting Goods, Athletics: Any, G.M. discretion. Gear for any sport, like as baseball bat, mitt, balls, baseball, basketball, soccer ball, football, golf ball, golf clubs, hockey stick, skates, shoes, hats, helmets, gloves, pads, and related gear, skis, snowboard, snowshoes, protective gear, jerseys, etc.

86% Sporting Goods, Hunting: Any, G.M. discretion. Hunting rifles, shotguns, archery (bows and arrows), survival knife, skinning knives, hatchet, compass, gun scopes (all kinds: telescopic, infrared, passive nightvision, etc.), laser targeting, laser distancer, nightvision goggles, game camera, snares, traps, blind, tent, camouflage netting, camouflage fatigues, backpack, etc.

87% Sporting Goods, Target Shooting: Any, G.M. discretion. Pistol, revolver, rifle, shotgun, archery (bows and arrows).

88% Sewing/Fabric Materials and Tools: Any, G.M. discretion. Bolts of fabric, yarn, thread, scissors, sewing machine, sewing needles, knitting needles, zippers, buttons, etc.

89% Writing/Office Supplies: Any, G.M. discretion. Pens, markers, pencils, notebook, writing pads, staples, stapler, calculator, thumb drive, etc.

90% Arts & Crafts: Any, G.M. discretion. Pens, markers, pencils, crayons, acrylic paint, watercolor, oil paint, spray paint, calk, pastels, glue (all kinds), felt, canvas, paper of all kinds, sketchbook, pads of paper, color paper, art board, posterboard, X-acto knives and blades, magnifying glass, paint kits, scissors, box cutters, portfolio cases, tackle boxes, art books, patterns, paper, wood cutters/chisels, wood burner, modeling clay, Styrofoam, and so on.

91% Batteries! Any, G.M. discretion. One or several packages of batteries (varies with size), may even have one or two car batteries.

92-93% Fuel: Any, G.M. discretion. Fuel such as gasoline (in any size container that seems appropriate), diesel, kerosene, propane, cooking oil, lamp oil, cooking charcoal, propane tank, etc.

94% Generator or Portable Heat: Any, G.M. discretion. If a small to medium-sized, wheeled gas or propane generator, or perhaps a cooking grill (charcoal or propane powered), it is likely to be the only item or one of a few items the zombie has, due to its size and bulk. In the alternative, portable heaters could include kerosene, propane, or oil heater, electric heater, and similar.

95% Books/Magazines: Any, G.M. discretion. Fiction, graphic novels, and similar helps to pass the time, instruction manuals, cookbooks, survival guides, hunting, and how-to books can help people survive.

96% Cosmetics: Any, G.M. discretion. Beauty makeup, lipstick, lotions, creams, etc.

97-98% Blankets: Any, G.M. discretion. Blankets, large and small, comforters, quilts, etc.

99% Linens and Bedding: Any, G.M. discretion. Bed sheets, pillows, pillowcases, etc.

00% Holiday Decorations: Any, G.M. discretion. Christmas and Halloween string lights (all kinds), stockings, light-up decorations, tree ornaments, talking and light-up Halloween props (talking skulls, spooky busts, statues, books, lanterns, etc., all battery operated with close range motion detectors of 4-8 feet/1.2 to 2.4 depending on the prop). Any moving, talking, lit-up decoration/prop is ideal for creating distractions and even as an early warning system.

Shopper Zombie

Alignment: Considered Miscreant.

Attributes: I.Q. 1D4, M.E. 1D4, M.A. 1D6, P.S. 2x Strength when alive (typically 2D6+16), P.P. 1D6+1, P.E. 1D6+20, P.B. 2D4, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 2D6+30

Armor Rating: 13

Horror Factor: 12

P.P.E.: 1D4

Natural Abilities: Standard, with some variation.

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 12.5 feet (3.8 m), when a zombie is dormant.

Recognize Human Scents (special): 60%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent (special): 13% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.



Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 35%/20% and Appraise Goods 25%.

Attacks per Melee: Three, usually by biting and hitting with fists.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible by Shoppers.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Shopper may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Ram with Shopping Cart: 1D4+3 damage + P.S. damage bonus (if any).

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Shoppers.

Bonuses: +1 on initiative to snatch an object, +1 to strike; also see Natural Abilities.

Penalties: -3 on initiative when it comes to combat, and -7 on Perception Rolls when it comes to hunting live prey, but +3 on Perception Rolls to notice an object a human dropped.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

SWIMMER ZOMBIE

"Folks will tell you zombies don't swim. I thought that too. I was wrong.

"There aren't many, but there are some zombies that swim. And swim pretty well. Well enough to drag you down underwater to drown you or bite and chew you to pieces like a shark. They can climb aboard boats and rafts, and maybe even make their way onto tall ships. Further proof of what we all already knew, no place is safe anymore. Be vigilant at all times. Wherever you are."

— Brad Ashley, Leader of the Road Reapers

Swimmers are zombies who stay to the water, rising out of the murky depths to attack the living. Swimmers can be found in shallow or deep water. They lurk in rivers, lakes and seas, as well as ponds, city sewers, reservoirs, treatment plants, swimming pools, and bodies of water that are at least four feet (1.2 m) deep. Around the coastline, Swimmers are most common near the shore, along beaches, in and around docks and in shallow or deep water. When they are found in the deep oceans, it is only because they got washed out to sea by a storm or strong currents, or are the risen dead from a ship or sunken vessel that was already out to sea when its crew and passengers turned.

Swimmers are waterlogged zombies with pale white or grey complexions, sunken eyes, blue or grey lips, and may be fully clothed, wear some clothes, or be completely nude. Their flesh is wrinkled and saggy from being in the water, and for those who have been out at sea for weeks or months, they may have flesh which seems to be hanging right off the bones. Recently dead Swimmers may be bloated for several days until the gases inside their bodies leak out. Others may be cloaked in seaweed, covered in algae, or caked in oil, muck or mud. Worms and crustaceans may live inside the zombies' bodies, and some have bites taken out of them, presumably from sharks and other ocean predators, probably before they died.

Swimmers are adept at fighting in the water, mainly because they cannot themselves drown. They kill the living simply by pulling them under the waves and holding them there until dead, drowned. That is 1D4 minutes for the average human; 1D4+5 minutes for trained divers and naval specialists like Navy Seals. Like Slouchers wandering the countryside without direction or purpose, other than to prey upon the living, Swimmer zombies float or swim aimlessly through the water. When a Swimmer happens to reach shore or makes its way to a boat, it climbs out of the water, looking for human prey. When it finds one, it either kills him then and there on dry land, fighting tooth and claw, or, especially when near water, it drags its victim, kicking and screaming back into the water and drowns him. This makes Swimmers most dangerous on water and along the water's edge. When the zombie has fed, it may look for more victims – zombies seem endlessly hungry – or it may return to the water. For this zombie, the water is its primary hunting ground and place to exist.



Groups of Swimmer zombies have been reported to circle small boats, rafts and survivors in life preservers or clinging to floating wreckage like sharks. Grabbing at the living and pulling them under to drown or feed on them. Others may swim up, grab hold of a leg or arm, and take bites out of it until kicked off or pushed away. Of course, the Swimmer will keep coming back for more until it is slain. Swimmers naturally gather in groups and converge upon prey, just as they do on land, which can spell trouble for survivors lost at sea. Likewise, Swimmers are constantly on the prowl, swimming along coastlines and hanging around in the waters at docks and places where the living are known to visit. At night, survivors near the docks or water may hear the Zombie



Moan from Swimmers gathering in the water below. The moan attracting others in the water and on the land, as they wait for the living to enter the water or until they, the Swimmer zombies, can find their way to them onto dry land.

Swimmer zombies can leave the water whenever they want to, or feel the need to do so, usually in the pursuit of a human food source. Most, however, return to the water within an hour or so, and vacate perfectly sound water vessels after they have finished off the last of the living onboard. Swimmer zombies out to sea are not agile enough to scale netting or an anchor chain, so they are unable to climb aboard most large, tall ships. However, fishing boats, sailboats, pleasure cruisers/yachts, life rafts, and tenders are a different story, and vulnerable to attacks from Swimmers. Whatever unnatural force animates and enables all zombies to stop or slow the decomposition of their bodies is also at work among Swimmers. That said, zombies that prefer to stay in the water decompose more rapidly, unless they are able to feed upon human prey or large aquatic animals at least once a week.

Zombie Swimmers feed not only on living people, they also attack and kill aquatic animals. Crabs, lobsters, large fish, sharks, stingrays, squids, octopus, turtles, sea birds, otters, seals, dolphins – basically anything the monsters can catch. Whales, walrus and other large sea creatures are too big and powerful, and though healthy dolphins and porpoises are much too fast to be caught, the animals' affinity toward humans sometimes draws them within reach of a floating Swimmer zombie. Once the monster manages to grab a fin, it hangs on, clawing and biting at the dolphin until the creature manages to shake the zombie off or the zombie manages to kill it.

The monsters' rotting bodies also make an attractive food source for some fish, worms, and crustaceans, so even a floating Swimmer may have fish picking at its skin or crabs living inside its body. This is especially true of zombies that have become particularly deteriorated. This ensures that the Swimmers have "food" come to them, and are reasonably well-fed and strong, snatching and eating fish that get too careless around them and plucking crabs from their own bodies to feed upon. **Note:** The bigger and more aggressive fish, sharks, and aquatic predators and scavengers seem to instinctively know to stay away from Swimmer Zombies in anything but the most fresh condition.

Humans may fall victim to Swimmer zombies by mistaking them to be a person lost at sea and in trouble. This is a common mistake based on the fact that most people believe zombies cannot swim; which is mostly true. Almost all zombies sink like



rocks in the water. The only way they can move underwater is to walk along the sea or lake floor. Fast-moving currents can carry zombies away, but the monsters are not swimming, they are helpless victims until they hit a location in which they can climb out of the water.

Swimmer zombies are only fair swimmers. They are not particularly agile or fast, they spend most of the time floating and slowly swimming around on or near the surface of the water and along the shoreline. They seldom swim more than 100 feet (30.5 m) below the surface, but can survive depths all the way to the ocean floor. Swimmer zombies do not have any sense of direction or purpose, other than finding and feeding upon the living, and mostly wait until the living, human or animal, come to them. In shallow waters, Swimmers patiently wait at the bottom of rivers, lakes, and ponds or swim along the shore looking for signs of life. Some may go dormant and let themselves sink to the bottom or be carried away by the current. They snap to attention when they hear sounds of boats or people, or sense the presence of the living nearby. That is when they come up from underneath a boat or swim up to shore to snatch and drag their surprised victim under the water. Swimmers seem to know to hold onto their victims, dragging them deeper into the water, while biting them at the same time. There is no need to struggle or fight with the living if the water kills them soon enough. Unless there are other Swimmers or a mob of zombies on the lake floor, the Swimmer gets to have the life energy released in death all to itself.

Swimmer Zombie

Also Known As: The Drowning Zombie, Shark Zombie, and Lake or Sea Zombie.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 1D6+4, P.E. 1D6+15, P.B. 1D4, Spd 1D4+4 on land; 1D6+6 swimming in water.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 3D6+20

Armor Rating: 12; they tend to be softer from being in the water so much.

Horror Factor: 13

P.P.E.: 1D4

Natural Abilities:

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Normal range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human or Sea Life by Scent (special): 63% on land; 83% in the water. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans or Sea Life by Scent (special): 8% chance on land; 28% in the water, +10% if the victim is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one victim present in the same area, +5% to smell perfume, cologne, aftershave, or strong natural pheromones. All bonuses are cumulative.

Smell Fear in Humans and Sea Life (special): Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds. Swimmers still moan when underwater, and other Swimmer zombies can tell the difference between a moan that is above or under the water.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere. Drowned zombies will go dormant at the bottom of deep, dark, bodies of water. They anchor themselves to rocks, shipwrecks, or by burying their own feet in the muck.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

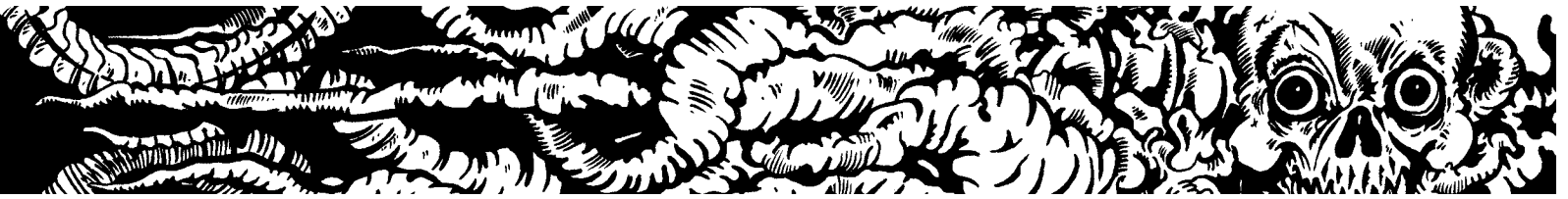
Skills of Note: Climb 30%/15%, Swim 55%.

Attacks per Melee: Three, usually by biting and tearing with their bony fingers; one by holding someone underwater for a full melee round (1D6 damage to Hit Points).

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).



Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Drown: 1D6 damage direct to Hit Points melee round (15 seconds).

Weapon: Rare, but sometimes a Swimmer zombie may use a melee weapon or handheld object as a weapon to slash, hit, or stab with.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Swimmers.

Bonuses: +2 initiative and +2 to strike when underwater or attacking from the water underwater/coming up from underneath someone. No initiative bonus on dry land.

Penalties: -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving except when underwater, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

TOXIC ZOMBIE

“Sometimes there are dangers you can’t see or be entirely prepared for. One of them is Toxic Zombies. You know, the risen dead who have wallowed around in a toxic spill or been irradiated by a nuclear power plant that’s gone into meltdown. They carry poisons that can do more lasting damage than a scratch or a bite. Stay clear of a zombie covered in slop or slime, or that has a weird color to its skin and drools black goo. Odds are it is a Toxic Zombie about to contaminate your life.”

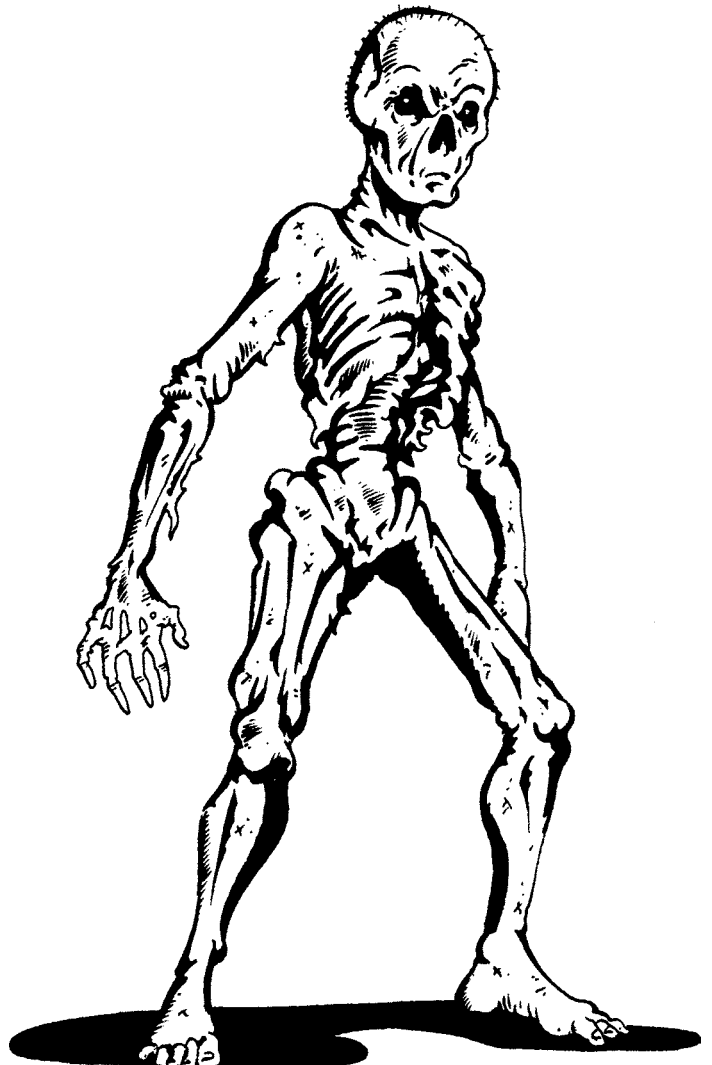
– Brad Ashley, *Leader of the Road Reapers*

Toxics are zombies who have been exposed to and dowsed in biological waste, chemicals or nuclear material that is poisonous to a living person. Exposure to these Toxic zombies through physical contact or being stuck in close proximity to them for hours or days, is extremely hazardous to the health of humans. Naturally, these zombies are not aware that their dead bodies have become contaminated, lethal weapons carrying god only knows what. Unaffected by such chemicals, poison, radiation or disease-ridden sludge, the zombie behaves like any other Sloucher, shambling along as it seeks living prey. It is their poison saturated bodies that give them that extra measure of lethality.

There are different variations of Toxic Zombies when it comes to their exact appearance and the poisons they carry. The only real difference is how they ended up a Toxic Zombie and what horrible mess they are carrying with them. Toxic zombies have been known to be soaked in all kinds of putrid and deadly material: industrial waste, flammable and odorous chemicals, strange virulent blisters and pustules, and invisible radioactive matter or disease. When Toxic Zombies go dormant, their bodies continue to emit the harmful materials, which can contaminate, warp, discolor, and damage their surroundings.

It depends on the material the Toxic Zombie is contaminated with, but there is almost always some kind of indication to the living (and player characters) that this zombie is *toxic* and more dangerous to the living. One telltale sign of a Toxic Zombies is its smell. Most Toxic Zombies have a strong chemical smell. Another is they are never infested with bugs or worms. Another sign is that other carrion eaters, including Cannibal zombies, dog packs, rodents, and flies/magots, stay far away from them. The flesh of a Toxic Zombie is so tainted, it kills anything that tries to eat it. A fourth sign is the zombie’s skin may be an odd color – black, or a sickly green, yellow, orange, etc. – and is likely to have a strange appearance or texture: skin melted like a candle or burned smooth, or covered in open blisters or boils, moist, slimy skin and obvious hair loss. Lastly, in many cases, the skin and clothing is covered and caked in some kind of oil, goop, slime, sludge or crud.

Toxics exhibit the same basic behavior and stats as a *Sloucher*. It is their horrible deadly bodies that are the true killer. Not only are they trying to kill and feed upon you, but just being near one





can be lethal. Chances are, where there is one of these zombies, there are more, as zombies tend to gather and travel in mobs. Thus, if one of them slogs through chemical waste or nuclear sludge, many others, if not all, are likely to have followed it through the contamination. Power plants, water treatment facilities, factories, oil refineries, industrial zones, and military bases are all locations the risen dead can become contaminated and toxic. Sometimes they just wander through a pool of something terrible and become so soaked with it, that it becomes a part of them. The zombies cannot help but leak it from their mouths and open wounds everywhere they go.

Toxic Zombies do not deliberately spit or release deadly slime, it just froths or drools from their mouth like a dog, contaminates their bodies and blood, and covers their clothing. Anyone who comes in contact with a Toxic Zombie's drool, blood or flesh, may become poisoned and sick. The toxin does additional damage when the zombie bites or claws someone, as well as when people come in contact with the zombie's skin and clothing from a close quarters fight or grappling combat. Non-organic objects are likely to be unharmed, but living animals and humans suffer additional damage from the Toxic Zombie.

Toxic Zombie Stats

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 1D6+1, P.E. 1D6+15, P.B. 1D6, Spd 1D4+6

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 3D6+30

Armor Rating: 14

Horror Factor: 14

P.P.E.: 1D4

Natural Abilities: Standard, as per the Sloucher zombie.

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to fol-

low the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 35%/20%.

Attacks per Melee: Three, usually by biting and hitting with fists. Poisons its victims via breaking skin with a bite or scratch, physical contact or close proximity without knowing it.

Damage, Physical (S.D.C./Hit Points):

Bite: 2D6 damage + toxic damage below and a greatly elevated chance of infection if the wound isn't treated shortly after it is received. P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4+4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6+4 damage + P.S. damage bonus (if any).

Grab: 1D6 damage + P.S. damage bonus (if any).

Bear Hug: 3D4 damage + P.S. damage bonus (if any).

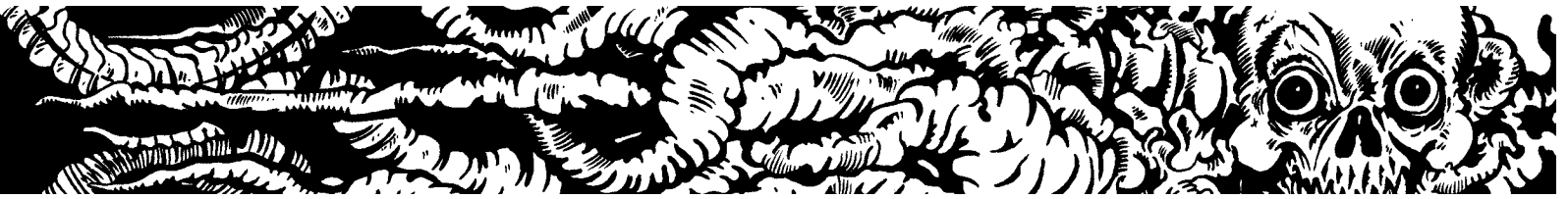
Power Punch: Not possible by Toxic Zombies.

Kick Attack: 2D4+4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Toxic may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap Kick, other kicks, body flip, and martial arts attacks are NOT possible by Toxic Zombies.

Damage, Toxic: The Lasting Effects of Poison: Victims who are clawed or bitten by a Toxic Zombie, or subjected to a period of exposure to one or more of them for 30 minutes or more, suffer from lasting side effects, infection or illness. Roll on the **Save vs Disease/Poison Table** below. This is the same table



used by other toxic and diseased zombies like *Dead Meat* and *Sewer Crawler zombies* described in the **Dark Places source-book**.

Poison via a scratch/claw wound: 1D6 additional damage and takes longer to completely heal.

Poison via a bite attack: The contaminants in the monster's mouth are more dangerous, inflicting an additional 1D6+2 damage to the living who are bitten. A toxic bite also has a greatly elevated chance of infection if the wound isn't treated shortly after it is received. See the tables below for details.

Grappling with the zombie spreads the poison by touch: Direct skin-to-skin contact or skin to contaminated clothing contact does 1D4 damage to the living for every melee round (15 seconds) he is in contact with the creature. Where contact was made with the skin, a red itchy rash appears. If it becomes infected (01-40% chance), the rash turns into an open sore. Roll on the table found under **Toxic Leakage**, in the *Disaster section*.

Standing within 15 feet (4.6 m) of one or more Toxic Zombies for 30 minutes is enough to get the zombie's poison in your system. (Roll on the table found under **Toxic Leakage**, in the *Disaster section*.) The exception being characters wearing sufficient protective gear such as a hazmat suit, gloves and gas mask. Toxic Zombies emanate harmful chemicals or materials, either from invisible radiation, in wispy smoke trails, slime, goo, or chemicals (whether dry and crusty, or moist) that have become part of its contaminated body and clothing.

Toxic Zombies often smell like chemicals. The kind of foul smell that gets into your head and sticks to your tongue. After being around a Toxic Zombie for more than 15 minutes, everything tastes and smells like it. The player character must save vs lethal poison (14 or better) or lose 1D4 melee actions/attacks from a sudden bout of dizziness, coughing, nausea, retching, and/or gasping for fresh air after exposure to the zombie. Body armor is useless against this poisonous aura unless it is a sealed environmental system with air filter or gas mask or an independent oxygen supply.

Bonuses: +2 to strike; also see Smell Fear in Humans.

Penalties: -2 to initiative and -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, cannot swim, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16. **Note:** Toxic Zombies are usually even more combustible than regular zombies. Fire burns them hotter, destroying them at a faster rate, so Toxics take double damage from fire.

Save vs Illness/Disease/Poison Table

When a character gets ill from close contact or a few minor scratches, roll on the table found under **Toxic Leakage**, in the *Disaster section* on page 51. The character must roll a 14 or higher to save.

A successful save means the character suffers the penalties at half the severity listed under the symptoms for *half* the usual

period. There is no permanent damage and any wounds heal with minimal scarring, unless stated otherwise. **Note:** P.E. attribute bonuses apply to saving vs disease.

Toxic Zombie Infection Table

The following is the likelihood of infection occurring based on how quickly and thoroughly a wound from a bite or deep claw attack is cleaned and treated. Roll on the one that fits the situation for the wounded character.

01-15% Chance that infection occurs even when the wound is treated promptly, thoroughly and properly, as well as kept clean for that initial week.

01-50% When the wound is initially treated, but care is not continued or is poorly administered, or the wound is exposed to unsanitary conditions afterward.

01-70% When the wound is not cleaned well or is poorly treated (no antiseptic or clean bandages) in the first place, or if the bandages are changed but not as often as required, or bandages are swapped out with torn pieces of cloth/rags rather than medical bandages, or when changed under dirty conditions in the field.

01-80% Chance for infection if the wound is not cleaned and treated within the first hour of getting it, but is treated within 24 hours.

01-90% Likelihood of infection if the wound is barely attended to at all initially, or if cleaning and follow-up treatment after the initial cleaning is not maintained daily.

01-98% Infection is a near certainty when the wound is not treated, or just bandaged and ignored.

Infection Symptoms and Penalties Table

Reprinted from the *Dark Places™* sourcebook

When a wound gets infected roll on the table below. Infection may result from the bite or a deep claw attack from a *Toxic Zombie* that draws blood, roll percentile dice for random determination of the type and severity of the infection. Treating a wound caused by a Toxic Zombie, Worm Meat or Sewer Crawler Zombie quickly and thoroughly can avoid gruesome and life-threatening consequences. Thankfully, poisonous zombies are quite uncommon, except at the location of toxic spills, chemical contamination, sewers and other disaster areas.

01-10% Mild Infection: The arm or area of the wound aches and the wound has areas that look nasty and ooze pus. If not properly treated in the next 48 hours it turns into a *Severe Infection*. Proper treatment requires antibiotics, removal of the pus, thorough re-cleaning, new clean bandages and regular care and cleaning as noted previously.

11-30% Severe Infection: The wound is pus-filled and terrible looking, and the area around it is red, swollen, and hurts to the touch. The victim has low fever that spikes several degrees when the character exerts himself.

Penalties: -1 on initiative, -2 on Perception Rolls, -1 on all combat rolls, and -10% on the performance of any skill. **Note:** Requires immediate and thorough treatment, and because it got



so bad, it takes 1D6+7 additional days to get the infection under control and the wound to start to heal properly. During that time, all penalties remain in force. If left untreated or exposed to filth, it worsens and turns into *Severe Infection and Muscle Damage*.

31-45% Severe Infection and Muscle Damage: Same as *Severe Infection*, above, plus the wound has grown in size by 50% and deeper, down into the muscle tissue. This results in a loss of strength in that limb, and the entire limb aches, from fingers to shoulder (or toes to hip).

Penalties: -1 on initiative, -2 on Perception Rolls, -1 on all combat rolls, and -10% on the performance of any skill, plus the P.S. and P.P. (or P.S. and Spd if a foot or leg) of the infected limb are reduced by half. *If a hand or arm*, adjust P.S., P.S. damage bonuses and P.P. bonuses to strike, parry and dodge accordingly. Furthermore, skills requiring aiming (reduce usual bonuses by one quarter), or manual dexterity and/or hand or arm strength are performed with a penalty of -20%; this includes most Electrical, Mechanical, Medical, Physical, Rogue and Wilderness skills.

If a foot or leg, adjust the P.S. and Spd accordingly – reduce Spd by 25%, -2 to dodge, and skills that require leg strength, surefootedness, or stealth, such as Climb, Prowl, Swimming and Tailing, are -20%.

Note: Requires immediate and thorough treatment, and because it got so badly infected, it takes 2D4+10 additional days to get the infection under control and the wound to start to heal properly. During that time all penalties remain in force. If left untreated or exposed to filth, it worsens and turns into *Gangrene*.

46-60% Gangrene: The wound is ulcerated, parts of it look as if it is rotting, it has grown to three times its original size, the entire limb is red, swollen, feels hard and is painful to the touch. The infection has spread into the blood and the character is feverish and feels weak.

Penalties: -4 on initiative, -5 on Perception Rolls, reduce Spd and all combat bonuses by half, including W.P. bonuses, and -25% on the performance of any skill.

If a hand or arm is gangrenous, the limb hangs limp and any skills that require the use of that limb take great effort, twice as long, and are performed with an additional penalty of -25% (that's a total skill penalty of -50%); this includes most Electrical, Mechanical, Medical, Physical, Rogue and Wilderness skills.

If a foot or leg is gangrenous, the limb is numb, can barely move, and the character walks with an obvious and painful limp. Reduce Spd by 75%, -5 to dodge, and skills that require leg strength, sure-footedness, or stealth, such as Climb, Prowl, Swimming and Tailing, are -50%.

Note: Requires immediate and thorough treatment, and because it got so bad, it takes 3D4+12 additional days to get the infection under control and the wound to start to heal properly. During that time all penalties remain in force. Hospitalization and bed rest during that time are strongly suggested! *If the wound is exposed to filth or is left untreated*, it worsens in 1D4+1 days. At that point, the limb must be amputated or the victim will die. Amputation puts the character into a coma and the player must roll to Save vs Coma and Death.

61-80% Worm Rot: Same as *Gangrene*, above, with all the same penalties, plus the wound is filled with maggots and other insects that eat dead and dying flesh. The ulcerated parts of it look as if it is rotting, the size of the wound spreads to four times its original size, the entire limb turns a sickly greenish gray color, and feels numb and cold to the touch. The infection has spread into the blood and the character is feverish and feels weak.

Penalties: -4 on initiative, -5 on Perception Rolls, reduce Spd and all combat bonuses by half, including W.P. bonuses, reduce P.B. and M.A. by 20%, and -35% on the performance of any skill.

Same penalties for hand/arm and foot/leg infection as *Gangrene*.

Note: Requires immediate and thorough treatment, and because it got so bad, it takes 3D6+12 additional days to get the infection under control and the wound to start to heal properly. During that time all penalties remain in force. Hospitalization and bed rest during that time are strongly suggested! Even after the wound heals it leaves ugly scarring; reduce P.B. by 10% when the wound is visible. *If the wound is exposed to filth or is left untreated*, it worsens in 1D4 days. At that point, the limb must be amputated or the victim will die. Amputation puts the character into a coma and the player must roll to Save vs Coma and Death with a penalty of -10%.

81-00% Zombie Rot: The wound closes and seems to heal, but the flesh and muscle *underneath* the skin rots away to create a pus-filled pocket four times larger than the wound's original size. Furthermore, the entire limb turns pale green and feels cold to the touch, like that of a corpse. The character suffers from intermittent numbness and shooting pain in the infected limb, and from a low, but constant fever.

Penalties: -4 on initiative, -2 on Perception Rolls, reduce P.S., P.E., and Spd attributes by 30%; adjust bonuses accordingly. Also reduce S.D.C. by half, Hit Points by 20%, and -15% on the performance of any skill. All penalties remain in effect until the wound starts to heal. Left untreated it only gets worse and has terrible consequences.

Note: To heal requires the pus-filled mass to be lanced (cut open) and then all the green pus squeezed out. This is incredibly painful and inflicts 3D6+2 points of damage direct to Hit Points. The wound must then be cleaned and treated as usual, with proper follow-up care. Since it got so bad, it takes 2D4+10 additional days to get the wound to heal properly. During that time all penalties remain in force, and Hit Points and S.D.C. lost to infection *do not heal* until the infection is brought under control and the wound starts to heal. Hospitalization and bed rest during that time are strongly suggested! *If the wound is exposed to filth or is left untreated*, it worsens in 1D4+1 days. At that point, the character collapses into a coma and the player must roll to Save vs Coma and Death. If the character survives, roll on the following table for permanent side effects.

01-10% Lucked out, no permanent damage.

11-25% Emotional trauma, roll for one random Phobia and the character is -1 to save vs Horror Factor and Insanity.

26-40% Permanently reduce Spd attribute by 10%.



41-60% Permanently reduce P.B. attribute by 10%.

61-75% Permanently reduce S.D.C. by 20%.

76-90% Permanently reduce P.E. attribute by 10% and the character is -2 to save vs infectious disease.

91-00% Becomes a *Half-Living!* Provided the G.M. allows it. If not, re-roll.

VANDAL ZOMBIE

A wandering horde of destructive zombies

“The number of weird aberrations among zombies just keeps growing. Vandals are one of the stranger ones. I don’t know, maybe they are another type of Pattern Zombie that forms into a street gang because in life, they once were members of a gang, band or club. Don’t know if they have to have been street punks either. My guess is that anyone who had a strong affiliation with a particular organization may be wired to become a Vandal Pattern Zombie. Maybe even groups like the police, military personnel and school fraternities.

“Whatever the reason, these zombies gather in a group that sticks together, they don’t wander off – and are prone to acts of violence and vandalism. If I thought this really was Hell on Earth, and didn’t know zombies don’t have emotions, I would say their violent outbursts were born in pain and rage. Vandal zombies smash the crap out of cars, kick in fences, hammer and pound on houses and buildings, and break whatever they come across. It is one of the strangest displays I’ve ever seen.

“What you need to remember most, is when you take on one Vandal, you take on the entire gang of them. And they will chase you down, surround you, and tear a house apart to get at you. I am not kidding. And they don’t give up like Slouchers. They’ll wait you out and make enough noise to drive you mad while doing it. These monsters are very bad news.”

– Brad Ashley, *Leader of the Road Reapers*

Vandals are zombies who behave similar to roving street gangs. They gather in tight groups of other Vandals, not the loose, shambling groups of Slouchers that you see everywhere. Moreover, they seem territorial, selecting an area that sees regular visits from survivors, like relief centers, the areas around a hospital, police station, military bases, office buildings, apartment buildings, downtown and urban areas. Vandal zombies patrol a specific area as if they have claimed it to be their own. While Vandals can be drawn away from their territory when hunting or pursuing the living, they do not travel more than 2D6 blocks from the streets and buildings they have adopted as their territory or hunting ground.

They have been nicknamed Vandals, because these zombies go on senseless violence sprees where they break and smash things. During such a spree of destruction, the Vandal zombies smash out windows on buildings and vehicles, pound on the roofs and hoods of cars, kick, stomp, throw, and hit garbage cans, mailboxes, light posts, and telephone poles, as well as pick up debris

or rocks and either pound or scrape them along the side of walls, fences and parked vehicles. Vandal zombies also break, stomp, shatter and throw objects found in the streets or pulled out of vehicles, stores, buildings, homes or dropped on the street. Anything from food stores to televisions, computers and cell phones may be attacked during one of their destructive assaults. This is not good for survivors of the apocalypse who scavenge to stay alive.

Such displays can last a few (1D6) minutes or go on for a while (1D6x10 minutes). It usually starts when one Vandal zombie begins to smash or pound on things, and the others follow suit. The ruckus and violence ends as abruptly as it starts, with all of the vandals stopping within a melee round (15 seconds). There is no group leader, so why they start or stop when one of the zombies in their group does, is baffling. The Vandals’ noise making often attract other zombies to the area to see what the commotion is about. Which can turn a mostly deserted area into *Zombie Central* with dozens (1D6x10) of additional zombies arriving at the source of the noise for every 10 minutes of calamity. The newly arrived zombies get bored if they cannot see or sense the living and slowly disperse, but they probably linger for 1D4 hours, longer if human life is within their sensing range. When all the usual types of zombies give up and move away, the Vandal zombies remain. They are much more aggressive and patient, and may stay onsite 1D4 days if they think human prey is still present.

The zombies stop vandalizing, making noise, and wrecking things when prey is spotted. As soon as prey is visible they pursue and attack with focus and determination. If the prey manages to elude them by going inside a building to hide, and the Vandal zombies know it, they circle the structure like a hungry pack of wolves and the vandalism begins again. If the monsters can get inside, they roam the halls, enter rooms, tossing around furniture, breaking and throw things, and dragging broken bottles, cans or the legs of broken furniture across the floor or walls, making a loud, ominous scratching and clunking sound. They may also tap or pound on the walls and pipes.

If the gang of Vandal zombies cannot get inside, they circle the exterior of the building they believe contains their prey, again, dragging sticks and junk across the wall, or tapping or pounding on the walls, as they circle it. Some rush the door kicking it or slamming into it with their bodies. In instances where trapped prey is involved, the circling and noise may continue nonstop until the Vandal zombies can no longer see or sense the living. As long as the monsters can sense life, they continue the noise assault without pause. This makes sleep impossible for humans, and drives some people up the wall. Compelling them to make a mad run to escape onto the street, where the Vandals and other gathering zombies await. Indeed, the noise is so consistent and unnerving that it can become maddening for some people, driving them to try to escape the maddening noise and the increasing number of zombies gathering outside.

Such displays, even without the *Zombie Moan*, are known to other aggressive and smart zombies, so the ruckus is likely to attract *Flesh Eaters*, *Fast Attack Zombies*, *Thinkers*, *Mock Zom-*



bies, Armored Brutes, Impersonators and Kidnappers who also begin to quietly search the area and/or building(s) around the one surrounded by the Vandals.

Holing up inside a building surrounded by circling Vandals, with more Slouchers and other types of zombies joining the circus outside, can lead to disaster, unless the hiding place is truly secure and well hidden, or there is another method of escape. And don't forget, the *smart zombies* are more patient and may be lurking nearby long after the Vandals, Slouchers and other dumb zombies have left the scene.

You never encounter one Vandal zombie. A typical pack or gang of Vandal zombies has 4D6+12 members. The largest Vandal gangs 1D6x10+30! An additional 3D6 (sometimes more) zombies of other varieties may hang around or follow Vandals, but they are not Vandals themselves. And as noted above, many of those zombies are attracted to them because of the noise they make. The dull-witted zombies come and go after awhile, or leave when the noise stops, but the zombies who are smarter, or instinctive hunters, may hang around on the outskirts of Vandal territory, or visit from time to time because they know Vandals select areas where prey seems plentiful and recognize Vandal cues that indicate prey is near.

The Vandal mob itself has no leadership or direction other than the drive of each individual zombie to be a part of the group and periodically smash things, break stuff, pound on things and hunt as a group. They move together, they fight together, they feed together. Their instinct simply tells them to be in a gang with other Vandal zombies. Again, this is likely to be a glitch or aberration among zombies, or they may be another type of Pattern Zombie. And like all the aberrant zombies in this sourcebook and others, they are uncommon, compared to Slouchers, Crawlers, and other common zombies.

The Vandals' greatest asset is their capacity to work together. Vandals converge on barriers blocking their way, or a vehicle or building if they know there are living people on the other side. Banging, rocking it, and tearing at it until they finally take it apart to reach their prey. When not on the hunt, they wander around, but as a tight pack, randomly punching, pounding or kicking things, until one of them keeps up the aggressive action and the rest join in for a period of wanton aggression and destruction against inanimate objects. Oddly enough, they never attack or fight other zombies, though they may push slow moving ones out of their way, especially when on the hunt.

Vandals are territorial, claiming and patrolling an area roughly 1D4 miles (1.6 to 6.4 km) in diameter. This territory could be urban or rural, a strip of highway littered with vehicles, or a military base. However, Vandals are almost always located in urban settings, particularly in a part of the city with tall buildings, downtown areas, and other locations that attract the living and keep them coming back. As noted earlier, that includes neighborhoods that have a hospital, police station, armory, relief center, stadium, shopping malls, apartment buildings, tall office buildings, and similar. Vandals do not intentionally mark their territory, but seem to recognize places that attract and lure the living to them.

Survivors familiar with Vandal zombies should be able to recognize when they are in Vandal territory. Most, if not all of the lower windows will be broken out – many upper windows too if the zombies have gotten inside the building. Parked vehicles, especially cars, are all banged up, scratched and smashed in, their windows broken out, some overturned; fences are knocked down, telephone poles gouged and splintered, and the sides of many buildings, walls and posts covered in deep nicks and scratches that run the length of the structure at arm's height. And while many places look this way since the dead rose, the violence is extreme and some of the damage looks recent. An experienced survivor can tell the difference between the initial chaos after the dead rose, and new chaos. And living people, when they move through an area, will take what valuables they find for themselves, and maybe leave signs or paint to mark their passage. Vandals do not steal or hoard, they just trash the place, smash and destroy.

Vandals seem to be able to recognize things that are new, as in new to that location and not banged up. Whenever they find a new car, box, backpack, or a stash of food, or guns, or a safe hiding place used by people, they smash and break those things, making them useless. Many survivors or Road Reapers have left their cars, packed with supplies, parked outside a building while they went inside to scavenge or scope the place out, only to return to find the vehicle dented, windows broken, and their possessions strewn all over the street, many of them smashed, stomped and broken. Worse, it means Vandal zombies are close by, waiting to hear sounds of life.

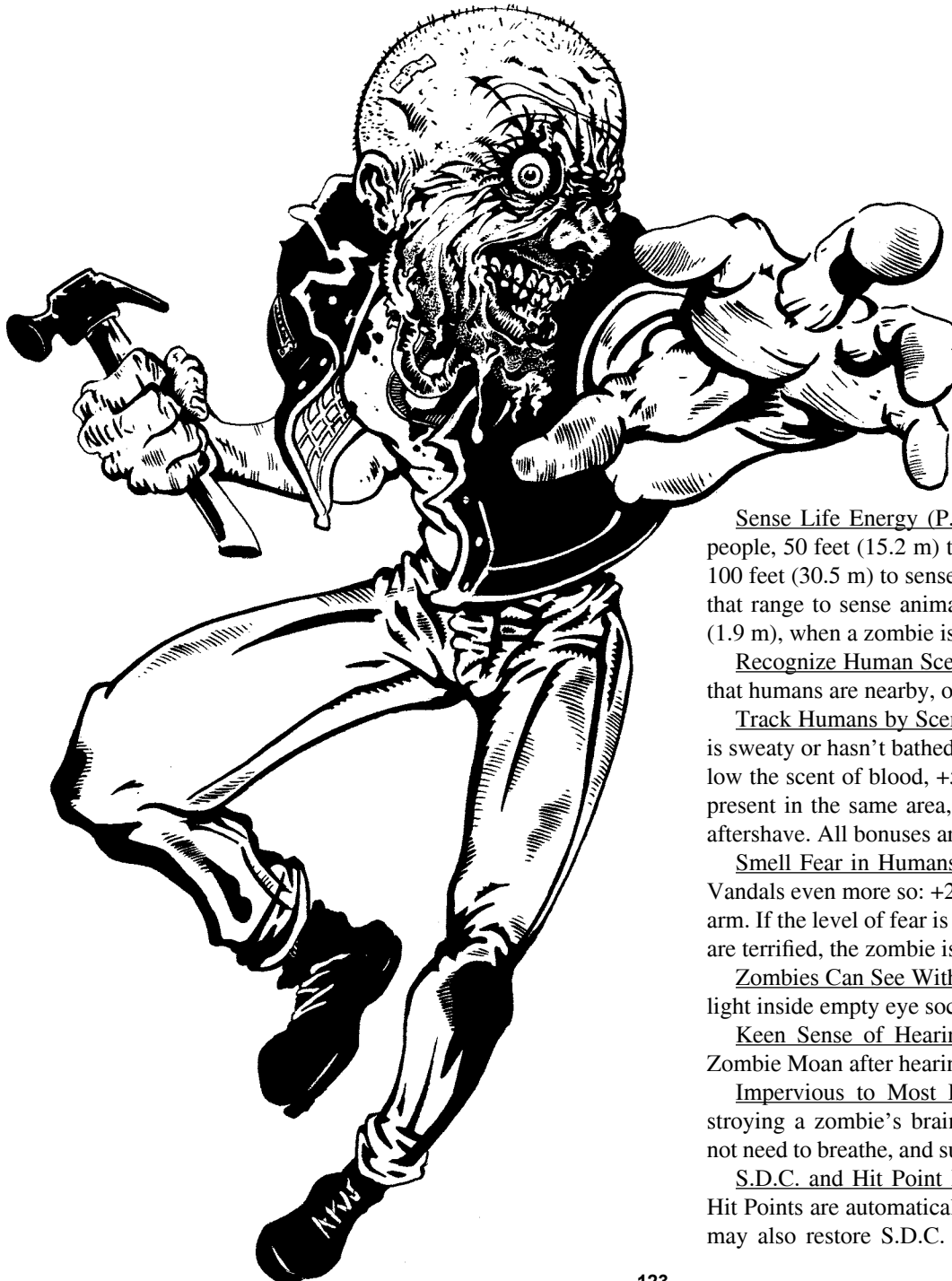
When a gang of Vandals are forced out of their territory, probably via fire or other disaster, they seek a new territory. Sometimes that's a few blocks away, other times it is miles and miles away. A gang of Vandals sometimes just pick up and leave for no apparent reason, though it may have to do with the abundance of prey and competition from other zombies.

On the rare occasion that a pack of relocating Vandals happens upon a Safe Haven or other type of survivor community, havoc ensues. The community represents a grand opportunity to attack the living and break a lot of new stuff. As noted earlier, Vandals are more organized and therefore more dangerous than many zombies. They gang up on humans, attacking in tight groups, kicking down doors and tearing down fences and barriers. Knowing they are in a community that is completely inhabited sends them attacking one home after another, and pounding on the walls all day and all night when survivors barricade themselves inside. Unlike other zombies which might scatter and wander off after 4D6 hours, Vandals wait people out for days or weeks, especially if they can sense life. While waiting, they tear at the weak spots and create new ones. They knock down any external defenses they can manage to undermine, including fences, barbed wire, wooden walls, barricades, ladders to turrets and guard towers, smash vehicles and wreck gardens and houses as much as they can. They recognize technology and electronic devices and things to vent their rage upon, and will smash radios, cameras, keypads, lights, drones, knockover and spill or puncture drums of fuel, propane, water, or food, and



may trigger alarm systems. All of this may attract more zombies, raiders or other bad people.

Vandals leave most other zombies alone, but they mess with Shoppers and Pattern Zombies who have objects that could be smashed, stomped or thrown. The Vandals attack the objects and shopping carts or wagons, but that may get the Shopper or Pattern Zombie pushing and fighting back to protect their stuff. Zombie fights involve a lot of growling, barking, pushing, grappling, biting and hitting. When one backs off, the other usually lets him leave. Yes, even with his box, bag or cart of items.



Vandal Zombie

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+2, M.E. 1D6, M.A. 1D4, P.S. 2x Strength when alive (typically 2D6+18), P.P. 1D6+2, P.E. 1D6+15, P.B. 2D4, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. Note: See S.D.C. by Location and Hit Points for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 3D6+30

Armor Rating: 14

Horror Factor: 13 for just a few, but 17 when in a mob of forty or more.

P.P.E.: 1D4

Natural Abilities: Standard as the Sloucher zombie.

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when a zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are cumulative.

Smell Fear in Humans: Makes zombies more aggressive; Vandals even more so: +2 on initiative and +3 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the zombie is also +1 attack per melee round.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2



S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Climb 35%/20%.

Attacks per Melee: Four, usually by biting and hitting with fists.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible by Vandals.

Stomp Attack: 1D4 damage + half the usual P.S. damage bonus (if any).

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Crush/Rip/Tear (special): Vandals are destructive and kick, punch, and attack existing structures and tear at and pull down barriers such as boarded up windows and doors, barricades on the street, fences, wires and devices. These are attacks on inanimate objects but each attack does 2D4 damage + P.S. damage bonus to barriers and inanimate objects, double damage if they are using a club, rock or actual melee weapon such as a club, hammer, axe, sword, shovel, or crowbar. Vandals, like Seekers, know enough to pick up and use available rocks, wooden boards or branches and tools laying around to chop, stab or pry off objects, boards and barriers.

Weapon: Rare, most attack humans with flailing fists and bite attacks. However, against objects, vehicles, windows, walls and barriers, the zombies often use handheld objects such as stones, wood, debris and actual tools and melee weapons. See Crush/Rip/Tear, above.

Note: Leap Kick, other special kicks, body flip, and martial arts attacks are NOT possible by Vandals.

Bonuses: +3 to strike; also see Smell Fear in Humans.

Penalties: -4 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, cannot swim, poor climbers, head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds them at bay; fire has a Horror Factor 14 to Vandals.

SURVIVORS

New Survivor O.C.C.s (Occupational Character Classes)

By Taylor White and Kevin Siembieda

Drone Master
Federal Emergency Manager
Free Spirit
Naturalist
One-Man-Army
One-Percenter
Zombie Prophet

Note: These new Occupational Character Classes can be fun to make available as player characters or for the Game Master to use as NPCs (Non-Player Characters). Use them as you deem appropriate for your gaming group. Enjoy.

DRONE MASTER

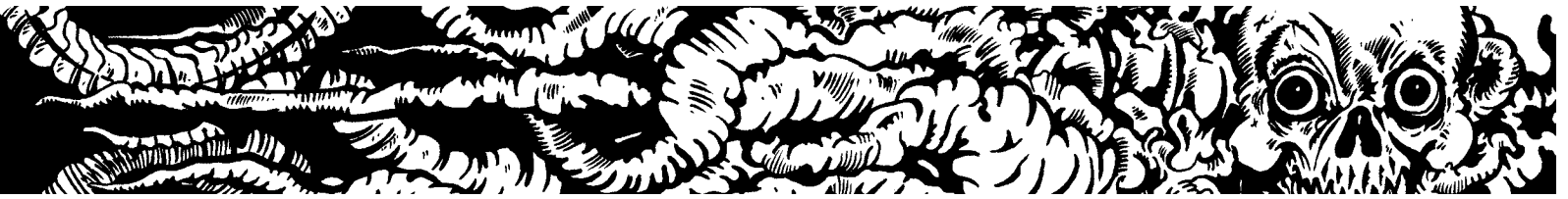
A post-Zombie Apocalypse O.C.C.

Fighting zombies face-to-face in close combat is incredibly dangerous, but it is the norm for survivors everywhere. The Drone Master has an edge that he can extend to any group he is associated with: robotic drones. Drones can be incredibly useful in scouting ahead and observing zombies or keeping an eye on Death Cultists and other groups. Most zombies do not even notice small, flying drones, though that is not the case with the living. Bad guys and oddballs will not appreciate being spied upon by any means.

The Drone Master has a comprehensive knowledge of drones, their construction and the mechanics behind them. A knowledge and interest in drones, robots and machines that often borders on the obsession, but which gives him and his associates drones to help them survive in the new world.

(Time-Line Note: If your campaign is set in the original 2008 time period, drones and smart phones are new technology and much less common and available than they are today. If set in our current time period, tablets and smart phones are commonplace, with drones becoming much more available on the commercial market. Still, drones are not on every store shelf, and even store-bought drones are likely to require additional modifications and jury-rigging for use as spy machines and weapons in the post-apocalyptic world of Dead Reign®.)

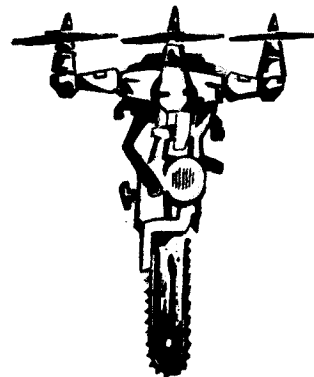
The Drone Master constructs and operates small, simple, automated robot systems. These drones can be ground or air units, and most have sensor and optic systems, but some can be built with simple weapons. The drone(s) is sent into the field to operate in place of humans to scout or surveil an area, and can be sent into locations too dangerous for flesh and blood people. Drones



can spy on zombies or other humans, patrol specific routes and locations, scout ahead, help defend fortified walls, stand guard, and provide a bird's eye view, or function as a weapon. Drones can carry small packages of supplies, deliver messages, and distract zombies with flashing lights, a siren, voices or music coming from it.

On the other hand, most drones need an operator to direct and fly them by remote control, as well as to monitor their video feed and any other data transmissions. Drones are limited by a finite power supply and weather. Flying drones experience difficulty in heavy winds and strong storms. Reduce the drone's own speed and range, as well as its video and data transmission range by half in rainstorms, heavy snowfalls, dust storms, and other hazardous conditions. Dust and sandstorms, blizzards, hurricanes, tornadoes and ash from volcanic eruptions or from wildfires and large urban fires are all likely to knock the drone out of commission when dirt or ash clogs its engine and causes it to stall and conk out.

Before the zombie apocalypse, drones were used most by the military, though some businesses were using them in other capacities such as surveillance, security, construction, search and rescue, photography, small package delivery and police work. Drones were also finding their way on the commercial market mostly in the capacity as adult hobby and recreational use. At the time the Wave hit, there were still questions over the practicality of drones and heavy controversy regarding drones and privacy issues. Now, in the world of Dead Reign, drones are a rare but welcomed addition to any survivor camp or group of zombie fighters.



Airborne drones have a definite advantage over the zombies in the sense that they are not noticed by them. Drones moving across the ground may catch a zombie's attention and interest, but without a life signature, the walking dead generally ignore them. Only smart zombies may follow a drone because it realizes the machine represents trouble or that humans may soon follow. Vandal zombies, which like to smash machines and devices, are the main threat to drones on the ground, as well as any stationary camera or sensory equipment. Flying drones are swatted at and batted away only if they becomes an annoyance or an obstacle to be climbed over, pushed aside, or attacked.

The most common use of drones is for observation and scouting. They can, however, be weaponized using conventional



weapons (pistols, rifles, etc.) but drones are not really designed for combat, have low S.D.C., and payloads are quite limited, especially if the drone is small in size. Still, having an extra pair of eyes and sensors, or a drone to scout ahead or keep an eye on zombies or other enemies at two or more locations, can come in extremely handy.

Weaponized drones can be used as automated smart guns that fire when activated by motion, sound, heat, or when a sensor or alarm is triggered, or remotely by someone watching via video feed. A flying or ground mobile drone can also have weapon systems that are fired via remote viewing by the operator or by programs set to respond to certain triggers. A drone flyer can hover or fly above a horde of undead and shoot at them or drop explosives on top of them. However, most drones have difficulty targeting the head to make a kill, so most attacks are likely to be strafing runs that target the main body. Firing grenades, rockets or bombs affects everything within its blast radius. Military explosives, grenades, bombs and rockets are rare and difficult to find. Dynamite and commercial explosives are also difficult to find and acquire. *Homemade bombs* and *Molotov cocktails*, however, are another matter.

Drone Masters are able to make **improvised explosives** and incendiary devices that can be dropped like bombs. The biggest drawback, besides finding the right materials to make the bombs, is the small payload of most drones. Even large drones are likely to carry only 2-6 “bombs.” Presumably, the bigger the bomb, the greater the damage, but the fewer that can be carried into the field.

To use any type of explosive device, the drone must have a *delivery system*. This could be incorporating the corresponding weapon into the drone, sometimes as simple as mounting the weapon right onto the flying platform or ground drone and connecting a mechanism to pull the trigger. If the weapon is a simple **gravity bomb**, the drone must be able to launch or drop the bomb(s). This could be a bomb bay door type arrangement or a platform carried by the drone that holds the bomb(s) until it is ready to release them, or a mechanical arm or claw that holds the bomb(s) or a cluster of bombs. Hitting a moving target with a gravity bomb is very difficult, especially if the target is fast moving or a small, human-sized target (-3 to strike). However, attacks on an area or specific building or a mob of slow moving zombies is easy (+2 to strike). Likewise, big bombs will affect a larger area, especially if the bombardment can be spread out rather than all dropped at the same time on the same target or area.

People are likely to see an attack coming from medium or large-sized drones and take cover or attack, but zombies do not realize anything until they fall under assault. Even then there is not much zombies can do. Most try to move away or stand there growling or howling and swatting at bullets or flying shrapnel from an explosion. The smart ones and those zombies that follow them, may seek cover, go indoors and move to avoid a drone attack.

Of course, cultists and anyone who see a drone may attack it for any number of reasons. Most people do not like the idea of being observed or tailed by anyone, let alone a faceless machine

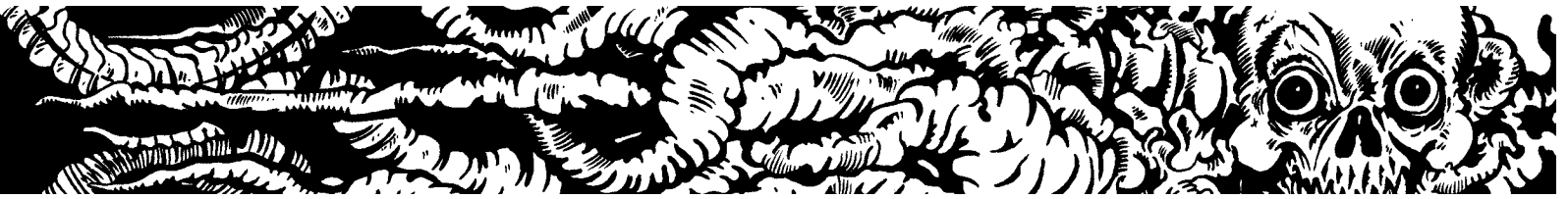
that could be operated by someone dangerous. They are likely to attack any drone they encounter, or try to elude it. If they think they are being surveilled by an enemy or a crazy person, they definitely take action against the drone. Retro-Savages and other survivors who have abandoned and rejected technology and the old ways of doing things, or distrust technology, attack on sight. Even among people not paranoid or distrustful of technology are quick to attack any drones they see, even if it is some distance away and may not have seen them. The automatic response of most people to the unknown is to attack and kill it, or in the case of a machine, like a drone, to destroy it. This is certainly true of secretive cults and people up to no good. Only the most curious and bold may consider trying to follow a drone. Others may damage or trap it off camera, without revealing themselves, and then wait to see who comes looking for the device.

The US government was well known for its use of drones, so some survivors may draw the conclusion that a military or government enclave is spying on them or lurking nearby. But in this paranoid world, only the most naive and ignorant are going to reveal themselves by jumping up and down, waving their arms or holding up signs for help in the hope that the drone means rescue. Unless a drone is cabled and has an incredibly short range, people realized that the operator and owner of the drone could be anyone, anywhere. A nearby rooftop to miles away inside a government bunker or at a Safe Haven community.

Drones are uncommon. The technology to build and repair drones is specialized and uncommon, so is the knowledge and skill to expertly operate them. That makes the Drone Master and his drones extremely valuable resources. Drone Masters use a lot of salvage and improvised designs and spare parts in their creations. Sometimes leading to some clumsy and unattractive bare bones designs. Armor is little more than metal sheets bolted, soldered or duct taped to the casing. Weapon systems may be a handgun or rifle mounted onto the drone or built into it. Drones take a lot of man-hours to build, and the materials needed to make them are limited resources that are difficult to track down. If a drone goes down, its maker should have other drones ready to take its place, but he is very likely to want to try to recover the lost drone and salvage whatever he can. So should his teammates.

As a result, Drone Master characters should expect to spend a lot of time indoors, working on their simple robotic creations. However, most Drone Warriors have a armchair warrior mentality and will want to be the one in the field operating “their baby.” Which is not a bad idea, because nobody can remote pilot a drone better than its maker. Flying and driving their creations is what Drone Masters live to do! And because they have *book and videogame knowledge* about combat and military operations, they are confident they can handle whatever is out there. That means their teammates need to be alert and ready to help out their nerdy, mechanical whiz-kids, because they are likely to get in over their heads and need to be protected or rescued.

Many Drone Masters like to go out into the world to scrounge for the materials and supplies they need to build new, bigger and better drones. This too is a good idea, because they will see



things, on the fly, that they can use or can use to improvise to make up for parts and materials they are missing. They are kids in a candy store whenever they find a well equipped and supplied machine shop, hardware store, electronics store, factory or Research and Design facility.

Character Note: Those of you who play a Drone Master should keep in mind that this guy is a talented hobbyist or mechanical engineer of some type, with an affinity for machines and an obsession about drones, but he is a desk-jockey and/or couch potato technician, NOT a jock or a soldier. Though good with his hands and smart, he has no combat or military training.

Most name their creations, with either technical-sounding classifications (ZX-001 Flyer), or powerful, monstrous, and silly names (Deathbringer, Dragon #5, Sweet Betty or Todd the Zombie Exterminator). Some Drone Masters get sentimental about their drones, looking at them like a good friend, a member of the family, or favorite pet, and may reuse a favorite name over and over.

O.C.C. Special Abilities:

1. Drones to start with at Level One: 1D4+1 small drones, 1D4 medium, and one large are built and ready for action. See how to build more and what features a drone can have, below.

2. Drone Attacks per Melee: Equal to the actions/attacks per melee round of its remote control operator. Two is standard if the drone is automated and does not rely upon a controller to operate it.

3. Repair/Upgrade Drone Skill: The 60%+4% per level of experience. A failed roll means the repairs either didn't work or it didn't hold, or some other problem was discovered. This skill is also used to upgrade the drone, but at -10%.

4. Pilot/Control Drones Skill: The practiced skill in calibrating and remote piloting drones of all kind, usually via radio control/wireless transmission and guided by video and/or other sensors built into the drone. **Base Skill:** 60% +4% per each additional level of experience; +10% bonus when piloting a drone the character designed or built. A failed roll means the pilot has momentarily lost control of the drone and it cannot fire. In bad weather or when trying to take evasive action or perform a stunt, the drone operator must make a successful piloting roll, often with a penalty applied. A failed roll under that circumstance means the evasive action or stunt has failed. A successful new roll brings it back under control. Two consecutive failed rolls means the drone is out of control and crashes. Contact is lost, but if it can be recovered 1D6x10% of the drone is salvageable, including any recorded video prior to the crash.

5. Design and Make/Build a Drone from Scratch Skill: The knowledge and ability to make, modify and repair robot drones. Drone Masters make their creations using all kinds of body styling, paint, decals, and spare parts. Some look very slick, others may look sloppy and as if they are barely held together (which is probably not the case). Time, circumstance, availability of materials and the personality of the Drone Master dictates the final ap-

pearance of the drone. **Base Skill:** 46% +4% per additional level of experience to build a drone from scratch. +30% *bonus* when building a drone from a kit, or making repairs to an already built drone or a commercial/store-bought unit, or a type of drone he is very familiar with.

A failed roll means the robot does not function at all. Back to the drawing board. It may need some tweaks (roll again after 1D4 days of going over the drone), or taken apart, the components reexamined, rewired and rebuilt (roll again after 1D4+4 days of work). Or used as parts in a different drone.

Building Drones. Building drones is what the Drone Master does, but it takes time, tools, the right materials and a place to build them. If making drones is the majority of his responsibilities and time, he can build or repair damaged drones quickly, as described below, based on size and components. If the character is out in the field using his drones or adventuring, then his productivity is much less than what is discussed below.

Size: It is up to the player and his Drone Master character how large or small the drone is, but the small and medium sizes are less demanding and faster to build. The character cannot break the size boundaries listed below without a modern R&D facility and/or machine shop, all the right materials and knowledgeable helpers, such as engineers or other Drone Masters.

Small ground or flying drone: Ranges from the size of a lunchbox to a microwave oven. It takes 2D4+1 days to build a familiar design, or that + 2D6+5 additional days if it is a completely new design. **Note:** In all instances, a "day's work" means a full 8-10 hours of labor. Weapons and power supplies can add to the time needed.

Construction time includes the actual construction, tinkering, tweaking, modification and field testing. It does NOT include the time it took to acquire all the parts and find the tools and a place to work. If the character goes out in the field a great deal, or is running from zombies or bad guys most of the time, or has inadequate tools and materials, the drone could take 50-200% longer to build.

As long as the character can find the parts and he has the time, most Drone Masters have an additional 1D4+2 small drones in various stages of completion. When tools, materials, time and a workplace are available, most the Drone Masters spend time working as much as possible to build a small arsenal of drones of various sizes and purpose. **Note:** Half the time, above, to build an existing store-bought, build-it yourself "kit." Only 2D6 minutes to have a pre-built drone out of the package and ready for action.

Medium-size ground or flying drone: Size can range from that of a carry-on suitcase to a trunk or an easy chair. It takes 1D4 weeks to build a familiar design, or that + 1D4+2 additional weeks if it is a completely new design. Construction time includes the actual construction, tinkering, tweaking, modification and field testing. Without the time, right tools, parts, materials and place to work, it could take 50-200% longer to build.

Large ground or flying drone: Size can range from that of a small desk to a sofa or compact car. It takes 2D4 weeks to build a familiar design, or that time + 2D4+4 additional weeks if it is



a completely new design. Construction time includes the actual construction, tinkering, tweaking, modification and field testing. Without the time, right tools, parts, materials and a place to work, it could take 50-200% longer to build.

Drone Construction Tables

When a Drone Master creates a drone from scratch, use the following tables. Roll the appropriate dice per each table or pick one from each category. With G.M. approval, the character can add more than two of the Sensor/Optics features.

Maximum altitude for drones: Small: 1,200 feet (366 m). Medium: 2,400 feet (732 m). Large: 5,000 feet (1524 m).

Speed is dictated by, *b) Method of Movement and Speed table*, below.

a) Power Source: Roll 1D4 for random determination or pick one.

1. Gas engine: Can run for two continuous hours. The engine has 20 S.D.C. and you can hear the engine when it is running.

2. Solar power: Can run non-stop in the sun, 60 minutes on an overcast day, or 30 minutes in darkness before needing a recharge. Includes battery (7 S.D.C.) and solar panel array (10 S.D.C.). Engine runs quiet. Adds 10% to the days needed to build the drone.

3. Rechargeable electric battery that uses a wall outlet or USB port: The drone can run for three continuous hours before needing a recharge. Full recharge takes 1D4 hours plugged into either a 3-prong or USB outlet. Includes battery (12 S.D.C.) and cable (5 S.D.C.). Engine runs quiet. Adds 5% to the days needed to build the drone.

4. Disposable batteries: Can run for a total time of 2D6+18 hours before needing new batteries. Engine runs quiet.

b) Method of Movement and Speed: Roll 1D6 for random determination or pick one.

1. Wheels: Inflated or solid rubber wheels (small, 4 S.D.C. each, medium 8 S.D.C., large 11 S.D.C. each). Speed: Small: 5 mph (8 km). Medium: 20 mph (32 km). Large: 40 mph (64 km). Reduce speed by half when driving off road on grass, gravel, or over debris. Cannot climb stairs or maneuver over pieces of debris half as large as the drone. More than 5 wheels provides a +10% bonus to Pilot Drone skill.

2. Tracks/Treads: These are treads like those used on construction vehicles and tanks, but miniaturized for drones. More rare and valuable than wheels. Small Treads: 18 S.D.C. each. Medium: 30 S.D.C. Large: 50 S.D.C. each. Speed: Small Drone is 10 mph (16 km). 20 mph (32 km) for medium or large drones. Cannot climb stairs, but can maneuver off-road on grass, gravel and even climb over pieces of debris half as large as the drone. +5% bonus to Pilot Drone skill. Treads add to the days needed to build the drone by 10%.

3. Helicopter-Style Flyer: Spinning blades atop a rotor. Blades on a small drone (10 S.D.C.), medium (20 S.D.C.), large (40

S.D.C.). Speed: Small: 20 mph (32 km; maximum). Medium and large: (50 mph/80 km). **Note:** Heavy armor reduces speed by 25%. Adds to the days needed to build the drone by 10%

4. Airplane Propeller-Style Flyer: The drone looks like an aircraft with wings and propellers that carry it into the sky. Propellers of a small drone (10 S.D.C.), medium (25 S.D.C.) and large (60 S.D.C.). Speed: Small: 40 mph (64 km). Medium and large: 150 mph (240 km). **Note:** Medium armor reduces speed by 10%; heavy armor reduces speed by 30%. Building planes from scratch is tricky business, so the Build Drone skill suffers a -10% penalty when building one from scratch. Adds to the days needed to build the drone by 10%

5. Stationary Drone: The drone is on a tripod or mounted on a wall, post, pole, piece of debris, or vehicle that isn't working. The tri-pod or mounting has 15 S.D.C.

6. Walker: The Drone has 4-12 legs and literally walks or scurries around. The legs of a small drone (5 S.D.C. each), medium (12 S.D.C. each), or large (20 S.D.C. each). Speed: Small: 3 mph (4.8 km). Medium: 5 mph (8 km), and large: 10 mph (16 km). **Note:** Heavy armor reduces speed by 10%. Ground movement is excellent even when walking over grass, rubble, debris or dead bodies, and can climb stairs (half speed). This provides a +10% bonus to the Pilot Drone skill. Adds to the days needed to build the drone by 10%

c) Controls: Roll 1D6 for random determination or pick one.

1. Wired or None: The drone is attached to a cable. Range: Length of the cable. Or, the drone has no controller at all. It is turned on and turned off manually and may not go anywhere (stationary) or travels straight ahead until it hits an obstacle. Get one extra Sensor/Optics or Armor because of this limitation.

2, 3 and 4. Radio Controlled: The drone is a wireless, remote operated device piloted from a console or handheld controller by the Drone Master or other designated operator. Range: 10 miles (16 km); half in foul, stormy weather.

5. Automated: The drone stays activated all of the time, and acts totally independent of a human controller. Can still be shut off and turned on by hand or remotely.

6. Voice Controlled: The drone responds to voice commands and codes. Advanced units may be programmed to recognize and respond only to its creator or a designated operator! Voice commands may be received by the drone via the spoken word or transmitted via radio and other audio systems.

d) Sensors/Optics: Sensors and optics are usually included to enable the drone's operator to see what the drone sees (forward facing), and to provide additional optic capabilities and information, such as movement, temperature, etc. A drone's weapon system (if any) may be activated to fire via a motion, heat, infrared, audio or visual signal/sensor rather than by the operator. The information is usually transmitted via radio signals.

Roll 1D6 twice for random determination of sensors/optics or pick two.



Any or all of these items can be built into a drone, but most only have two or three. Each EXTRA (beyond two) requires an extra 1D4 days to install and must first be located and acquired.

1. Motion: The drone detects movements of items from the size of a rat to a zombie, to bigger. Range: 100 feet (30.5 m). The best drones detect motion all around it, not just in a forward facing, 45 degree arc. The operator sees the motion as blips or moving lights on a graphic display. Camera and motion are an excellent combination.

2. Heat: The drone and its operator “sees” heat signatures and images via thermal optics or infrared optics and sensor systems. A heat sensitive system only registers zombies 10% of the time because since they are dead, they do not radiate heat. Their body temp is room temperature, making them invisible to thermal optics and sensor systems. However, thermal imaging systems detect and display animals, people, fires, and warm engines and most electronic devices and machinery. If it radiates heat and is bigger than a mouse, it picks up the signature. Heat-based sensor systems are also likely measure air temperature. Range: 300 feet/91.5 km.

3. Passive Nightvision: The drone and its operator “sees” via passive nightvision optic system that amplifies starlight and other ambient light sources. Tiny snippers, grabbers, shovels, saws, thermometers are built-in to take samples of objects and substances where it would be dangerous or inconvenient for a living person.

4. Video Camera with Audio System: The drone and its operator “sees” and hears via a video-camera system with at least basic zoom features equal to a cellphone. Video streams to the operator live and can be recorded whenever he wants or automatically recorded and saved (4 hours of memory in the drone itself).

5. Audio Amplification System: A microphone and audio enhancements that can pick up and amplify quiet sounds and records what it picks up on tape, disk, or hard drive or send it to a remote display. Audio systems can be used to make a weapon fire in response to a loud noise or a specific sound, like a zombie’s moan.

6. Onboard Computer and Targeting: The drone has an onboard computer and programs that can help it travel on course, locate and identify targets, and fire weapons via a computerized targeting system (+1 to strike). The laser can also measure distances the computer can record and record its path of travel and link/use the various sensors. The data is stored on the computer and sent back via radio or wireless capabilities. A computerized drone offers a +10% piloting bonus because it self-corrects its speed, trajectory and movement, and is +1 to dodge.

e) Armor: Roll 2D4 for random determination or pick one.

1 or 2. None: Light, flimsy building materials. A.R. 7, 2D6+6 S.D.C., but gets one more sensor.

3. Vital Components: Only the power source, engine, or sensor is armored. A.R. 10 and 15 S.D.C. each.

4. Plastic Body: A.R. 8, 30 S.D.C.

5. Wood and Plastic Body: A.R. 9. 50 S.D.C.

6. Wood Body: A.R. 10, 70 S.D.C.

7. Light Metal Body: A.R. 12, 90 S.D.C.

8. Strong Metal Body: A.R. 14, 120 S.D.C.

Note: Reduce S.D.C. by 20% for small drones, increase by 50% for large drones.

f) Weapons: Roll 1D6 for random determination or pick one.

1. Flame-Thrower: 6D6+6 damage, range: 30 feet (9.1 m). Only suitable for medium and large drones. Medium has enough flame-thrower fuel for three blasts; large drone has enough for six blasts. Add 1D6+4 days to the time necessary to build the drone.

2. Mounted Gun, Light: In all cases, range and damage is as per the type of gun and the size of the drone.

Payload: Small Drone: 6-12 rounds of ammunition; a revolver or pistol. Average range is 135 feet (41 m). Add 1D6+2 days to build the drone.

Medium Drone: 6-30 rounds of ammunition; a revolver, pistol or submachine-gun. Average range is 135 feet (41 m). Add 1D6+2 days to build the drone.

Large Drone: 40-80 rounds of ammunition; a submachine-gun, rifle, hunting rifle, semi-automatic rifle, or shotgun. Range varies with weapon type. Add 1D6+4 days to build the drone.

3. Heavy Weapon/Military: Suitable only for medium and large drones. A fully automatic assault rifle capable of firing bursts, grenade launcher or light or medium machine-gun. Such weapons are military-grade and are not very common, especially grenade launchers and machine-guns. Range and damage as per the weapon used, varies. Add two weeks to build the drone.

4. Launched Bomb/Rocket: Can launch or drop two small rockets or bombs (6D6 damage each) on a medium drone, six on a large drone. Two large rockets or bombs (1D6x10 damage each) on a large drone. Blast radius is 4 feet (1.2 m). Firing range/distance to shoot accurately is 200 feet (61 m). -1 to strike for each additional 50 feet (15.2 m). Add two weeks to build the drone.

5. Improvised Explosive Device (IED): If the robot is a *sui-cide drone*, meaning the bomb detonates either upon a kamikaze strike/impact (flies or walks into the target) by the drone or blows up upon reaching a specific location. In both cases, the drone is blown to pieces; no salvage.

If the drone can “drop” gravity bombs it needs cargo and carrying capabilities. See g), below, for details.

IEDs and Damage: Such an explosive is only possible if the character has access to the right chemicals and materials to make them. G.M. discretion.

Small IED the size of a 16 ounce (0.47 liter) bottle of water does 1D4x10 damage to a four foot (1.2 m) radius. It takes 1D4 days to build each small IED. A small drone can only carry one or two of these, a medium drone four of them, a large drone, 6-8.

Medium IED the size of a gallon (3.78 liters) of milk does 2D4x10 damage to a 12 foot (3.6 m) radius. Add and 1D4+2 days to build each medium IED. A small drone: None. A medium drone can carry one or two. A large drone 2-6.



Large IED the size of a microwave oven or carry-on suitcase to a 30 gallon (113 liter) drum, inflicts 4D6x10 damage to a 25 foot (7.6 m) radius. Add 1D6+4 days to build each large IED. A small drone: None. A medium drone can carry one but reduce its speed and altitude by 50% and -20% penalty to pilot/control drone skill. A large drone can carry one without penalty, or two with its speed and altitude reduced by 50% and -30% penalty to pilot/control drone skill.

6. Power Tool: A chainsaw (3D6 damage), spinning blade (2D6 damage), hammering/stabbing spike (2D6 damage and treats A.R. as -2), or punching piston (2D4 damage plus possible knockdown). Damage is as per each melee attack. Reduce speed by 20% and add one week to the construction time needed to build the drone.

g) Cargo and Carrying Capability: This is the ability to have a cargo load (light part, supplies, medicine, bombs, etc.) carried and dropped off by the drone.

Roll 1D6 for random determination or pick one.

1. Net: The cargo/package(s) is held in a net suspended under a flying drone, or pulled behind a ground drone. To deliver or drop the cargo, one end of the net is released and the package(s) tumbles out, or the recipient may remove the package(s) by hand.

2 and 3. Platform and Cables: Cargo is placed on a flat platform suspended under a flying drone, or pulled behind a ground drone, by cables. In the latter case, the "platform" may have wheels and function like a hitched wagon. To deliver or drop the cargo, the cables are released, or the recipient may remove the package(s) by hand.

4. Cargo Bay: There is either a compartment built into the drone or attached to the belly of the drone. In either case, the bottom of the cargo bay opens to receive and drop cargo.

5. Claw/Clamp: A large robotic claw holds the item being transported or a larger container holding one or more objects inside of it. The claw is suspended on a hydraulic cable that can be lowered and raised. To release or drop the item/container, the claw opens.

6. Hardpoints: Cargo or cargo containers are attached to exterior clamps, like those used on warplanes, for transportation. Cargo is released by each hardpoint one at a time, in volleys or all at one time. The number of hardpoints depends on the size of the drone. Small Drone: 2 small hardpoints. Medium Drone: 2 or 4 hardpoints. Large Drone: 4 or 6 hardpoints. Typically used on flying drones for holding rockets or gravity bombs.

Drone Master O.C.C.

Also Known As: Robot Jockeys, Machine-Heads, and Toy Makers.

Alignment: Any, but lean towards Scrupulous (35%) and Unprincipled (25%)

Attribute Requirements: I.Q. 14 or higher and P.E. 10.

O.C.C. Bonuses: +2 on Perception Rolls regarding robots, A.I., and salvage suitable for making and repairing drones, +2 to I.Q. and +1 to P.P. attributes, +2D6 to S.D.C.

Common Skills: All; highly skilled.

O.C.C. Skills of the Drone-Master:

Basic Electronics (+20%)

Computer Operation (+20%)

Computer Programming (+15%)

Demolitions (+6%; can make IEDs)

Demolitions Disposal (-10%, he is not an expert)

Jury-Rig (+10%)

Mechanical Engineer (+10%)

Research (+10%)

Robot Electronics (+10%)

Robot Mechanics (+10%)

Salvage (+10%)

Sensory Equipment (+10%)

T.V./Video (+15%)

Hand to Hand: None to start, unless selected as an Elective Skill.

Elective Skills: Select a total of six skills. Selections may be made from any of the following skill categories: Communications, Domestic, Electrical, Mechanical, Physical, and/or Technical. These skills may reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the Skills section at levels 2, 5, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: His personal laptop, large toolbox filled with tools, soldering iron, drill, magnifying glass, flashlight, penlight, roll of duct tape, safety goggles, 1D6 cans of different colored spray paint, 3D6 cell phones, 1D4 extra laptops for parts, traveling clothes, utility clothes, pair of boots, pair of working gloves, bandana or hair ties, breathing mask, survival knife, box of 100 clean wipes, walki-talkie, sunglasses or tinted goggles, two canteens, backpack, duffel bag, bedroll or knapsack, food rations (1D4 weeks worth), and some personal items

Tools of the Trade: See #1 above under *O.C.C. Special Abilities* for the starting number of drones. The character also has most of the basic materials to make another 1D4+1 small drones or one medium drone, spare batteries, and the tools necessary to build, repair, and maintain drones. This includes common tools like hammers and screwdrivers, as well as metal-working and electrical tools. At the G.M.'s discretion, the character might also have a workshop in a garage, basement, or large vehicle.

Weapons: A revolver or pistol of choice and 1D6x10 extra bullets, a large crowbar (2D6 damage), pocket knife (1D4 damage) and an assortment of small tools that could be used as weapons (most inflict 1D4, 1D6 or 2D4 damage).

Vehicle: None to start, unless the G.M. gives the character a van or small truck with a drone workshop inside; G.M.'s discretion.



Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services. The character's acquisition of trade goods (food, fuel, medicine, guns and ammo, etc.) and materials for making drones can be the catalyst for numerous adventures.

Trade Goods: \$3D4x1,000 worth of trade goods, mostly in spare parts.

FEDERAL EMERGENCY MANAGER

A post-Zombie Apocalypse O.C.C.

The federal government of the United States disappeared shortly after the Wave began. The President, his secretary, cabinet, and other top officials were on television telling people not to panic and to stay indoors one day, and the next they were nowhere to be found. Communications with Washington D.C. and all branches of government have been lost.

The job of maintaining law and order fell into the laps of the state governments. When they collapsed from lack of support, brutal infighting, death via the pandemic that was the Wave, followed by assaults from the rising zombie hordes, it was every man and woman for themselves.

In only a few weeks after the Wave, there was no organization left that anyone could see. Anarchy, brutality and panic reigned. Civilization was brought to its knees and burned. (Even a year later, no one will have seen anything out of the government.) As far as anyone can tell, the government is MIA and probably gone forever!

Any surviving *Federal Emergency Manager* (or any political figure in general: senator, congressman, local politician) would like to make it known that anything could be further from the truth. As they would tell it, the President and his cabinet are still alive and working right now to put an end to the current crisis. They would have you believe that the top leaders of this country escaped the zombie menace and are sealed up tight where no threat can get to them. There, they collect information on what is happening in the U.S.A. and devise strategies to solve the big problems first. They have multiple projects running to get rid of the zombies and to get this country back to working order!

The weird thing is, these characters seem to have both the credentials and the training to back up their claims. Are they telling the truth? Or is it all baloney? Are they just spouting the company line or do they really believe what they say? And even if they believe what they say, how do they know what is going on if they are not in regular, direct contact with government agencies or officers? Are they just another group of crazy people? Who knows?

The Federal Emergency Managers (or politicians) swear by their story that the government is still functioning and is working on permanent solutions. To them, it is true in a sense. There are tiny pockets of government officials doing the only thing they

have left to do: ensure the survival of the United States governing system by edict of the *Continuity Protocol*. These little *enclaves* of the bureaucracy have managed to survive on the basis of that edict. They are self-perpetuating machines, and the Federal Emergency Manager is their best link to the outside world.

The Federal Emergency Managers (or FEMA agent) always have specific goals and responsibilities they are to follow when away from the home office of their parent agency (or secret enclave). Rarely are they sent out simply to wander and explore. Even then, their purpose would be to scout an area and make a count of zombies, survivors and potential resources.

When the Manager is out in the world, they are expected to carry themselves as agents of the federal government, and not as degenerates or criminals. *Professionalism* is of the utmost importance as they represent the government of the United States of America (whether it still exists or not). This means their conduct has to follow certain criteria as set forth by their training and superiors. To keep in accordance with that conduct, agents are expected to provide reports of their actions in the field. Of course, there seems to be little point to record every detail these days, and there is almost no way to corroborate much of what they hear secondhand, but the paperwork still has to be done. There are still regulations to consider and rules to be followed. Consequently, every Federal Emergency Manager has a laptop, tablet, smart cell phone, notepad, several pens and markers, possibly other recording devices and memory sticks with reports, observations, and other data.

Federal Emergency Manager Mandates:

1. Preserve and advance the Continuity of the Federal Government and the goals of their specific agency/enclave. This is priority number One.
2. Preserve the lives of civilians, without jeopardizing or compromising the Continuity of the Federal Government.
3. Reestablish contact with other surviving government entities.
4. Agents are to conduct themselves in a professional manner at all times. That means being well groomed, calm, respectful and responsive to the people.
5. Use of force is only permitted where a violent response will prevent the harm of the agent or individuals the agent is actively protecting. The agent is free to use his best judgment as to the use of force, but only after all possible diplomatic attempts have failed.
6. Regard the zombie presence as you would any other disaster. They are not people. You cannot help them.
7. Civilian zombie fighter groups and rescue teams are to be noted by head count, armaments, area of operations, and notable figures. Recruit them if you can, avoid them if you cannot. Armed civilians are lower priority than unarmed people. Tend to those first who need it the most.

The Federal Emergency Manager (FEMA) can be a godsend to a struggling survivor camp. Although the character cannot just make aid fall out of the sky for hungry, desperate survivors, they



can assess the situation and offer advice and possible solutions. If they need water or medicine, it is the Emergency Manager's job to figure out a way to get it to them. In this sense, the Emergency Manager is an expert at logistics. Moreover, the character may have data about federal, military and law enforcement facilities and bases where resources like emergency supplies, medicine, food and water, weapons (armories and military bases) should be located. Of course, the Emergency Manager cannot know if the location has been overwhelmed by zombies or already looted. For the Federal Emergency Manager, providing this kind of assistance is part of the job. In addition to securing resources and help for survivors, the FEMA agent's job also includes arbitrating disputes, negotiating deals, securing the cooperation of interested parties, and developing plans and procedures to help people cope and survive under emergency conditions. All of this is done at arm's length, because to keep a clear and impartial mind, it is best not to put too much of your own emotions into it.

While help from the government might be welcome by some survivors, many more are doing just fine on their own and do not want or need help from any so-called Federal Emergency Manager, unless it involves direct military intervention or being taken to a secured, zombie-free location. Some regarded the government to be a failed state that they had plenty of problems with before the Wave and the zombies. Raiders, Bandits, Psychos, Zombie-Killers, Survivalists, and many more are plenty satisfied with their new lives in the post-apocalypse, and do not want to see things go back to how they were. Taxes and registration forms and petty laws and police brutality and elitist partisan politics is all for the old world. And while the Federal Emergency Manager (or any surviving politicians) can argue all they want, that they do not represent any of that mess, they are seen by many as a hanger-on to a dead way of life or the lapdog of the Man. An old way of life that proposes slavery to the system over individual liberties. Because of that, FEMA characters may find themselves under fire by many free-wheeling anarchists and people sick of old politics. At the very least, FEMA will be unwelcome among some groups.

Some Federal Emergency Managers see themselves as "above" the turmoil. Some treat the zombie-infested wasteland as their own personal project, working to preserve a balance, exterminating "enemies of the state" at will, or preparing for their own eventual takeover of the government or local survivor groups in anticipation of the government resurfacing. The vast majority, however, are honest civil servants who still hold a place of stalwart patriotism in their hearts. They act honestly out of hope for the future and a refusal to give up the fight against the zombies. Nor are they willing to believe or accept that the government is gone. They believe it is only a matter of time before the government makes its move.

Note: The existence of the Federal Emergency Manager in your game depends on the status of the government as your group wants it. If it is better to not use them because there is nothing at all left of the government in your game, feel free not to include them. They can also make useful NPCs to provide help, clues, in-

formation and objectives like the location of weapons, medicine, etc. or to battle against.

G.C.C. Special Abilities:

1. Crisis Mitigation: The character is at home in a crisis, able to keep their cool and think on their feet. They don't let fear or doubt get to them. They are able to critically observe disastrous situations and figure out the best solution. They also make for good negotiators due to their unbiased and diplomatic nature. Base Skill 30%, +5% per additional level of experience. A successful roll provides a minor, but meaningful answer on how to stabilize an emergency, or prevent a disaster from hurting anyone, or defuse a tense standoff.

2. An Official Badge and I.D. Card: These things, which have the character's name, picture, agency, and position, were provided to show survivors. It is the real deal, as real as the government can make them now. They don't have anything high-tech like a bar code, but many of them do have official government watermarks and holograms. This card will get the character the attention of any other federal agent they meet in the field, who will be able to verify its authenticity at 85%. When in the office or at the door of a functioning government bunker, the badge and card designates their post, responsibilities, and level of access to facilities and information.

Against most regular survivors, except for the truly evil, chaotic, hopeless, or insane, it confers a +15% bonus to any Trust/Intimidate or Charm/Impress roll when it is presented to them.

Federal Emergency Manager G.C.C.

Also Known As: Feds, Bureaucrats, and "Washington."

Alignment: Any, but typically good, well-intentioned and compassionate. Field agents are screened before they are sent out into the world, and the blatantly evil or selfish are not given this kind of work.

Attribute Requirements: I.Q. 10, M.A. 12, M.E. 10.

O.C.C. Bonuses: +1 to P.E., +2 to M.E., +2 on all Perception Rolls, +1 to dodge, +2 to roll with punch/fall/impact, +3 to save vs Horror Factor, and +2 to save vs insanity.

Occupation: The character was once a bureaucrat, an emergency responder (military/police/medical), or a volunteer who was promoted.

Common Skills: All at +10%, highly skilled.

O.C.C. Skills of the Federal Emergency Manager:

One additional Language and Literacy of choice (+5%).

Aerobic Athletics or Running (pick one).

Barter (+5%)

Find Contraband (+6%)

History (American; +10%)

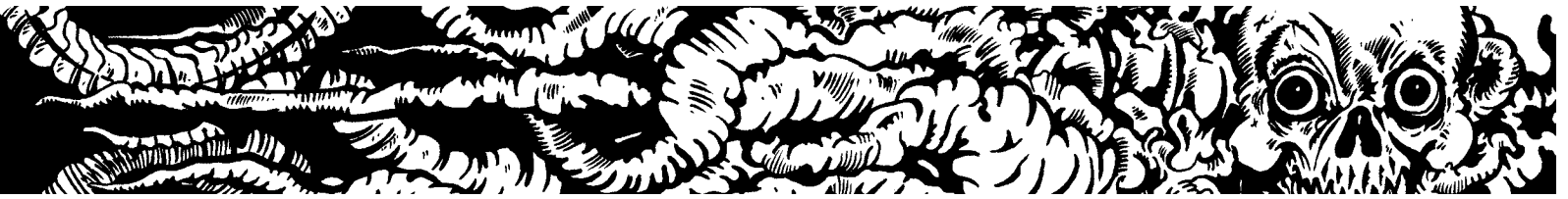
I.D. Undercover Agent (+10%)

Intelligence (+8%)

Law (General) (+15%)

Military Etiquette

Public Speaking (+10%)



Radio: Basic (+5%)
Research (+10%)
Technical Writing (+5%)
Wardrobe and Grooming (+14%)
W.P. Handguns

Hand to Hand: Basic, which can be changed to Expert at the cost of one Elective Skill, or to Martial Arts at the cost of two Elective Skills.

Elective Skills: Select a total of seven skills. The only skill categories available are Communications, Domestic, Horsemanship, Science, Technical, Transportation and W.P. (Any, except Heavy Weapons).

Secondary Skills: Select one Secondary Skill from the Secondary Skill List in the Skills section at levels 1, 3, 7, 11 and 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Traveling clothes, clean professional clothes with plastic travel case, suit and ties, dress shoes, running shoes, a pair of boots, a pair of gloves, baseball cap, rain poncho (hooded), umbrella, survival knife (2D4 S.D.C.), one heavy-duty flashlight, one pocket flashlight, some basic toiletries in a small bag, a box of wooden matches, 1D4 disposable lighters, a roll of duct tape, a set of eating utensils, a pair of binoculars, 1D4 walkie-talkies, two pairs of sunglasses, two canteens, backpack, knapsack, food rations (2 weeks worth), and some personal items.

Tools of the Trade: One Point-Blank bulletproof vest (A.R. 11, S.D.C. 70; worn under his shirt and jacket), a badge and I.D. card, one hard hat, one hazmat suit, one pair of knee-high waterproof boots, one pocket signal mirror, one compass, 1D4 cans of neon orange spray paint, a supply of digital cameras and recording gear, a cell phone, laptop computer, a notepad, 2D6 few pens, 1D6 thick markers, 1D4 mechanical pens, a pamphlet written by the character's superiors on what to say to survivors and how to answer their questions, a guidebook on wilderness survival, a guide on urban survival after a terrorist/nuclear attack, another small booklet on dealing with zombies (possibly government issue or the Road Reapers' guide), and highway and local area maps.

Weapons: One handgun plus one weapon for each W.P. (if any) and a 100 rounds of ammunition for each, two smoke grenades, 1D6+1 road flares, and two signal flares.

Vehicle: SUV, Jeep or Humvee!

Pay: Presumably this is a paid civil servant accruing a paycheck back at the office (if there really is one). However, odds are he or she is on their own out in the world.

Enclave/Agency Note: This loyal government agent may be on the job, but there may not be an actual organization left to provide him with actual support. In most cases, this character is on his own trying to fulfill his job and follow his last orders as best he can. Like most survivors, he wants to believe some portion of the government exists and, sooner or later, will make their presence known. When they do, he will be

ready with the information they need to help survivors and start to rebuild.

On the other hand, *maybe* the character really does work for an active, functioning (or semi-functioning) government enclave! If so, he may be in irregular contact with the agency and may be able to rely upon their help and limited resources. For example, the enclave may be able to arrange transportation for the Emergency Manager or survivors in need, or is able to provide basic necessities like food, drinking water, first aid kit, basic medicine, blankets, maps, a vehicle, and a few weapons and ammo when their agent really needs them. Such provisions will be left at a drop site or made known to the FEMA agent where he can find them at a FEMA supply depot or secret cache. There will be no contact with anyone else from the enclave. The items needed (as available, if at all) are simply waiting at the location given to the character. Like everyone else, the government enclave has limited resources and its own challenges to stay safe and alive.

Game Masters, it is up to you to decide whether or not a government enclave, whether it is large, medium or tiny, exists and tries to help its Emergency Manager.

Trade Goods: \$1D4x1000 in tradable items. Everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services for the goods and services your character needs. The character's acquisition of trade goods (food, fuel, medicine, guns and ammo, etc.) can be the catalyst for numerous adventures.

FREE SPIRIT

A post-Zombie Apocalypse G.C.C.

For the Free Spirit, it is as if they are in denial that the Zombie Apocalypse is going on. The Free Spirit does not seem to be affected by the collapse of civilization and the zombies like everyone else. They must still fight, scrounge, and find safety like any other survivor, but none of it seems to have taken its toll on the Free Spirits like it does many other people. The new daily struggle is just the way its is now. They take it in stride and try to stay positive and optimistic. Seem even behave as if little has changed.

Free Spirits are good at putting things in perspective, looking at the big picture. They ignore smaller details and problems, in favor of pondering what it all means in the grand scheme of life and human existence. This can sometimes make them seem a bit alien or insensitive to others around them. The relaxed and philosophical nature of a Free Spirit, combined with his positive outlook toward the world and the future of humanity, can sometimes make such individuals seem foolish, unrealistic, flighty, and out of touch, to downright crazy. Those unfamiliar with Free Spirits may consider them useless to hardened or terrified survivors.

Indeed, Free Spirits somehow manage to still see beauty in the world. They stop to smell the roses and marvel at rainbows. They



find time to sing, dance, tell stories and play with children. All Free Spirits exhibit an uncommon level of compassion, kindness and mercy in a desperate and terrifying environment, and choose to be open-hearted. Many exhibit a childlike innocence about them that can seem like a spark of brightness in a dark world to some, and stupidity to others. This enables the Free Spirit to operate without prevailing fear or obvious stress.

It is not that the Free Spirit is a deluded madman or has slop for brains, though many accuse them of both, it is just that such individuals refuse to let any of it crush them. Instead, they try to focus on the fundamental beauty of life, the goodness of people, the things that bring joy where misery and ugliness reign. For the Free Spirit, life is to be lived and enjoyed. Love and friendship can conquer all, and there is no reason to sacrifice one's own humanity to survive in the hell all around them. It is a philosophy and way of living that has allowed the Free Spirit to survive in this world: by never acting rashly, by being smart and fearless, and by choosing life and kindness over the prevailing death. This outlook may seem foolish or selfish to many who are actively fighting and trying to turn the tide against the living dead, cultists, and evildoers. But so are the Free Spirits, in their own way.

Many Free Spirits are artists, musicians, poets and storytellers. They travel around to discover what it truly means to live in a post-apocalyptic, zombie hell-world. They look for moments of beauty and kindness and remind people that such virtues still exist in the world and must not be forgotten. They understand horror, and seek truth, but their truth is that the human spirit can rise above anything. That human beings will, in the end, triumph over the dead and the wicked. Thus, Free Spirits often capture the beauty and tenderness of a moment in a painting, drawings, song or spoken word. They are able to touch the spirit of others and rekindle their emotions and memories. Free Spirits are not afraid of work and are happy to trade physical labor for food or a place to sleep. But what means more to them than anything, is helping others forget their fears and the world at large, even if it is only for a moment. They are more suitable to work in which they can tell their stories, share their artistry and engage in services to watch children, teach, care for the sick, and entertaining others. It may seem like a silly luxury to some, but these are moments that can take you away from the unending nightmare of the post-apocalyptic world, and such moments should be treasured.

Free Spirits come in many shapes, sizes and personalities. Some are silly jokers who may or may not be able to take anything seriously. Some are playful, others break into song or stories at the first opportunity, others are cool, detached from the ugliness of the world, and still others focus on the needs of others and ways to help in a pleasant manner. Some Free Spirits consider themselves to be, and refer to themselves as "enlightened," but most think of themselves as just caring and open-minded. Some are pacifists who do not take up arms except under the most dire of circumstances, others have no problems with fighting to defend oneself or to protect others, and recognize struggle and death as the natural order of life. Zombies are, of course, unnatural, and necessary to avoid and kill. Likewise, while a Free Spirit

may abhor and avoid violence whenever possible, they recognize there are cruel and evil people in the world who must be dealt with accordingly.

O.C.C. Special Abilities:

1. Calm Center: By talking to others and offering comfort and aid, the Free Spirit is usually able to keep himself calm and focused, and is able to calm down others and stop people from panicking or doing anything too rash. This aura of calm assurance gives the people around the Free Spirit a +2 bonus to save vs Horror Factor. The Free Spirit is also +10% to evoke trust and confidence. See M.A. attribute for the character's full impact on people.

2. Empathic Nature: Free Spirits are kind, compassionate and excellent listeners who relate to most people and can understand where they are coming from and why they feel a particular way. This empathy with others is what makes them tolerant, compassionate and merciful. Sometimes too merciful and trusting. However, Free Spirits would rather err on the side of kindness, than give in to suspicion and paranoia. This character is almost always willing to talk with people one-on-one, listen and offer their observations and helpful advice. The Free Spirit also learns more about each individual, their likes and dislikes, fears, loves and hopes, all of which may make them more connected and relatable.

The empathy comes from the ability to identify with people and understanding the human condition. Just getting people to speak about their troubles, and reading between the lines help the Free Spirit to read people and find out what a person is really feeling. The character learns and recognizes people's general mood, stress level, needs and desires as well as things like their background, taste in clothes, music, losses, hopes and dreams. The Free Spirit can also get a general idea of the person's skills, abilities, emotional imbalance (if any), anger and capacity for violence. All of this contributes to the O.C.C. bonuses noted below.

Free Spirit O.C.C.

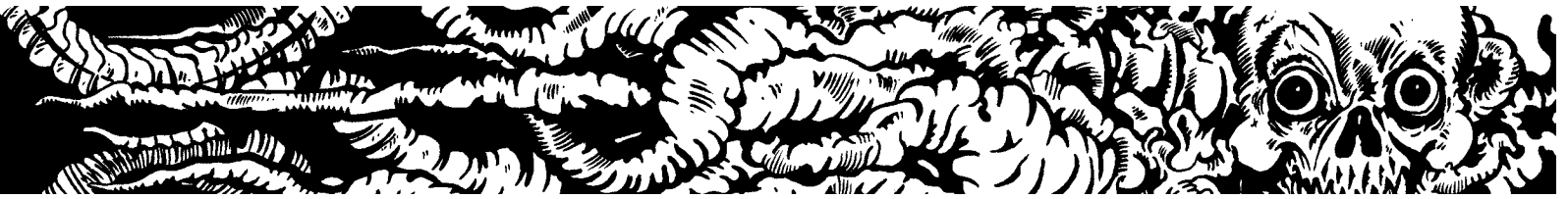
Also Known As: Outsiders, Innocents, Blind Idiots.

Alignment: Principled (5%), Scrupulous (40%), Unprincipled (30%), Anarchist (20%), or other. Free Spirits have disdain for rules and confinements, and their unselfish nature tends to make them more good.

Attribute Requirements: None.

O.C.C. Bonuses: +1D6 to P.P.E., +2D6 to S.D.C., +1 to I.Q., +1 to M.E. and +1D6+2 to M.A. attribute! +3 to Perception Rolls regarding the feelings and needs of others as well as the likelihood that someone is contemplating violence or considering an immediate attack! +1 on initiative, +2 to dodge, +1 to disarm, +1 to roll with impact, +2 to save vs Insanity, +1 save vs Mind Control, and +1 to save vs Horror Factor at levels 1, 3, 5, 7, 9, and 12.

Occupation: It doesn't matter what the individual did before the zombie apocalypse; he is a Free Spirit now.



Common Skills: All; not highly skilled.

O.C.C. Skills of the Free Spirit:

Art (+10%)

Barter (+8%)

Creative Writing (+5%)

Domestic Skills: Three of choice (+10% each).

Meditation (+15%)

Paramedic (+10%)

Performance (10%)

Public Speaking (+10%)

Philosophy (+15%)

Physical Labor or Running; pick one.

Swim or Climb (+10%); pick one.

W.P. one of choice, Ancient or Modern.

Hand to Hand: None to start. Basic can be traded for one Elective Skill, or Expert for two.

Elective Skills: Select a total of eight skills. They may be selected from the following skill categories: Communications, Domestic, Horsemanship, Medical, Physical, Science, Technical or Transportation. These skills may reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the Skills section at levels 1, 4, 9, 14. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Traveling clothes (casual), an extra pair of blue jeans, running shoes, a pair of boots, wide-brim hat or baseball cap, walking stick (2D4 S.D.C.), machete, one heavy-duty flashlight, one pocket flashlight, a book of matches, 1D4 disposable lighters, a set of eating utensils, binoculars, sunglasses, a canteens, two backpacks, knapsack, two blankets, food rations (2 weeks worth), and some personal items.

Tools of the Trade: May carry 2D4 favorite books of any type (fiction, history, etc.), probably subjects that inspires the character, plus an e-book reader and/or tablet that contains 1D4x100 other book titles. Also carries 2D4 candles (may be regular or scented), a musical instrument, art supplies kept in a tackle box, sketchbook, 1D4 notepads (probably small), 2D4 pencils, a mechanical pencil and some extra lead for it, some chalk, drawing charcoal, and a can of spray paint. May also have a musical instrument, fishing gear and other things that may relate to Domestic skills and performance arts.

Weapons: One weapon for each W.P. and 100 rounds of ammunition for each.

Vehicle: None to start.

Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services. The character's acquisition of trade goods (food, fuel, medicine, guns and ammo, etc.) can be the catalyst for numerous adventures.

Trade Goods: \$2D6x100 in scrounged items for trade goods.

NATURALIST

A post-Zombie Apocalypse O.C.C.

When the lights went out in the cities for the last time, the world of the living ground to a halt. Those who were accustomed to life in an electricity-fueled, technological society suddenly found themselves in a world of hurt and darkness. Most people were completely unprepared for the loss of electricity and modern convenience. The only lights came from isolated generators, which only caused problems for their owners as the noise from the generator and lights only brought the living dead upon them. The only other headlights came from the burning of buildings, fires, vehicles and the tiny pinpoints of flashlights and lanterns used by survivors leaving their homes behind and heading out into the unknown. Without T.V., no radio, no Internet, no phone service, and surrounded by ever increasing numbers of the risen dead, there was nothing keeping people tied to their homes or neighborhoods. Nothing but fear and the struggle to grasp what was happening.

Modern man had grown accustomed to his machines and electrical power to survive. Without it, most people were lost and confused. They needed to develop new ways of staying alive and fending for themselves. And while there is still plenty to scavenge from the bones of the old world – for now – those supplies are limited. Processed and packaged food, batteries, gasoline and other resources all have an expiration date. In time, there will be less to scavenge and countless zombies to deal with.

The Naturalist knows that way of life is unsustainable. Most people are just delaying the inevitable. What will they do when all the canned foods are gone? What will they do when the great buildings of the cities crumble into dust and there is only the untamed wilderness and the billions of hungry zombies?

The Naturalist understands nature and wilderness survival. He or she can completely forego the trappings of modern living, even going so far as to avoid cities and urban areas altogether. The Naturalist knows everything he needs can be found in nature. There is food, water, shelter, and safety in the woods, deserts, and mountains away from the throngs of zombies found at all population centers. Far away from the remnants of civilization, people have fewer walking dead and the violent parasites to worry about. Life is harder living off the land, fishing, hunting, gathering fruit and nuts, but it is about to get more difficult for everyone.

For people familiar with life in the wild – professional hunters, rangers, trappers, fishermen, naturalists, outdoorsmen, survivalists, and people already living “off the grid” – moving into the wild is the logical course of action. It also makes sense since outdoor hobbyists, people who enjoyed camping and hiking, some sportsmen and scientists, farmers, ranchers and rural people are more accustomed to country life. It removes them from “Zombie Central” and gives them some room to breathe and a fighting chance. Such individuals choose to live on the merit of their own personal survival skills. City folk unacquainted with life in the





wild, do not fare as well, but those who are fast learners or are lucky and learn, become Naturalist survivors.

It is not that those who flee into the wilderness have forsaken technology or abandoned civilization, nor the survivors fighting to make it in the cities. It is a simple choice based on the fact that they believe their skill sets and understanding of the wild gives them a better chance to survive, in the long term, in the wilderness. While some may become isolationists and never return to the cities, other Naturalists make frequent runs into urban population centers. They do so to secure select medicine, tools, food and creature comforts while they still can, as well as to rescue people who don't know how to escape the cities, and bring them to Safe Haven communities or leave them to their own devices in a safer, rural setting. For some survivors, if they can be set free of the city, they have plans and ideas of where to go next.

The wild mountain man, country bumpkin and crazy survivalist are stereotypes that seldom apply to the Naturalist O.C.C., or rural people in general. Most are well educated and skilled, they just have a different lifestyle and outlook. For many, that starts with a love of nature and animal husbandry. Many consider themselves masters of the forest who are eager to share their skills with anyone they come across. In the minds of many Naturalists, they are educators on nature, wildlife and survival. Every person they can teach is another person able to survive on their own. They can also trade supplies such as animal hides, fur, and their services as scouts, wilderness guides, trackers, and huntsmen. Naturalists are skilled at living off the fat of the land; useful and valuable to any group of survivors.

O.C.C. Special Abilities:

1. Empathy with Nature: The character has lived among the floral and fauna long enough to understand and be able to read the natural world around them on an intuitive level. This means they get gut reactions about changes in the weather and environment. Much of this is based on the reaction of wildlife and other observations. The Naturalist can read the weather and environmental changes to predict the direction of wildfires, changes in weather, and incoming storms, including their likely strength and duration. He can also identify campfires and make an educated guess how recent it was since the fire burned, recognize traps and snares before stepping into it, find high ground, recognize flood plains and areas prone to landslides, flash floods and avalanches, as well as signs of pollution, disease, and radiation in an area. **Base Skill:** 83% +1% per each additional level of experience. And when it comes to storms, he has a 2D6x10 minute window before the weather actually hits to take cover.

The character can also detect the presence of intruders within a 2,000 foot (610 m) radius; double if the intruder is city folk in vehicles and making noise, or a large mob of zombies. The Naturalist can usually correctly guess if that intruder is a predatory animal, human(s), zombie(s), vehicle, or unknown. **Base Skill:** 50% +2% per additional level of experience.

2. Seculsion: When the Naturalist is acting on his own, away from other people, he gets a +5% bonus to all Wilderness skills

and those above from Empathy with Nature. This means no tag-alongs, worrying about someone else, no radio contact, and no pressure of a return time. The Naturalist going on a short trek usually leaves the majority of his gear behind, taking only water and food for two days, a couple of favorite weapons and a small bag with a few basic supplies. Traveling light means he can move fast, and when necessary, slow down and move silent. Longer treks and hunting expeditions may require a large pack, knapsack and other gear.

3. Safe Spots: The character knows of 1D4 places in a familiar wilderness where they can stash supplies or trade goods or catch an undisturbed night's sleep. These places are small, out of the way, and difficult for zombies and humans to reach. They can be little caves, mossy glens, high points in the rocks, alongside cliff faces, a hut, and so on. Add one additional safe spot at levels 3, 5, 9, 12, and 15. As noted under #1, above, the Naturalist also recognizes high ground, and knows to avoid places he recognizes are not safe, such as flood plains, areas subject to mudslides, flash floods, etc.

Naturalist O.C.C.

Also Known As: Rangers, Wilderness Scouts, Woodsmen, Off-the-Grid, Wild Men (or Women), and Tree Huggers.

Alignment: Any, but lean toward good and selfish.

Attribute Requirements: P.S. 10, P.E., 12, and P.P. 9.

O.C.C. Bonuses: +1D4 to P.S. and P.E. attributes, +1D6 to Spd attribute, +3 on Perception Rolls involving environmental conditions, nature, wildlife and weather; +1 to dodge, +2 to roll with impact, +2D6+12 S.D.C., and +2 to save vs Horror Factor. Special: +1 melee attack/action for Naturalists who do not have a Hand to Hand skill.

Occupation: It does not matter what the character did before the zombie apocalypse, he is a Naturalist now.

Common Skills: All.

O.C.C. Skills of the Naturalist:

- Animal Husbandry (+10%)
- Climb (+10%)
- Cook (+10%)
- Fishing (+15%)
- Detect Ambush (+5%)
- Horsemanship: General (+12%)
- Hunting
- I.D. Plants & Fruits (+20%)
- Land Navigation (+20%)
- Outdoorsmanship
- Prowl (+5%)
- Skin & Prepare Animal Hides (+10%)
- Swim (+5%)
- Track & Trap Animals (+20%)
- Tracking (people) (+10%)
- Wilderness Survival (+25%)
- W.P. Rifle or Shotgun, pick one.
- W.P. Staff or one Ancient W.P. of choice.



Hand to Hand: None to start. Basic can be traded for one Elective Skill, or Expert for two.

Elective Skills: Select a total of eight skills. They may be selected from the following skill categories: Domestic, Medical (especially those skills related to animals), Physical, Science, Technical, Transportation, Wilderness and W.P. These skills may reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the Skills section at levels 1, 4, 9, 14. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Traveling clothes, running shoes, a pair of boots, rain poncho (hooded), pair of gloves, winter gloves, mittens, conventional poncho for warmth, survival knife (2D4 damage), hand axe (1D6 damage), one heavy-duty, hand-cranking flashlight, a box of wooden matches, 1D4 disposable lighters, a tinderbox and fire-starting kit, two flares, two signal flares, 20 foot (6.1 m) length of rope or cord, wide-brim hat or baseball cap, signal pocket mirror, a roll of duct tape, a set of eating utensils, binoculars, sunglasses, two canteens, backpack, knapsack, sleeping roll, small tent, camouflage netting, fishing pole and tackle box, food rations (2 weeks worth), and some personal items.

Tools of the Trade: 1D4 books on wilderness survival and D.I.Y. off-the-grid living. An all-purpose utility tool with knife, saw, screwdriver, etc., hunting gear, including camouflage clothing, utility belts, face paint, ribbons and spray-paint to mark territory, plus calls, scents, and salt blocks for hunting animals.

Weapons: One weapon for each W.P. plus 2D4x100 rounds of ammunition for each.

Vehicle: None to start.

Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services. The character's acquisition of trade goods (food, fuel, medicine, guns and ammo, etc.) can be the catalyst for numerous adventures.

Trade Goods: \$2D6x1,000 in trade goods, which may include medicine and items from "the world" to animal skins, meat, wild fruit, mushrooms, animal snares and services as a scout, wilderness guide, tracker, and huntsman.

ONE MAN ARMY

A post-Zombie Apocalypse G.C.C.

In the world of **Dead Reign**®, horror and death are everywhere. Ravenous zombies wait behind every corner. Society has crumbled into dust, and nightmares haunt the living while they sleep and when they wake. Most survivors spend their days in dread and fear, with moments of total panic and terror. Even when they have time to themselves, most can only sit in the darkness and ponder the meaninglessness of their continued existence. Total extinction of the living sometimes seems an inescapable conclusion. It is beyond difficult to face the daily horrors and challenges of this hellish world.

Then there are those who say that being scared is a choice, and a nightmare is only in the mind of the sleeper.

To these resilient survivors, and a growing number of people like them, it is time to accept this ugly, new reality and do something about it. They are done hiding in fear and waiting for the government or some savior to rise up to save them. They are ready to take matters into their own hands. They are ready to take a stand and do the work. Not just for themselves and their loved ones, but for whoever needs their help. To stand strong against all odds, for yourself and the people who cannot fight for themselves. To fight evil in whatever form it takes, and to try to make a difference.

The One-Man-Army is not necessarily a trained soldier or member of law enforcement. Most are ordinary people who have lucked into a stash of weapons and ammunition, or traded other goods to acquire some. Then they set about teaching themselves how to use them. The character's lack of formal combat training has nothing to do with his sense of discipline or commitment to do good. A One-Man-Army is someone who has had enough, and is ready to give zombies and the bad guys hell. He is an "army of one" because of his *resolve* to fight and do good, not because of the weapons or combat training. A One-Man-Army does not care who follows his lead. He only knows how he feels and what he has to do to be able to live with himself. For most, that's doing what's right and helping people in need.

The fighter who is a One-Man-Army is not a gun-nut, survivalist or suicidal maniac. While this hero may take crazy risks to save lives and help others, most know when to wait and retreat. They try to avoid entering battles they know they cannot win and can be painfully pragmatic about who they can really save or protect. To do otherwise is foolish and only gets people killed. These men and women are rugged individuals who know where they stand, and the difference between right and wrong. They choose to trust people and are fueled by high ideals and a powerful sense of justice.

Professional soldiers fight to end hostilities. This self-styled hero shoots to obliterate, at least when it comes to zombies and death cultists. As a result, the One-Man-Army's combat style may be loose, loud, crude and explosive. They can be wild and reckless at times, especially when battling zombies, frequently







getting right in their faces or blowing up a whole building of them with minimal regard for collateral damage. But their courage and commitment is beyond reproach. Most do not seek glory or a following. The typical One-Man-Army does not see himself as a leader or as a hero. Just someone who is doing what needs to be done.

6.C.C. Special Considerations:

1. Bonus Gear: Extra equipment the character has found or managed to acquire one way or another (traded for it, stole it from bad guys, etc.). Choose one of the following.

a) Armored Bunker: The One-Man-Army gets a secret bunker as his base of operations. This “bunker” can be any fortified location, such as panic room/safe room inside a house, expensive apartment or business office, or an emergency shelter (storm shelter or old fallout shelter), vault, a fortified home or garage, or an unobvious room, storage room, or machine shop inside a home, garage, machine shop, factory, industrial area, or military or government building or base. Other armored bunkers may include any simple, probably small, cinderblock construction machine shop, armory or storage building. The walls are thick concrete and rebar and steel. Other than protection and a place to store supplies, it is a secret safe house where the hero can catch a good night’s rest or recover from injury. This place has few amenities other than shelves, a battery operated lantern, a folding table, 1D4+2 folding chairs, and 1D4+1 50 gallon (189 liter) drums for storing water or fuel. Some have indoor plumbing and a connection to the power grid or a generator, while others do not. Any items of comfort will have to be brought in by the character later on. The “bunker” may have defenses like a fenced in yard or perimeter (high fence), razor wire, a heavy blast door, special locks, concrete barriers or brick wall, and if power is available, floodlights, cameras, alarm system, etc.

b) Functional Machine Shop: The character has a garage or small machine shop with factory quality machines and tools capable of metal work, vehicle repairs and maybe even making melee weapons and/or ammunition. Not only does this supply the One-Man-Army with all the tools and most of the basic gear he needs, it also provides a +15% bonus to skills involving mechanics and sharpening, repairing and modifying weapons, vehicles and mechanical devices, such as drones.

c) Weaponized Deathmobile: The One-Man-Army has a car, truck, or van with additional light or heavy armor and 1D4 weapons mounted on it. Also gets 1D6x10 gallons (37.8 to 227 liters) of gasoline. See **Dead Reign® Sourcebook 3: Endless Dead**, page 31, for Vehicles.

d) Tricked Out Personal Weapons: Two revolvers or pistols, one submachine-gun, one sniper rifle, one assault rifle with the following accessories and modifications, below, plus 1D6x1000 rounds of ammunition for each! And a medium machine-gun with 2D4x100 rounds of ammunition. The machine-gun does not get the modifications and accessories below, but the other four weapons do. All bonuses are cumulative.

Re-filled weapon barrel: Reduces recoil and increases accuracy. (+1 strike). Serial numbers have also been removed.

Computerized Laser Sight and Distancer: Analyzes distance to target, measures things like wind and gravitational drop-off, and helps guide aiming. (+1 strike on an Aimed or Called Shot.)

Advanced Targeting Sights: Includes telescopic passive night-vision (green) scope that can be swapped out with a standard telescopic sight or with an infrared/ultraviolet telescopic sight. (+1 strike on an Aimed Shot.)

Flashlight: Attaches to the barrel of the weapon.

Sound Suppression System: A detachable and attachable “silencer,” but reduce range by 20%. Not applicable to full auto firing, or the submachine-gun or machine-gun.

Flash Suppression System: Reduces and shields muzzle flash so the enemy cannot see where the gunfire is coming from at night or in dark locations. Reduce range by 20%. Not applicable to full auto firing, or the submachine-gun or machine-gun.

Magazine Expansion: The weapon’s payload is doubled; applicable only to automatic weapons.

Custom Paint Job: +10% to Intimidate or Impress when using this weapon.

Custom Shock-Resistant Carrying case: One for each specialized weapon.

e) Guns. Lots of Guns: The Game Master has ultimate discretion, but the One-Man-Army has at least 2D4 automatic pistols and 1D4x100 rounds of ammunition for each; 2D4 hunting or sniper rifles with telescopic sights and passive nightvision scopes and 1D4x100 rounds of ammunition for each; 2D4 shotguns with 2D6x10 rounds of ammunition for each; 2D4 submachine-guns and 1D4x100 rounds of ammunition for each; 3D6 fully automatic assault rifles and 2D4x100 rounds of ammunition for each; plus one set of riot control armor and gear, a box of 1D4x10 road flares, one Point-Blank vest, 2D6 rocket flares, 1D6 bayonet rifle attachments (or can be used like a large knife), 1D6 pairs of protective goggles, 1D4 telescopic sights (sniper/hunting; +1 to strike), two gun-cleaning kits, a tool kit and several gun manuals.

f) Explosives: The Game Master has ultimate discretion, but the One-Man-Army has at least the following: 1D4x10 smoke grenades, 2D6x10 explosive hand grenades, 1D6x10 tear gas grenades, 1D6x10 sticks of dynamite or molotov cocktails, a rifle-held rotating grenade launcher with 5D6 grenades, and either one shoulder-held rocket launcher and 2D6 rockets or a portable military flamethrower (8 shot payload with two additional tanks of flammable chemicals for reloads).

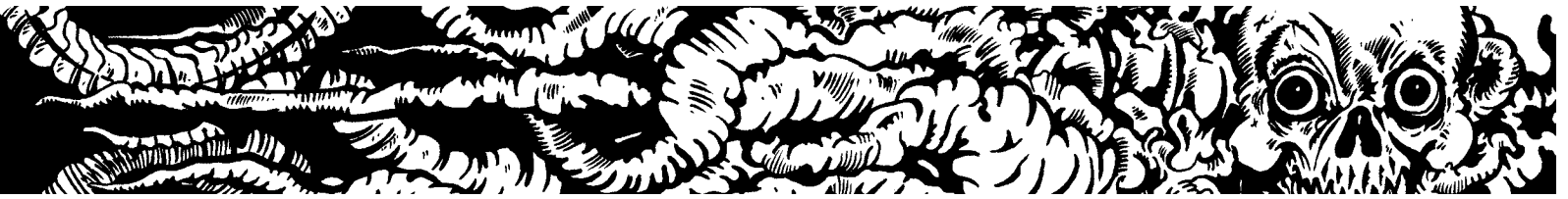
One-Man-Army 6.C.C.

Also Known As: Gunbuster, Zombiebuster, Hollywood Amateur and Hero.

Alignment: Any, but most are Principled (30%), Scrupulous (35%), Unprincipled (15%), or Anarchist (10%).

Attribute Requirements: P.S. 12, P.P. 10. and the courage.

O.C.C. Bonuses: +1D6 to Hit Points, +3D6 S.D.C., +1D4 to P.S. or +1D6 to Spd attribute (pick one), +2 on Perception Rolls involving firearms, rescuing others, and escaping zombies, +1



to strike with all modern weapons, +1 to roll with impact, and +3 to save vs Horror Factor.

Occupation: It does not matter what the character did before the zombie apocalypse, he is a One-Man-Army now.

Common Skills: All; highly skilled.

O.C.C. Skills of the One-Man-Army:

Automotive Mechanic or Basic Electronics (+5%).

Barter (+4%)

Basic Mechanics (+10%)

Camouflage (+20%) or Tracking (People; +5%).

Detect Ambush (+10%)

Detect Concealment (+10%)

Firefighting (+15%)

First Aid (+10%)

Land Navigation (+5%)

Recognize Weapon Quality (+10%)

Sniper

Streetwise (+10%)

Tailing (+15%)

Transportation: Two of choice (+5%).

W.P. Ancient: One of choice.

W.P. Handguns

W.P. Rifles

W.P. Modern: Two of choice (any).

Hand to Hand: Basic, which can be changed to Expert at the cost of one Elective Skill, or to Martial Arts at the cost of two Elective Skills.

Elective Skills: Select a total of 1D6+4 from any of the skill categories, except Military and Rogue. These skills may reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select one Secondary Skill from the Secondary Skill List in the Skills section at levels 2, 4, 7, 10 and 13. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Traveling clothes, running shoes, a pair of boots, rain poncho (hooded), survival knife (2D4 S.D.C.), one heavy-duty flashlight, a box of wooden matches, 1D4 disposable lighters, a roll of duct tape, a set of eating utensils, binoculars, sunglasses, a canteen, backpack, knapsack, food rations (2 weeks worth), and some personal items.

Tools of the Trade: Guns, ammo, and first aid kit! Also gets a light suit of body armor such as a flak jacket or armored vest, military fatigues or camo-fatigues, a black jumpsuit, knit cap, gas mask, 1D4 armored helmets, ammo straps, military style utility belt, backpack, satchel for carrying guns and ammo, 1D6 flares, first aid kit, extra bandages, and an extensive library of books and manuals about guns, including their use and care, cleaning, safety, and construction.

Weapons: Two weapons for each W.P., plus 400 rounds for each weapon. At the G.M.'s discretion, the character may also have 1D4x100 rounds of specialty ammo of choice (hollow point, armor-piercing, explosive, etc).

Vehicle: None to start, unless the Weaponized Deathmobile is chosen.

Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter; an exchange of goods and services for the goods and services your character needs. The character's acquisition of trade goods (food, fuel, medicine, guns and ammo, etc.) can be the catalyst for numerous adventures.

Trade Goods: \$1D6x10,000 in Trade goods; mostly military surplus, guns and survival gear.

ONE PERCENTER

A post-Zombie Apocalypse NPC O.C.C.

The One-Percenter was rich before the world came crashing down around his ears. He or she might even have been famous or powerful and influential in many circles.

Money may be pretty meaningless after the Zombie Apocalypse, but money talked before it. While most of the world's rich and famous died with the rest of humanity, some had the foresight, the luck, and the money and bodyguards to help them escape before the worst of collapse of civilization. Many secluded themselves when word of the Wave first struck, going to their private estates and country homes away from the big cities. Some may have even been prepared for calamity with homes and estates surrounded by tall stone walls, iron gates and security systems already in place that made them fortresses. Many of these cottages, estates and ranches (more like a second mansion) are located in rural country, the mountains, a private island or other secluded location. Most are surrounded by acres of private land owned by the One-Percenter.

Their cottage, other home (mansion), ranch, estate or compound in the country is certain to have its own generator, 50% chance it is solar powered and off the grid, a private well, and most have a panic room or plush storm cellar, wine cellar, even a bunker, as well as a private fuel tank with 1D4x1000 gallons (3,785 to 15,14 liters) of gasoline, a garage with recreational vehicles (1D4+1 snowmobiles, dirt bikes, 4x4s, and a large motor or sail boat if off a lake, etc.), recreational/sporting items (fishing gear, skis, snowboard, hang glider, etc.) and other amenities. 10% chance of there being a helicopter pad or a private airfield and hangar. All have a few to many acres of land, 80% are encircled by a tall fence or brick wall and security system. 30% are like private fortresses with a tall, outer stone wall, security system and 2D6 armed guards. Some, not all, have a work staff. The wealthiest and most powerful may have a small army (2D6x10) of staff and support personnel (assistants, cooks, maids, etc.), all working day and night to keep the facility going before and after the apocalypse. How many support personnel survive the apocalypse is anyone's guess.

In the aftermath of the Zombie Apocalypse, any guards and service people who continue to work for the One-Percenter do



so because they know the character will protect and take care of them in exchange for their continued service, and that they are in a safer, better place compared to the rest of the world. They also know whether or not their wealthy boss has connections and influence with the government (and surviving enclaves, if any), that could lead to government/military support and defense. They also know the villa or estate is a remote, walled location that zombies cannot easily get to. At least, not right away. **Note:** Such places have the potential for becoming a Safe Haven community if the One-Percenter is willing to open his cottage, ranch or compound to other people.

A One-Percenter player character may be at such a location or trying to reach it. Or he may be out in the world using what connections and formidable resources he still has available to him to help and rescue others. Those resources may include a fleet of cars or trucks, aircraft, boats, weapons, armed guards, police, commercial and private property, business and political clout and connections, etc. The stereotype “rich guy” is a snooty, demanding, spoiled, arrogant punk, who is used to getting his way. The reality is most of these people worked hard to make their fortunes and built it from the ground up. Most are smart, well-educated, resourceful, think fast on their feet and capable leaders happy to take charge of any situation or group of survivors. That latter part can be good or bad. One-Percenters are not always good at being team players unless they are leading the team, and there could be clashes between them and other strong-willed individuals.

Many One-Percenters located at their protected country estate or compound tend to stay where they are. They have everything they need and know they are safe. They have lived as one of the elite and powerful for a long time, and now, they may organize relief efforts using other recruited survivors to establish safe houses, supply depots and Safe Haven communities. Some are even hands on leaders in the streets rescuing people, battling zombies and opposing Death Cults and villainy. Natural born leaders and planners, they take action to save lives, build survivor communities and assume the mantle of leadership. Some humanitarians may sacrifice their own remaining and finite resources to aid people struggling in a world in crisis. These One-Percenters are resilient and determined; dead-set in their noble quest to rescue humankind from the clutches of the zombies, even if it costs them everything. They share great empathy for their less fortunate survivors and many may feel it is their duty to help them by any means possible. **Note:** This type of noble individual is the most likely to be a player character.

As you might expect, some One-Percenters have trouble relating with the common man or average survivor. These elitists may come off as detached, condescending or pretentious. They simply have not known the living hell of the Zombie Apocalypse and are arrogant about it. It has not yet changed them the way it has most other people. They have not lost everything or everyone they love. Or they are confident the government will step up and save the day. When that happens, they will still be rich, and perhaps even more powerful than ever. As a result, these self-serving aristocrats hoard their wealth, property and assets and are reluc-

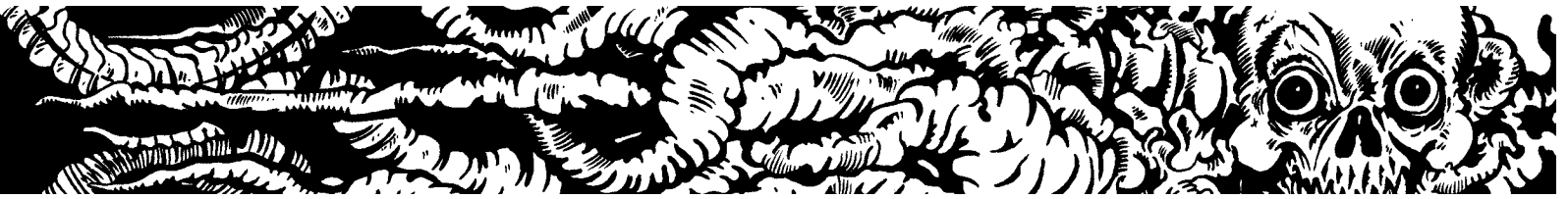
tant to help or try to leverage themselves into powerful positions in the new world order.

These One-Percenters remain active in the post-apocalyptic world, working all the angles and milking the wasteland for every bit it is worth. They make deals with survivors, hoard gold, money and gems, claim “strategic” real estate and manipulate and use others to stay on top of the heap. Some may even form their own cults or build a private army. They take note of the way trade and barter is done among survivor groups and some One-Percenters have big plans to transform the wasteland to fit their personal visions.

Those who have backstabbed, seduced, or terrorized their way to the top before, continue to manipulate and exploit anyone they can. They set groups against each other, sell out former allies to their enemies, and manipulate the people who are left behind. The wasteland is their playground. This unscrupulous character is rarely an out-an-out raider. Instead he moves people like chess pieces or puppets to get what he wants. Without the old government and laws, there are no laws or rules for him to bend or break. In fact, some may consider themselves “the law,” especially if they have recruited a small army and there is no one to oppose them. The One-Percenter who is a ruthless opportunist, schemes endlessly and is willing to deal with anyone: Heroes, ordinary survivors, bandits, raiders, murderers, cultists, and maniacs, provided they offer something of value or can get him something he wants. All that matters to this One-Percenter is that he comes out on top. The idea is to get yourself out there and let people know you have something to offer them in trade for their support. This kind of thing can seem strange and alien to the average survivor who is stuck with the simple concerns of getting through another day. But for the ruthless and powerful wealthy, it all spells opportunity for them. **Note:** This type of carpetbagger and borderline psychopath is most likely to be an NPC (Non-Player Character) villain or resource.

One-Percenters are split sharply in their dealings with zombies. Most consider them an unpleasant reality that is best not dwelt on too much. The risen dead are an obstacle, but not an impossible one. To some, they are a resource waiting to be tapped and tamed. To some, they are a problem to be solved; a statistical math equation, a matter of numbers against the human mind. And to others, they are a frightening fate worse than death; a state of non-identity that is too nightmarish to comprehend. Individuals of that last type may engage in massive, destructive campaigns of extermination against the zombies, with little regard of collateral damage and hardship for less fortunate survivors. Characters of selfish and evil alignments could try to find a way to profit from the zombies as a workforce or army, the worst may start their own cult-like organization or ally themselves with the leader of a charismatic Death Cult.

Safely nestled away, most One-Percenters have never experienced the sheer bloody horror of being face-to-face with zombies, let alone fighting them. Without that firsthand experience, many do not truly understand how dangerous the monsters really are, and underestimate the challenge before them. Unaware



of how close they are, and that all it takes is one dead hand to reach out at the right time to bring everything crashing down. One unguarded door, one rampant sickness, one act of rebellion, one mistimed calculation, and the One-Percenter is at the mercy of the living dead.

Game Note: Depending, the One-Percenter's level of wealth and power, such characters are probably best used by Game Masters as **NPCs**: villains and leaders of Safe Havens or government enclaves. Game Masters, if you feel uncomfortable with this character as a player character or even as an NPC, do not use it.

However, they can make an excellent non-player character (NPC) as a visionary hero, leader, sponsor of a Safe Haven, leader of an enclave, a strange ally, a source of work and adventure (hires the characters to find items, info, resources for him or to eliminate rivals, etc.), or as a predatory villain, dictator, tyrant, passive observer, or a ruthless and cruel mastermind manipulating events from behind the scenes or from afar. Many of these people have gone a little mad since the dead rose. Some may be drunk on power, others overzealous chosen people, some carry the burden of deep and personal responsibility for the entire world, or are insane because they have witnessed or suffered too much horror and loss. Money and power does not protect you from insanity. Watching the apocalypse from the outside and contemplating their place in it can twist some hearts and minds to create a different sort of monster.

As a player character, the One-Percenter could be a guy with resources (lots of guns, gear, vehicles, a helicopter or boat, that secluded villa, etc.) or he could have lost EVERYTHING, or everything that mattered most to him, such as his wife and family. Now he is down and dirty in the street, using his leadership skills, education and what little resources he may have left to fight cultists and bad guys, destroy zombies, save lives and keep himself and his teammates alive one day at a time.

G.C.C. Special Abilities:

Whether the player character has lost everything or still has a fortune in valuable assets is left to the discretion of the G.M. However, all have the following special abilities.

1. Expert Negotiator: More than just simple Barter, the One-Percenter is the master of the deal. He knows the ins and outs of negotiation, profit and loss, and the long, detailed process of diplomacy and equal trade. Proper negotiation focuses on the building of relationships with useful and powerful people. This provides huge bonuses to certain skills and attributes, below, and gives the individual the ability to charm and impress, or intimidate. Negotiation and business is usually conducted with peaceful diplomacy, but depending on the desperateness of the situation and the individual, some One-Percenters may use intimidation tactics, blackmail, or force in a negotiation. Moreover, to some, violence is just another tool in their drawer. They are not afraid to bring guns, gangs, or zombies to unfairly alter business deals in their favor.

2. Commanding Presence: The wealthy character is able to roll Trust/Intimidate and Charm/Impress against individu-

als and entire crowds of people. He is used to giving speeches to inspire groups of people to work together, work hard, work diligently, and dare to dream or to have hope or confidence in their efforts. As a leader, he may be used to motivating people through words, reward or intimidation and force. The individual may tell the truth, or just tell the people what they want to hear, or just the stuff to motivate and not the bad things that might make them hesitate, worry or abandon their post. Whatever the message, it is all very convincing. See M.A. attribute number and corresponding percentage to evoke trust, charm or intimidation.

3. Reputation: The One-Percenter has a known reputation especially among business people and politicians, but he could also be famous and known to many ordinary people as well. His reputation gives the One-Percenter clout and influence with most *Federal Emergency Managers*, which may extend to some government enclaves. Such agents and organization are much more likely to deal with him and his people (the player group or Safe Haven community) and offer at least some level of support. The enclave may also be willing to take the One-Percenter into their protective custody, but that may not extend to his "associates."

One-Percenter G.C.C.

Also Known As: Boss, Big Guy, the Rich and Famous, the Elite, and Money-Bags.

Alignment: Any.

Attribute Requirements: I.Q. 13 and M.A. 13.

O.C.C. Bonuses: +1D4 to I.Q. (highly educated and experienced), +1 to M.E., +1D4 to P.B. and +11 to *M.A. attribute!* +3 to Perception Rolls regarding trade, barter, business and recognizing when someone is being insincere and untrustworthy or guarded/holding back. +2D6 to S.D.C., +1 on initiative, +1 to pull punch, +1 to save vs Horror Factor and +15% to evoke Trust/Intimidate and +10% to Charm/Impress regardless of M.A. or P.B. score.

Occupation: The character was probably a top-ranking member of a powerful corporate or government entity, who either worked his way up the ladder or inherited his position and wealth

Common Skills: All, +10%; highly educated and skilled.

O.C.C. Skills of the One-Percenter:

Aerobic Athletics or Fencing; pick one.

Appraise Goods (+30%)

Barter (+40%)

Boxing or Kick Boxing; pick one.

Business & Finance (+25%)

Gambling (Standard) (+10%)

Language: Two of choice (+10%).

Law (General) (+10%)

Public Speaking (+10%)

Philosophy (+5%)

S.C.U.B.A. (+10%)

Swimming (+5%)

Technical Writing (+5%)



Transportation Skills: Three of choice, any (+12%), may include one Horsemanship of choice (+10%).

Wardrobe & Grooming (+20%)

W.P. Ancient, one of choice.

W.P. Modern, one of choice.

Hand to Hand: None to start. The character can get Basic for the cost of one Elective Skill or Expert at the cost of two Elective Skills, or Martial Arts at the cost of three Elective Skills.

Elective Skills: Select a total of 10 skills (higher education) from any of the skill categories, except *Military*, *Rogue* and *Wilderness*. These skills reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the Skills section at levels 1, 4, 9, 14. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: The character was wealthy beyond measure. G.M.s use your discretion, but even a One-Percenter who has lost his fortune still has plenty of clothing and equipment, a couple of quality weapons (corresponding to skills), 1D4x10,000 rounds of ammunition for each, any car he wants, a second vehicle that corresponds with Transportation skills and more. He could conceivably have had anything he wanted *before* the Zombie Apocalypse. When away from home, he may travel light or tow caravans of armored or luxury vehicles.

Tools of the Trade: Smartphone, satellite phone, laptop and tablet for recordings and making notes, an extensive wardrobe, 1D4+2 designer suits including accessories and undergarments, Point-Blank vest, pens, notebooks, clipboards, and briefcases to hold documents.

Odds are the character still has 1D4+1 homes or business properties, any of which may make a good Safe Haven if he can get to it.

Weapons: The character can have any of the basic weapons in the **Dead Reign®** book, although acquiring huge amounts of them prior to the apocalypse is really rare.

Vehicle: One for each Transportation skill +1D4 others; any he wants.

Pay/Trade Goods: Has 2D6x100,000 in cold hard cash, 3D6x100,000 in gold, silver and jewelry, 5D6x100,000 in bonds, and 2D6x10 million in stocks for those who may still see value in such things.

1D6x100,000 in post-apocalypse trade goods (food, water, fuel, medicine, guns and ammo, generators, survival gear, vehicles, etc.).

NPC One-Percenter Considerations

1. NPC One-Percenters may still have vast wealth and resources: Basically, the character never needs to worry about basic supplies and money. Money does not mean much anymore to most people, but the promise of it when "things get back to normal" or the promise of financial reward to those who work for him, may have an impact on some people and negotiations.

Gold, silver and gems still has value in some people's minds. All of their everyday survival concerns are bought and paid for, and mostly done by employees, servants, armed guards and underlings. The One-Percenter does not need to worry as much about food, water, shelter, or even the living dead, provided he is smart about things, and continues to gather (some hoard) supplies for the future. In short, the wealthy individual and "his people" are in a much better and comfortable position to survive.

Assets: For game purposes, the character has 1D4+1 times the money and assets listed under the *Equipment*, *Tools of the Trade*, *Weapons* and *Pay/Trade Goods* stats, above.

2. Powerful Backing: Choose one:

a) **Federal Government:** The character was in the upper echelons of the government or had many associates and clients in the government. He was probably a friend and associate of several Congressmen, Senators, State Governors, administrator of a large and powerful bureaucratic department, members of the President's cabinet, or maybe even a friend and advisor to the Vice President or the President! Likewise, he is likely to know a handful of foreign heads of state. 10% chance the One-Percenter was/is a member of Congress or the Senate! The character's top priority is probably establishing a power base and trying to re-establish law and order someplace and building survivor communities. 30% chance he is a member (or leader) of a secret enclave with the agenda of Continuing the Operations of the United States government. Whatever he and the enclave may interpret that to be. See the section on Conspiracy Theories and Enclaves at the beginning of this sourcebook.

b) **Giant of Industry:** The character owned or was the Chief Executive Officer of a multi-national company. Maybe he still has several factories able to function and/or other business properties that might be suitable as the foundation for building a Safe Haven community around. Provides the facility can be taken from the zombies or cultists. Maybe the company/factories can manufacture something useful in the post-apocalypse. On the other hand, in keeping with the "when things get back to normal" concept, he may seek to secure his holdings and make sure they have relevance (and bring him wealth and power) in the future.

c) **Dedicated Religious Leader:** The One-Percenter is a religious (or political) leader and most of his staff and support personnel are made up of devout followers. His status only goes up in the apocalypse. The character is the head of a huge, obscenely wealthy church or other religious (or charitable or political) institution. The main order of business is converting wasteland survivors to the True Way, and thus lifting them out of the living Hell that is their daily lives. Conversion usually means obedience and servitude in the character's organization.

For most, Death Cults and the zombies are an unholy abomination that needs to be wiped out. Creating an instant rivalry between other groups. In some cases, the leader may transition himself and his organization to become a Death Cult, especially if it can be leveraged to bring him many more worshipers and power.

d) **Public Figure/Celebrity Network:** The One-Percenter was big in the entertainment or art world. He might have been a fa-



amous politician, Hollywood actor, director, producer, musician/rock star, studio head, celebrity chef, national news anchor, famous celebrity, artist, top art dealer, agent or representative to the stars, an entertainment broker, an executive bigwig and so on. Maybe the character is still an artist or entertainer, and the wasteland is their muse and their canvas. The character could also be looking for ways to bring entertainment to a hopeless, blighted, miserable nation of survivors in an effort to raise their spirits, forget their troubles for a bit, and bring them hope. The celebrity could also have been a wealthy heir or heiress who, because of their incredible affluence and need for attention, could have used their money to buy their way onto the public stage. This individual may struggle to find relevance in the post-apocalyptic world or use their wealth and assets to build survivor communities and help people. The deranged might still covet fame and stop at nothing and exhaust every resource to maintain their celebrity. Perhaps even if it means becoming a charismatic messiah figure and/or leader of Death Cult.

e) Science, Medical or Chemical: The One-Percenter was the owner or CEO of a big pharmacy company, chemical company, or science-based business – medicine, medical equipment, bio-engineering, drugs, pesticides, computers, robotics, etc. The character could have been one of the first people to examine victims of the Wave or even some of the first zombies. If so, the character may have some special insights to share with the rest of the world or at least the player group. Perhaps there is a real answer to the zombie problem. Or perhaps the character only has bad news, or nothing to share just yet. Maybe he needs to study and test more subjects, both living and undead. Or he may be as in the dark as much as anyone else.

In most cases, the One-Percenter owned or ran the firm, including the direction its research takes, the attention they pay to conventional ethics, and what to do with their findings. Only half are a scientist or researcher themselves, most handled the business end of the company. However, such a One-Percenter has knowledge and access to the drugs, chemicals, and products made by this company. If pharmaceutical, medical or chemical (the latter can be a lot of things), he could have access to trade goods (and the ability to manufacture more?!) that are rare and difficult to find in the post-apocalyptic world, but which could give him considerable clout and power. If he can get to his facilities and procure coveted medicines and items.

f) Shadowy Proprietor: This unknown, but powerful figure has yet to reveal his identity to the people he has recruited to work for him in the post-apocalyptic world. This One-Percenter only appears on video screens, cloaked in darkness, or wearing a bizarre mask or hood and costume. His voice may be clear or distorted by filters or electronics. The shadowy figure is the leader and the guy in charge of the day-to-day operations, but NEVER makes a personal appearance, not even in hood or costume. He has managers and a growing army of staff personnel dedicated to the whims of this mystery person. All anyone knows is that he is rich and powerful. Rumors abound, and there is probably an air of distrust and worry. However, it is the Shadowy Proprietor who has the true

vision for the future (even if he only gives it out in small doses), and makes the big decisions. The proprietor may occasionally find his orders conflicting with his personal ethics or better judgment. This is perfect role-playing opportunity; play it up.

If the character is also the leader or a top member of a government enclave, he may be using the organization's resources and power to secretly establish one or more survivor communities, and/or build and train an army of survivors to eventually take back a portion of the nation, or a particular city, factory compound or other resource. If the One-Percenter is a madman, bad guy or Death Cultist, this is the fellow who may try to use his resources and work force to find a way to turn the risen dead into weapons to conquer other groups, or put to use to rebuild civilization. Or he may have some other selfish, personal agenda.

ZOMBIE PROPHEET

A post-Zombie Apocalypse O.C.C.

The Zombie Prophet has learned that the living dead are after the life energy (P.P.E.) of the living. To get at this energy, zombies have to kill their victims and devour the energy when it is released from their dying bodies. Normally, this energy would go off and dissipate, but when it is taken by the dead, some sort of mysterious transfer is made into the victim's corpse and it rises as a new zombie. This and more is known to the so-called Zombie Prophet who uses his knowledge of the risen dead to help survivors and determine the meaning of life.

The Zombie Prophet learns about zombies by living and walking among them. He can make himself invisible to the living dead by somehow draining and disbursing all of his life energy, leaving only the barest minimum he needs to stay alive. To the undead, the character appears to be a lifeless creature like themselves, and unworthy of their notice. This enables the Zombie Prophet to walk among the zombies without fear of being harmed. The character must still take caution not to harm or otherwise bother the zombies, or he may attract their attention and be attacked. If the Zombie Prophet initiates an attack against the risen dead, the monsters fight back and recognize him to be a food source, begin to moan and converge. For that reason, it is best to move through large, dense zombie mobs as quickly as possible.

To remain invisible to the living dead requires concentration and something akin to a *meditative trance* to channel away the Prophet's life energy. The process mimics death and takes its toll on the human body and mind. The Zombie Prophet feel weak and sluggish. His skin takes on a pale coloration, his eyes look dull, he moves slowly and he is not fully aware of his surroundings or the passage of time. (**Note:** -3 on Perception Rolls, -2 on initiative, reduce Spd by half, -30% on skill performance and it takes twice as long to do while in zombie mode). The Prophet uses this fugue state to walk among the dead. Zombie dominated areas mean nothing to him, as he can come and go freely without fear of attack. A Zombie Prophet may wander with thick mobs of the



monsters undetected, even during a convergence to capture and feed upon the living without fear of detection. He does so to observe and to study them. Zombie Prophets believe there must be a reason and purpose for the dead to have risen. By temporarily releasing his own life energy and becoming as much like them as possible, the Prophet hopes to figure out what that may be.

The Zombie Prophet's life energy can returned at will, and automatically returns the moment he breaks out of his **zombie mode** trance state. This means he becomes recognizable as prey to any zombies nearby within one or two melee rounds (15-30 seconds). Zombie mode can be maintained indefinitely. However, pain, being rendered unconscious, and loss of focus are likely to pull the Zombie Prophet out of his meditative state and zombie-like trance. For that reason, if he comes across zombies cornering and attacking people, and if there is nothing he can do to rescue them,

the Zombie Prophet does not watch, he turns and walks away to insure he remains in the meditative state. Concentration may also be broken when speed is required or when performing a complex task requires more attention. That said, Zombie Prophets become accustomed to "zombie mode" and moving slowly and staying in the trance even under stressful conditions.

Zombie Prophets are not entirely sure how their ability works or why it manifested in them. Some are shown how to meditate and release their energy by other Zombie Prophets, but most discover they have the ability on their own. Many regular folks have tried to do it after watching the Zombie Prophet in action, only to fall under attack or end up as food for the risen dead.

Zombie Prophets believe they are called by a higher power to become prophets, and that their ability taps some sort of mysterious inner strength or psychic ability that gives them a weak connection to the undead. And that enables them to walk among them. The Zombie Prophet is not a spell caster, nor does he possess any other supernatural abilities to speak of (see O.C.C. Abilities, below). It may be that Zombie Prophets exhibit a rare and potent ability of intense focus and concentration, like being "in the zone." Or perhaps, like some monks, priests and mystics who claim to be able to open their Third Eye and levitate, commune with spirits or see visions, the Zombie Prophet may tap into some psychic or spiritual ability they don't understand. The end result is they are letting go of cognitive thought and giving themselves over to some deeper, transcendental state of mind. This hyper-reality they experience takes a toll, draining and exhausting them, but it allows them to pass as non-living among the zombies.

Their ability to pass as zombies and live among them comes at some peril. We already discussed the need to maintain focus or be recognized as the living, but Zombie Hunters and other survivors may mistake them for zombies. Even if the Prophet is acting in a human manner, he could be mistaken as a Thinker or Mock Zombie and attacked anyway. If in the middle of zombie mob, the Zombie Prophet needs to convince human attackers that he is not a Mock Zombie. He can try to move away when the monsters are attacked, but must do so slowly, or lose concentration. He may also be attacked by a Cannibal Muncher.

Even when recognized as a living human, most people consider Zombie Prophets to be scary lunatics never to be trusted and avoided. As a result, these Prophets are often shunned by the living as soon as people realize what they are.

Death Priests also have an interest in Zombie Prophets. First, they see them as potential rivals to be hunted down and slain. Indeed, some Zombie Prophets start their own gangs and Death Cults, but that is uncommon. Second, Death Priests and cultists envy the Prophet's ability to walk among zombies and their deep understanding and knowledge of the living dead. That motivates some Death Priests to capture and interrogate Zombie Prophets, or force them to work for the cult, often as slaves, as well as experiment upon them.

Zombie Prophets can be found at locations where there are vast numbers of zombies such as cities and other population centers. Seldom in rural areas. They freely walk the streets of urban



areas, finding all the salvage and safe hidey-holes they need to survive without threat of being attacked by zombies.

They are “prophets” not just because they can walk among the dead as one of them, or for their other unique abilities, but because they are spiritual people in search of answers and direction. Answers for themselves and for the fate of the human race. These prophets believe there must be some reason for the Zombie Apocalypse. That there is something good to come out of it. Something to learn from. Some message about survival and goodness and the human spirit, or our future. Though a handful of Zombie Prophets become cult leaders and Death Priests, most do not. They walk to the beat of a different drummer. They are on a spiritual journey of knowledge and enlightenment. As such, most are not violent or aggressive, and seek to help the living – and the dead.

Yeah, you read that correctly. Zombie Prophets do not see zombies as wicked or evil. In large part because most are devoid of emotions, feelings, desire and thought. They are simple creatures of instinct operating on a machine-like level. Yes, they kill the living and feed on their blood, bones and life energy, but they do not kill out of malice. Which to the Zombie Prophet is more evidence that something else, something meaningful, is at work here. And they mean to figure it out. Consequently, these prophets do not protect the dead, nor do they try to destroy them. They study them and try to commune with them. That’s why they walk among the zombie hordes in a barely alive state of being. Their efforts to commune with and understand zombies makes them the leading experts on the subject, and gives them some modest influence over the dead.

As you might guess, this unusual outlook on zombies is not a popular one. It breeds disgust and disdain for Zombie Prophets who find themselves hated and feared by most other survivors. Even Death Priests do not understand or trust them. Most survivors regard Zombie Prophets as dangerous freaks and weirdos to avoid or to kill. Others see them as another madman born in this living hell, and also keep their distance.

These sentiments are understandable. Zombie Prophets are strange and many teeter on the brink of madness. But the biggest factor in people’s distrust and hatred of them is the fact that they refuse to take sides and condemn zombies as monsters. Many survivors cannot understand how anyone cannot hate zombies and want them all dead. It is natural to hate the creatures that have taken so much away and hunt you still. Zombies are a plague and a nightmare that has left people terrified and hateful. Anyone who suggests zombies are not monsters and should not be slaughtered en masse, is automatically perceived to be the enemy or a madman, or both. It is them or us. End of story. There is no room in their hearts for debate about zombies or contrary ideas. Survivors don’t want to discuss zombies with any sense of wonder or unbiasedness. Nor do they want to engage in philosophical debates about them or spirituality, faith or any context other than, “how do we destroy them and take back our world.” To suggest zombies may have a higher purpose is madness and only provokes an angry and violent backlash.

Most Zombie Prophets begin life in the Zombie Apocalypse as introspective thinkers and theologians who tend to keep to themselves and to their own thoughts in the first place. Zombie Prophets spend a lot of time away from people, wandering and studying zombies up close and personal. Their zombie mode state of consciousness is hard on their minds and bodies. As a result, Zombie Prophets tend to behave in a scattered, awkward manner, sometimes drifting off on their own thoughts in mid-sentence or blurt-ing out an inappropriate observation or unnerving bit of information about zombies. Most speak their mind, ask a lot of questions, and some talk in a herky-jerky manner with awkward pauses or stutter when they get excited about something. Almost all seem calm and speak in a slow deliberate manner, giving thought and consideration to the weight of their words, but that stilted style of speech only makes them seem suspicious, like they are hiding something. The fact that they are so casual and unafraid around zombies is enough to creep out most people. And because Zombie Prophets walk among the zombies and don’t want to stick out as being alive, they tend to wear tattered and filthy clothing, do not bathe often and may walk around half-dressed. None of this is conducive to a favorable opinion of them by other survivors, making it difficult for the Prophets to find camaraderie among the living.

It is a shame, because Zombie Prophets only want to help. They have a lot to offer survivors and they are the foremost authorities on zombies of every variety. However, most survivors see them as scary freaks with unnatural and frightening powers and knowledge. As a result, many people avoid and reject Zombie Prophets. Some even spit on them, shove and beat them, and harass and steal from them, rather than work with them or listen to what they have to say.

Despite this, most Zombie Prophets still try to help and protect the living. They understand why people might fear and shun them, and accept it as part of their journey to enlightenment. Most turn the other cheek or fight back only to defend themselves. As a rule, Zombie Prophets are tolerant and understanding of other people. They try never to hurt another living creature and help anyone in need. Zombie Prophets are known to lead people to safety, guide them through zombie infested cities, find them a safe place to hole up, and lead zombies away. A Zombie Prophet does not hesitate to offer his service to scout a trail or to go into zombie dominated areas in search of supplies and bring them back to the living. There are some locations so overcome by zombies that no one but a Zombie Prophet or a Half-Living has any chance of going in and coming out alive. This can make the Zombie Prophet an invaluable ally, yet so few are willing to give them a chance. As a “prophet” they like to share their knowledge about zombies and teach people about them and other subjects including survival tips, philosophy and how to find beauty in the devastation.

The lucky Zombie Prophets find acceptance among a survivor group or Safe Haven community where they serve as scouts, advisors, teachers, spiritual leaders, rescuers and loyal teammate. Sadly, living among the death and being hated and reject by so many of the living turns all too many Zombie Prophets into kooks



or hermits who avoid people and live among the dead. In some rare cases, Zombie Prophets have become high-ranking members in Death Cults, where they make false promises that whoever follows them and keeps their devotion and obedience true, will be able to walk freely among the dead as he does. Zombie Prophets are more likely to be targeted by Death Cults, captured and enslaved by Death Priest and forced, under torture, to reveal their secrets or to serve the cult.

G.C.C. Special Abilities:

1. Invisible to Zombies/Zombie Mode: As described previously, the Zombie Prophet can walk among the living dead as if he were one of them. His life energy is invisible to the zombies, so they accept him as one of them.

Duration: This state can be maintained indefinitely, but not while asleep or when knocked unconscious, in pain, engaged in combat, or when forced to perform a complicated skill. Thus, to sleep or engage in a more challenging activity, the Zombie Prophet must remove himself from the zombies or risk being attacked. Running, fighting or any heavy exertion or emotionally charged situation that gets the adrenaline pumping and creates strong emotions, breaks the Zombie Mode Trance.

Penalties while in Zombie Mode: -3 on Perception Rolls, -2 on initiative, -1 melee attack, reduce Spd by half, P.B. by 20%, and -30% on skill performance, plus it takes twice as long to complete a skill while in zombie mode. Zombie Prophets feel weak and sluggish in zombie mode, slow to react because their thoughts and awareness are foggy. Their skin turns a pale sickly pallor in Zombie Mode, they look tired with dark circles under their dull eyes, and they move slowly. The character is also less aware of his surroundings and easily loses track of the passage of time and day of the week.

2. Understand the Dead: The Zombie Prophets may kill zombies in self-defense or save another person, but mostly they are trying to study them, learn about them, and figure out what zombies mean to humans and the future of humanity. As a result, they, better than any zombie hunter, scientist or Death Priest, know the behavior and capabilities of zombies – how they think, where they hunt or hide, how they kill, and all the rest.

This makes the character a zombie expert and valuable to have around. However, Zombie Prophets have not figured out if zombies are bad and if they should be captured, enslaved, or destroyed. Most zombie Prophets do not protest or stop people from killing the risen dead, and sometimes find it necessary to kill them in self-defense, but they do not aggressively hunt or slay them. Moreover, their mere suggestion that zombies might have a higher purpose and, perhaps, should not be slaughtered in droves, upsets a lot of people. This creates a certain level of disgust and disdain for most survivors. The majority of whom are “creeped out” by Zombie Prophets, don’t trust them and avoid them.

Zombie Lore skill: Same as the Road Reaper skill: 30% +5% per each additional level of experience; +50% for the Zombie Prophet with and even greater depth of knowledge and understanding.

88% +1% per each additional level of experience to accurately identify all types of zombies by looking at them, -10% when trying to determine the type of zombie by looking at evidence of their actions based on forensic evidence (bite marks or weapon used, the way their victim was killed, collateral damage, method of entry, and eye witness reports).

3. Influence the Dead: Though a Zombie Prophet cannot control or command zombies, he can influence them in small, but often profound ways.

- There is a 33% chance that any solitary zombie the Zombie Prophet walks near (within four feet/1.2 m) follows him. Presumably this is because he is actually alive, though it doesn’t show, and something about him attracts them. Possibly a hint of life. This can lead to him gathering a dispersed, small group of them trailing behind (2D6+1 per level of experience, maximum). Having zombies walking next to and behind him helps to preserve his cover as a zombie, himself, and provides some undead bodyguards against human threats. This is because zombies walking along will automatically attack the living, as usual.

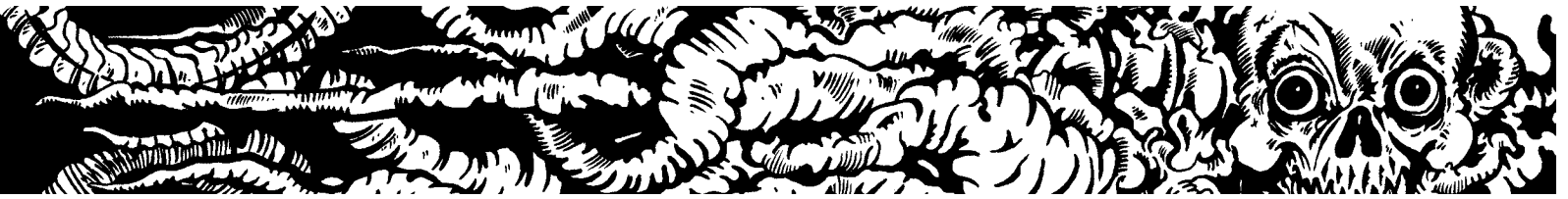
- If *Vandal zombies* are present and the Zombie Prophet starts to hit or smash things, there is a 01-66% chance it starts them smashing things or striking vehicles and buildings with objects. If he continues to ape their actions and sudden shouts, stops and drops the object he was using to strike objects, there is a 01-50% chance they all stop too. Ending their destruction early.

- If no prey is sensed and the Zombie Prophet starts to moan and walk in a particular direction there is a 66% chance that 2D4x10% of the zombies follow him.

If a prey/life force is sensed and the Zombie Prophet tries to lead them away, there is only a 33% chance that 1D4x10% follow him away from the prey. But that could still be helpful. Only smart zombies do not fall for this trick and stay on target. This enables the Zombie Prophet to sometimes lead groups of zombies away from an area or into pens, traps and ambushes like the Piped Piper.

- Zombie loners and aggressive predators, such as *Armored Brutes*, *Impersonators*, *Kidnappers*, and *Seekers* will let Zombie Prophets walk with them, just as other zombies do. However, the fiends usually sneak off shortly before they go to kill, kidnap or capture a living victim. That pleasure they save for themselves, alone.

- If a Zombie Prophet steps in front of a human targeted by an *Armored Brute*, *Seeker*, *Kidnapper*, *Fast Attack*, *Flesh-Eating Zombie*, *Thinker* or *Vandal*, and faces that zombie and growls as if to say this one is mine, it stops it in its tracks for *one melee round (15 seconds)* while the zombie(s) ponders what it should do. There is only a 10% chance that any of these aggressive zombies turn away. 20% chance that one or more Slouchers or other dull-witted zombies back off. Most move past the Zombie Prophet to get at their prey. However, that melee round (15 seconds) may provide time for the intended victim to flee or draw a weapon and



prepare for combat, or to give an ally a chance to intervene/attack.

If there is only one menacing zombie, the Zombie Prophet can try to trip or push it down as it moves past him, an action that should give the living victim a chance to run or attack while the zombie is down. A tripping action or a shove does not break the Prophet's concentration or his invisibility to zombies, but any other attack, even more pushing, surely will.

In the alternative, the Zombie Prophet could attack the zombie as it passes him or after it passes him from behind. Such an attack is at point-blank range and from behind, providing the Prophet with bonuses (+4 to strike and double damage). Or he could grab it from behind to try to hold it or grapple with it, and so on. Any of which cancels the character's invisibility to the zombie he has engaged, and any others nearby, but helps a living soul. **Note:** All zombies always fight back when they are attacked, even if that attacker is a fellow zombie, or in this case a Zombie Prophet. And remember, a Zombie Prophet cannot maintain his *zombie mode invisibility* when he engages in combat or actions requiring a lot of thought or energy. Thus, the zombie he is attacking, and any zombies within sensing range, see him as one of the living and a new target to kill and feed upon. However, when not in the zombie mode trance, the Prophet suffers none of its penalties and is back up to his full speed, number of attacks and capabilities.

- **Mock Zombies** usually try to befriend Zombie Prophets and never attack Prophets they know and like, even when the Prophet's life energy is showing. A friendly Mock Zombie may offer his Prophet buddy food, water, information, a place to hide or rest, etc. The monster may also be willing to kill "bad people" for the Zombie Prophet. This eliminates bad guys and feeds the Mock Zombie, which hopefully, keeps it from killing innocent people. If there is a downside to this "friendship" it is that the Mock Zombie is likely to be very chatty and annoying, and the Zombie Prophet must play along with the Mock Zombie's belief that it is alive and not a zombie.
- **Thinkers** do not trust or follow Zombie Prophets. They may see him as another walking dead, but there is something about him they don't like. They do not attack Zombie Prophets unless attacked by one first, but Thinkers steer clear of them.

4. Sense the Living: When the Zombie Prophet is walking with a large group of zombies (24 or more) and they see or sense life, the Prophet also realizes it. As they get closer to the life source, he, like the zombies all around him, can sense approximately where that life source is, and whether it is human or an animal. This is only possible when he is walking among a large number of zombies, never by himself or in the company of just a few zombies. The advantage this gives the Zombie Prophet is that he may be able to warn the person(s) who may not know zombies have targeted him and are coming his way.

The Zombie Prophet can do this without giving himself away or coming out of zombie mode by knocking things over that make noise, like a garbage can or pipe, even rolling it to make more

noise, or setting off an alarm or picking an object up and throwing it at or through a window, and so on. With any luck, he may set off a car alarm. If Vandals are present, there is a 66% chance it starts them smashing things or striking vehicles and buildings with objects. He can try shouting out a warning ("They're coming." "Run!" "Get out!"), but by the time he is close enough to be heard the zombie swarm should already be moaning loud enough to get the attention of any person nearby. Shouting out a few times is not enough to make more than a few confused zombies take notice.

5. Shield the Living: The Zombie Prophets do not have the power to stop zombies from attacking but they have found they can shield people, especially children and people smaller than them, as well as pets. They do so by covering the person or animal with their own body. This requires the character to wrap himself around that one person (or two small children) to cover as much of them as possible. If they are mostly concealed by him, the zombies do not notice the life force in his embrace, and walk right on past them. The Zombie Prophet just accepts this as another one of his gifts, but this protection probably has something to do with his zombie mode trance. It may be that he is able to extend his own non-living aura around the living and/or somehow disperses their life energy, making them invisible too.

6. Insanity. Obsessed with finding meaning, purpose and something good out of the Zombie Apocalypse. Obsessed with determining the fate of humanity in the future. Obsessed with finding enlightenment and purpose in the new world. The character is also driven to help people and share his knowledge. Even a Zombie Prophet is likely to step forward and help someone in need. Many Prophets are willing to give away the shirt off their back or last food ration to another person.

Roll on the Phobia table at levels 2, 6, and 12.

Some people might consider the fact that the Zombie Prophet has sympathy for zombies and does not fight or kill them except to defend himself or another from them, is insane.

Zombie Prophet O.C.C.

Also Known As: Zombie Freaks, Zombie Walkers, Deadheads and Wackos.

Alignment: Any, but tend towards good and selfish.

Attribute Requirements: M.A. 10, M.E. 10, and P.E. 10.

O.C.C. Bonuses: +6 on Perception Rolls regarding zombies and their behavior, +2D6 P.P.E., +2D6 to Hit Points, +3D6 to S.D.C., +2 to save vs Horror Factor, but is not afraid of zombies, so zombie Horror Factors do not apply to the Zombie Prophet.

Occupation: It does not matter what the character did before the zombie apocalypse, he is a Zombie Prophet now, obsessed with understanding zombies and the apocalypse, and what it means for the future of humanity and human civilization.

Common Skills: All, not highly skilled.

O.C.C. Skills of the Zombie Prophet:

Aerobic Athletics or Running, pick one.

Domestic Skills: Two of choice (+10%).



- Dowsing (+20%)
- Fasting (+20%)
- First Aid (+5%)
- Language: One of choice (+20%).
- Meditation (+20%)
- Performance (+5%)
- Land Navigation (+5%)
- Philosophy (+20%)
- Physical Labor or Forced March, pick one.
- Public Speaking (+10%)
- Prowl (+10%)
- Salvage (+20%)
- W.P. one of choice (any).

Hand to Hand: None to start. The character can get Basic for the cost of one Elective Skill, which can be changed to Expert at the cost of two Elective Skills, or to Martial Arts at the cost of three Elective Skills.

Elective Skills: Select a total of seven skills. Selections may be made from any of the following skill categories: Communications, Domestic, Horsemanship, Physical, Technical, Transportation and Wilderness. These skill may reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select one Secondary Skill from the Secondary Skill List in the Skill section at levels 2, 4, 8, 10 and 13. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Some basic clothing, running shoes, sandals, a pair of boots, survival knife or machete, one heavy-duty flashlight, a book of matches, 1D4 disposable lighters, a set of eating utensils, sunglasses, a pair of goggles, a canteen, backpack, knapsack, food rations (2 weeks worth), and some personal items.

Tools of the Trade: The character has one dress outfit/clothing he uses for public speaking or preaching or teaching. This outfit varies for each character. It can be religious garb or a clean suit, or a set of clothes, or war paint, or cape or cloak, or perhaps the character wears only a sign of their faith and nothing else. The Zombie Prophet may also have religious items or fetishes, or accessories like a staff, necklaces, bracelet, armband, bones, feathers, a headdress, mask, or loudspeaker, or a microphone and small battery-powered amplifier.

Weapons: One weapon for each W.P. plus 200 rounds of ammunition for each.

Vehicle: None to start.

Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically barter. An exchange of goods and services for the goods and services your character needs. The character's acquisition of trade goods (food, fuel, medicine, guns and ammo, etc.) can be the catalyst for numerous adventures. The Zombie Prophet may also share his services as a scout, guide through zombie infested areas, teacher, preacher, etc.

Trade Goods: \$2D6x1,000 in Trade Goods.

Experience Point Tables

Drone Master & Naturalist

- Level 1: 0,000-1,900
- Level 2: 1,901-3,800
- Level 3: 3,801-7,300
- Level 4: 7,301-14,300
- Level 5: 14,301-21,000
- Level 6: 21,001-30,000
- Level 7: 30,001-40,000
- Level 8: 40,001-53,000
- Level 9: 53,001-73,000
- Level 10: 73,001-103,000
- Level 11: 103,001-138,000
- Level 12: 138,001-188,000
- Level 13: 188,001-238,000
- Level 14: 238,001-288,000
- Level 15: 288,001-328,000

Federal Emergency Manager

- Level 1: 0,000-2,000
- Level 2: 2,001-4,000
- Level 3: 4,001-8,200

- Level 4: 8,201-16,400
- Level 5: 16,401-24,500
- Level 6: 24,501-34,600
- Level 7: 34,601-49,700
- Level 8: 49,701-69,800
- Level 9: 69,801-94,900
- Level 10: 94,901-129,000
- Level 11: 129,001-179,100
- Level 12: 179,101-229,200
- Level 13: 229,201-238,300
- Level 14: 238,301-329,400
- Level 15: 329,401-389,500

Free Spirit

- Level 1: 0,000-1,875
- Level 2: 1,876-3,750
- Level 3: 3,751-7,250
- Level 4: 7,251-14,100
- Level 5: 14,101-21,200
- Level 6: 21,201-31,200
- Level 7: 31,201-41,200
- Level 8: 41,201-51,200

- Level 9: 51,201-71,200
- Level 10: 71,201-101,500
- Level 11: 101,501-136,500
- Level 12: 136,501-186,500
- Level 13: 186,501-236,500
- Level 14: 236,501-286,500
- Level 15: 286,501-326,500

One-Man-Army

- Level 1: 0,000-2,100
- Level 2: 2,101-4,200
- Level 3: 4,201-8,400
- Level 4: 8,401-17,200
- Level 5: 17,201-25,400
- Level 6: 25,401-35,800
- Level 7: 35,801-51,000
- Level 8: 51,001-71,200
- Level 9: 71,201-96,400
- Level 10: 96,401-131,600
- Level 11: 131,601-181,800
- Level 12: 181,801-232,000
- Level 13: 232,001-282,200
- Level 14: 282,201-342,400
- Level 15: 342,401-402,600

One-Percenter & Zombie Prophet

- Level 1: 0,000-2,120
- Level 2: 2,121-4,240
- Level 3: 4,241-8,480
- Level 4: 8,481-16,960
- Level 5: 16,961-24,960
- Level 6: 24,961-34,960
- Level 7: 34,961-49,960
- Level 8: 49,961-69,960
- Level 9: 69,961-94,960
- Level 10: 94,961-129,960
- Level 11: 129,961-179,960
- Level 12: 179,961-229,960
- Level 13: 229,961-279,960
- Level 14: 279,961-329,960
- Level 15: 329,961-389,960



LIFE HIDDEN AMONG THE DEAD

URBAN SURVIVORS

In the movies and other works of fiction, survivors of the Zombie Apocalypse always seem to gather in large groups and try to find and secure a stronghold where they are all safe from the death all around them. It makes sense, and as noted elsewhere, human beings are, by nature, social animals. We instinctively seek the empathy and companionship of other people. However, the larger the Safe Haven community, the more vulnerable it becomes. Not just vulnerable to the zombies, but from attacks by other people who want what they have, or who seek to subjugate them under their rule.

In a large community, the likelihood of error also increases. There are more people to make a deadly mistake. Even a simple blunder could lead to disaster. There is a greater risk of disease that could sweep the community, in addition to all manner of logistical issues like waste disposal, water purification, restrictions on the use of water, food rations, rules and how to enforce them, and all sorts of issues most of us living in modern cities before the apocalypse never stop to think about. And a large community is a target for thieves, raiders and rival groups.

As a result, there are bands of survivors who have gone a different route. Like the homesteaders and settlers in America's past, there are people who remain independent and fend for themselves. These individuals, pairs and groups – usually family clans and groups of friends – have found survival by living in small, isolated groups to be preferable. A group or family clan of 2-12 people, working together to survive and protect each other, has just as good odds of surviving as any large group, sometimes better. And they can even survive in the heart of the zombie infestation, the big cities.

Instead of fighting to clear out the dead, these individuals and small groups live among them. They find a suitable place to live, be it a house, basement or corner of a building, secure it and make changes to insure their survival. All members of the group stay together and live in the same building, often in the same room or two. They find or build paths and passageways they can navigate to avoid the dead, almost like rats in a maze. They may slowly line up vehicles, and make fences and walls out of debris, as well as blinds that block them from the view of the zombies. Some of these paths may lead to a wall with a small opening (concealed or not) which a nimble human can crawl through, but which a zombie may not notice, and would have trouble squeezing through. Tricks as simple as a piece of plastic or fabric that flips up like a dog-door can confuse and outwit most zombies. How? Because the small opening is low to the ground and covered the flap, and zombies are dumb as bricks!

For these inner city survivors, navigating the urban environment is often like running a gauntlet through a zombie obstacle course, but it is doable. And the smart ones modify that obstacle

course to their advantage. Not only do they know every nook and cranny, street and back alley, they adjust and arrange the environment so that they know they can hop over this fence, slide under that wall, and scoot through a narrow opening to get inside building X, climb down escape ladder Y, and keep on going! This clever approach can support a community of independent survivors who scavenge the plentiful cities few others dare enter. Each of their own family clans operating as separate units with their own hideouts, safe houses, and secret routes scattered across the shattered landscape.

Home is designed not to look like a dwelling that is obviously inhabited. Urban survivors have homes that appear to be abandoned and worthless, maybe even a burned out or falling down shell. And it is almost always located in the center of zombie occupation, making it a difficult location for the living to gain access to. The very zombies that are a threat, especially in city environments, are a deterrent to would-be invaders looking for easy places and people to victimize. Raiding a family's home or hideout is not going to reap the same volume of reward as hitting a Safe Haven community, but if people are surviving, it means they have food, weapons and valuables that lowlifes are willing to take from them. Urban survivors know this, so they establish their dwellings in unlikely places and keep them looking dilapidated and not worth the trouble to investigate. Nobody stops at the burned down house to sift through the rubble, especially if a dozen or two zombies are near it, with hundreds or thousands more in the area. They walk right past it to get to the intact dwelling to plunder it. They never stop to think that under the floor, in the basement, with secret tunnel entrances and trapdoors, lives one or more families nestled inside, safe and hidden from the living and the walking dead.

Dwelling places should be left to look as if they are abandoned and trashed – already ransacked with nothing to offer. The occupants live in the basement or in a few back rooms. People do not live like they did before the Zombie Apocalypse. This is not your pretty little house with all the comforts of home. This is your secret lair. Your hideout that, with any luck, can serve as your hidden sanctuary for months, maybe even years. The occupants never use lights upstairs where a glimmer might be seen through the cracks of a boarded up window. If the place looks too boarded up and secure, or too fortified, it may be targeted by bad guys or strangers looking for a safe place to hole up. Any place that looks *safe* or *habitable* attracts other survivors, as well as *smart zombies* leading a mob of Slouchers, all of which spells trouble. Such things as obvious fortifications and glimpses of light suggest people and resources are inside. A boarded up structure, perhaps with other defenses around it, like a fence or vehicles to serve as barriers or defensive positions, screams survivor "stronghold." Even if the building has been made to look as if it had already been attacked and ransacked, a fortified structure may still invite other survivors to take it over as their own.



People living in cities among the dead, always leave their dwelling place looking as ordinary and unsuitable as possible. And crawling with wandering zombies outside, and sometimes, inside as well. Individual hallways and paths can be booby-trapped. There are likely to be concealed lookouts and/or warning systems to alert the family to intruders. This gives them time to flee and hide or make a hasty retreat. Most buildings used by urban survivors as their home are wrecked and predominantly empty except for the wandering zombies inside. Only their small corner in the basement, cellar or backroom is "home." Most also have additional secret hiding places where family members can momentarily find refuge, as well as tunnels and escape routes that keep them safe and away from zombies and intruders alike. Living in the ruins of civilization among the zombies has taught them to keep food, water, guns and gear scattered in multiple hidden, secret compartments, holes, tunnels and neighboring locations where a human invader cannot find all their supplies.

Once they have managed to escape, exiting through tunnels that lead inside another nearby house, garage, shed, or behind the burned out house or big maple tree, they travel through backyards, back alleys, and through empty buildings to escape intruders and get to their emergency hideout or safe house. Most survivor trails meander in a zig zag pattern to shake zombies and avoid being followed. As they travel, city survivors look around, periodically pausing behind cover to wait and watch to make certain they are not being followed before moving on. A straight line to anyplace is rare, because it is asking for trouble or death.

Tunnels and holes. One of the earliest and simplest ways to survive in a hostile environment has always been to go *underground*. This was true of the cavemen who lived in small caves and natural, underground tunnel systems, and for people throughout history. The Vietcong foiled and escaped American aerial bombardment and troops using vast networks of simple underground tunnels. They would also move troops and supplies from one location to another, and pop up, seemingly out of nowhere, to harass, attack or escape from their enemies. Similar simple tunnels have been used throughout history to escape invaders and to penetrate castle walls by digging under them. Tunnels have been used to smuggle people, drugs and contraband, foiling and outmaneuvering forces that were much smarter and more well-equipped than zombies, even the so-called "smart zombies." Survivor made tunnel systems can connect one house or building to another, lead to an exit/entrance in a neighbor's shed across the street or several backyards away, or right into the basement of another house.

The tunnel concept also works beautifully inside apartment buildings, offices and skyscrapers. A small, man-sized hole can be made in the wall and hidden inside a closet, behind a couch or a shelf, or under the bed with a trapdoor in the floor leading down into the apartment below. A survivor group holed up inside such a building could have a network of connected rooms, some with zombies waiting inside, perhaps held by a fence or cage, or netting, that the escaping residents open to release the zombies to greet anyone coming from behind them. They may have

a similar mechanism for releasing zombies into the hallways to attack invaders (or at least slow them down), while they escape to parts unknown. Probably through more tunnels. And zombies that have been corralled or caged for any length of time are going to be hungry and aggressive.

The invaders could go around kicking down doors and fighting more and more zombies, but it is probably too dangerous. Most raiders and thieves are not going to pursue when they do not know where they are going, what waits around the next corner, or where their intended victims have gone to. Add into the mix having to battle hungry zombies, and intruders are going to leave to find much easier targets. The worst an intruder can do to squatters living in a tall building and using secret doors and passageways, is to burn the place down. From time to time, this does happen, but most of the time it does not. Remember, the raiders are looking for valuable supplies such as clothing, medicine, food, water, etc., so if they burn the place down in frustration or anger, they lose all the potential resources this building may contain. And without anyone to fight the fire, they could unintentionally burn down an entire neighborhood or industrial park, or half the city. Most people, even the worst of the worst, realize this and know better. They are not going to destroy places that hold the very things they too need to survive. Better to come back, time and again, than destroy it all. It is also easier to rob travelers and small haven communities, than go stomping through buildings and homes in the inner-city or downtown crawling with the risen dead.

This is how cagey urban survivors live. Hidden right under the feet of the monsters or high above them in apartment buildings and skyscrapers. And living better than many scavenging survivors away from the cities. The urban dweller has a cornucopia of food, bottled water, clothes, and all manner of supplies all around him and literally down the street or right next-door. Since they live in the city, rather than a rural community, they can leave their domicile to scavenge or explore anytime they desire. Most gather up massive stockpiles of whatever they need to survive months ahead of time. The smartest and most organized establish additional hideouts, safe houses and hidden supply caches all over the city and neighboring suburbs. They have learned to have backup supplies and contingency plans to insure their survival.

Such a life requires a certain amount of audacity, confidence and courage. Which is the definition of most people living in all big cities, especially the inner city. These people were fighters and survivors willing to defy the odds long before the Wave or the zombies rose from the dead. The city dwellers who have stayed feel much more at home and confident on their home turf. Knowing the lay of the land is a huge advantage. Not only do they know the streets and back alleys, but they know the locations of businesses, warehouses, police stations, armories and other places to find the goods and resources to insure their survival. Here in the city crawling with zombies and so few living people left, there are plenty of places to live and scavenge for food and supplies. Living just requires a certain amount of secrecy and cunning. As a result, some survivors are finding it safer to live in the cities as



small groups and family clans, rather than take their chances in a larger community out in the country.

Family clans and small groups (3-12 individuals) live at locations scattered across the city inside their own little hideaway. Those living on the same street or a block or several blocks away, may know each other or not. When such homesteader-style survivors find another family, they respect their privacy and leave them alone until invited to be more friendly. Those who make acquaintances may help each other out from time to time, but for the most part, they keep to themselves, one isolated little home after another in the vast wilderness of the city's concrete jungle and canyons. If this were the time of the Old West, it would be a matter of, "Yes, the Brown family may be able to help you. They are down the road a piece," or "over the hill," etc. Each post-apocalyptic homestead is likely to be several blocks apart if not miles away. If there are more than four small groups living on the same block or in the same high-rise, it is the beginnings of a survivor community, not homesteaders and squatters.

Neighbors. People who have a cordial, friendly or supportive relationship with other family clans living six, ten or twenty blocks away, are likely to venture out to trade with each other, exchange information and check on one another every few weeks. Survivors who are reclusive loners, madmen or anyone who wants to be left alone for any reason, are usually left to fend for themselves. Remember, the streets and buildings are filled with wandering zombies, sometimes swarms of them, that number into the thousands and tens of thousands. A city like New York, Los Angeles, Mexico City, London, Singapore, etc., has millions of zombies. All modern city wildernesses are far more dangerous than the days of yore. Survivors of the Zombie Apocalypse have more to worry about than wild animals, locusts, weather and hostile indigenous tribes. Zombies outnumber the living 100,000 to one. Going out into the world is always dangerous. That is where making secret rooms, cellars, and tunnels that lead out of the primary home to one or several other locations, secret trails and helping neighbors and even strangers, can be the difference between life and death.

CULTS

Cults can be any group of people, good or bad, and can be found anywhere. A cult is any community dedicated to a system of religious or esoteric beliefs and rituals, often with an obsessive devotion to one deity and/or person, usually the leader of the cult. Not all "cults" are evil nor run by madmen or Death worshippers.

However, when people speak of cults in the Zombie Apocalypse, they usually mean **Death Cults**. And there is never anything good or redeeming about death cults. Death Priests worship dark gods and prey upon the desperate. They can control the zombies to a limited degree and keep them at bay, so Death Cults are most often found in urban areas where the dead are most numerous and the living are at their most desperate.

In the world of the dead there are many preachers, cultists and madmen who claim to have the answers to survival and why the world has changed so dramatically, and such answers are welcomed. It doesn't matter if they are crazy or extreme as long as they make a certain amount of sense and the Death Priest can keep you safe. Of course, only their belief is the right one, making other cults and survivor groups rivals and enemies. Everyone else is wrong or false prophets, and the lost and hopeless must be made to see the truth. By force, if necessary.

For many, the existence of the risen dead, the ensuing chaos and carnage is a sign that Earth has become the newest plane of Hell. Or at best, a purgatory for those who live. People, especially people who have influence over the dead and who seem to have some answers – if not "the" answers – offer hope to the hopeless and sound attractive. Many people, especially those with small children or elderly parents, turn to Death Cults as a way to protect their families. Many think of them as a temporary haven. A safe place to stay for a little while until they catch their breath and figure things out for the long haul. But over time, they either feel they owe the priests and the community a debt of gratitude, so they stay, or come to accept the "truths" the cult members espouse. For others it is a simple matter of being pragmatic. They may not believe most of what these nihilists say, but until someone offers a better solution and a safer place to live, this is where they stay. Such pragmatists realize that if they are to stay, they must live by the rules of the cult and do what they can to support the organization, even if they have strong differences. In most cases, they have no choice but to accept the edicts and words of the cult or be tossed out, forever exiled, or worse.

While many cult leaders are ruthless and regularly sacrifice their enemies to the zombies, a cult has many things to offer and can be very alluring. First, it is a tight-knit community that watches out for each other. There is a strong family vibe, and the place is truly safe from the walking dead. The zombies are fed and held at bay. People can live and work openly without fear of attack. Children get to run and play in the courtyard and go to school (granted with a heavy slant to the teachings of the Death Cult). If you let yourself believe it, life is almost normal. People within the cult are protected, safe and happy. If the world now belongs to the dead, the Death Cults seem to be the only ones with a reasonable, permanent solution: accept the living dead and the cult's teachings, and learn to live in harmony with the zombies. Their way seems easier and makes more sense than trying to fight and destroy billions of zombies. And all it costs is your loyalty, support and maybe a piece of your soul.

For those who feel they have no other choice, it is the only way to survive, but that means there may be a potential ally inside that a prisoner or slave (i.e. player character) might be able to convince to help him, or others. That holds true of those who have slowly been indoctrinated, but who might be convinced to stand against their leaders or help in some small way. Zealots and true believers are completely indoctrinated and can never be turned against their spiritual saviors or made to accept another way of life.



The Safekeepers

One notable Cult in the Midwest

These cultists believe that they and all humans are destined to become zombies in order to serve a greater purpose for an unknown power. They accept this fate as inevitable and seek to hasten the process by “freeing the living from their burden of life.” These priests and their enlightened leader – an insane *Zombie Prophet* – see the zombies as a new level of human enlightenment and purity in which all worldly needs are removed and you live a simple life as one of the living dead.

Pattern Zombies, Shoppers, Screamers, Thinkers and Mock Zombies are believed to be tortured souls who resist enlightenment and still cling to portions of their old lives. They are to be pitied and avoided. *Armored Brutes, Kidnappers, Impersonators, Seekers and Vandals* are the anointed harbingers and heralds, who more actively hunt the living with fanfare to announce their purpose of freeing all living. *Slouchers, Crawlers* and all the rest are the foot soldiers who scour the land in search of the living.

The Death Priests in the cult are the lieutenants in the army of the chosen who hasten the process of bringing death to all. Their Supreme Leader, who has renamed herself *Death's Hand*, is an insane *Zombie Prophet*. Three of her four Generals, are fellow *Zombie Prophets* whom she has won over to her beliefs. The fourth general is a *Half-Living* who also believes.

Their agenda is simple. First, they recruit survivors with the promise of safety and community. Then they try to indoctrinate them to their beliefs that death is inevitable and a blessing, and that becoming a zombie is the gift of peace. They point out that when the zombies are not attacking the living they slowly and peacefully wander the land or slumber (dormancy) without dreams. They have no anger, no fear, no dreams or desires to haunt or torment them. They are truly at peace and enlightened. It is a state of being we cannot escape and we should not fear – everyone dies. It is a blessing we should welcome and embrace.

The Safekeepers and their “enlightened” followers are here to help the living find their way to the peaceful bliss they deserve. As one of the enlightened, they feel it is their duty to help people accept their “reward” and become one of the walking dead. Those who are brought to the Safekeepers and accept this belief completely, volunteer to be sacrificed to the zombies during one of the daily morning rituals. This feeds the zombie throngs that protect the cult in exchange for a daily meal of life energy. After the zombies kill the volunteer, the ritual ends with the *Zombie Prophets* placing the slain on an altar, shining a spotlight on them as the congregation sings while they wait for their lucky brethren to rise as a zombie. When the dead rise, the cultists are exalted and cheer. Some weep with joy.

The strong are not so quickly sent on their journey of peace in death. They are told they have another purpose before they can get their reward. They are to join the Safekeepers army where they serve as soldiers to bring blessed death to the ignorant and

misguided. It is the soldier's duty to hasten the demise of the living whenever they can. This includes tearing down the walls of Safe Haven communities and letting the zombies in so that those hiding behind walls can embrace their fate. For this, the Safekeepers need an army. They also need an army to defend themselves from those who fight their inevitable death and who will oppose them out of fear and ignorance when they realize the cult's sacred purpose.

Such soldiers and Newsbringers, as they call their recruiters, are charged with helping the frightened and misguided to find peace through enlightenment and self-sacrifice, or by the sword. Soldiers and Newsbringers go into the world, usually as individuals, pairs, or small groups, to spread the word about the Safekeepers. They tell survivors to come to the Safekeepers' Refuge or one of its smaller satellite Safe Havens to find peace and live safe.

“If you want to be safe come with me,” is a common refrain. The rest of the pitch goes something like this: *“You will have no reason to stay out here. No reason to fear death any longer. We will keep you safe. Show you the way to enlightenment. No, we do not pray to Brulyx or any dark god. We seek only enlightenment and lasting peace. Just come with me and see for yourself. We have warm food and warm beds. A school for the children. Medicine for the ill. You can keep your weapons and leave any time you want to.”*

All of this is true, depending on how you look at it. The Safekeepers are not your typical cult. They do not worship Brulyx or a dark god. They are not cruel or mean. They are kind and welcoming. They believe they have found enlightenment and do not fear death. And they want others to find enlightenment and peace (in death) as well. Newcomers can, indeed, keep their weapons and can leave anytime they want. That is true as well.

Those who choose to leave, may leave at any time, but they do not have forever to make that decision. Those who choose to remain nestled inside what seems to be something of a calm paradise, must then relinquish their weapons, agree to join the group and submit to “training” (indoctrination). Training includes philosophical discussions about life and death, how the zombies are not evil and should not be destroyed, as well as submit to a daily regimen of work, studies, prayers, meditation, and rituals that are designed to indoctrinate them to the ways of the Safekeepers.

Most newcomers are given two or three weeks to make their choice to stay or leave. Those who leave are escorted a certain distance to make sure they are safe from the couple thousand zombies that surround the Refuge, and are bid a fond farewell. What they do not know is that a group of Safekeeper soldiers or one of the *Zombie Prophets* waits to covertly follow them. The Safekeepers' leaders want to know where these nonbelievers go and what they do, especially if they go to a rival group or Safe Haven community. If the group that left the Refuge gets into trouble along the way, or one of them wanders off, the soldiers may pick him off, or they may lure the group into the clutches of zombies or bad guys, so that they may still find their way to peace in death.



Individuals who cause a problem within the cult go before a tribunal that determines whether they should be given a second chance at indoctrination and compliance, or become an unwilling human sacrifice for their crimes. Either result is considered a blessing and a gift. The leader, Death's Hand, has the authority to override any ruling and issue her own verdict and any punishment she chooses. This may include exile and expulsion from the Safekeepers back into the world (a rarity), or death by zombie or other means, or worse.

It should be noted that the daily ritual in which two or more people willingly submit to being sacrificed to the zombies is a joyous event. Each person about to give his or her life presents a cheerful and rousing speech about why they are proud to let the zombies free them in death so they can be reborn to peace and tranquility as one of the risen dead. Of course, those ceremonies are not open to newcomers nor are they discussed. They remain a secret until the newcomer is ready. Until then, they only hear the joyful songs, chants and cheers coming from the place of worship. Only when the newcomer is ready, and proclaimed to be one of the chosen enlightened, is he or she allowed to witness the joyous event. And only the chosen, when ready, get the privilege to participate in all rituals. Readiness requires the Leader or one of his anointed (General or Lieutenants) to believe an individual is sufficiently enlightened and committed to their ways; read: brainwashed to accept their twisted view of life and death. Until then, they help by performing menial tasks like cleaning, building and preparing meals.

Outside survivor groups that either cause the Safekeepers problems or are growing in popularity, which makes them rivals with a different and wrong message, are dealt with by the Safekeepers' soldiers. Again, this is usually done in a covert manner. The soldiers may attack the group or community directly, but in disguise as raiders or other brigands, or as members of a rival cult or group. Or they may work to undermine their rivals by herding zombies to their location, sabotaging their defenses, set buildings and defenses on fires, spread lies and rumors to scare people away from joining them or inciting them to attack them for things they didn't do. Likewise, when any soldier, recruiter or member of the Safekeepers encounters an individual or small group they think they can take, they may capture them for human sacrifice at the Refuge. Or if there is a large group of zombies present, they may sacrifice them then and there to the monsters. The sick are also slain in their sleep or offered up in ritual sacrifice to appease the zombie hordes.

The leader of the Safekeepers: Is a 6th level Zombie Prophet of Diabolic alignment. She calls herself **Death's Hand**, but she is also called *the Enlightened One*, *Death's Mistress*, and *Master*. Her real name is unknown to her followers and she never speaks of it. Death's Hand is insane and completely committed to the beliefs, rituals and plan for human annihilation she has created. If the Refuge should fall, but she lives, she will start over. So will any surviving Safekeeper generals, lieutenants or Death Priests.

She does not pretend to know all the answers to her twisted theology. She admits she does not know if there is a deity behind

all of this, or whether that entity may have plans for the zombies beyond freeing the living from their burden of life. She has every intention of sacrificing herself to the cause, but not until all the living except for her and her chosen enlightened ones, have helped lead humanity to its destiny: death as zombies. When that day comes in the future, she will be glad to join them in their bliss as the living dead.

The Cultists, Soldiers and Newsbringers (recruiters): These true believers see Death's Hand as a benevolent seer. If she serves any deity, it may very well be entropy rather than a dark or demon god. They all accept her teachings as truth and enlightenment, and are not afraid to die. Each and every one of them is willing to do anything she or her generals ask of them, and will happily lay down their own lives to save her or promote their cause. Misguided, but not necessarily evil, each character's alignments can be anything, but most are, in effect, Unprincipled, Anarchist or evil (any). Average level of experience in the first year of the Zombie Apocalypse is first or second level for most, fourth level maximum. Leaders, Death Priests (there are 10 of them at the Refuge), squad leaders and managers are 1D4 level, sometimes a level or two higher. Half of the cultists are Apocalyptic Soldiers, the other half the Survivor O.C.C. (Ordinary People). Newcomers can be any O.C.C., but probably Survivor O.C.C./ Ordinary People who are not yet fully indoctrinated into being Safekeepers.

What's in a Name: Death's Hand calls her community the *Safekeepers* because she wanted an inviting name that would sound appealing and inviting to survivors and did not sound religious or frightening; and because she sees herself and the army she is building as the Safekeepers of humanity's destiny and reward in death. She named her Safe Haven cult *the Refuge* for the same reasons.

I AM NO MORE

In the hell that follows the Zombie Apocalypse, madness and the impossible abound, starting with the zombies themselves. Not only have the dead risen, but there are weird aberrations. Some are just strange, like the Shopper zombie and other Pattern Zombies. Others are more aggressive or sneaky, and all are murderous.

Arguably, one of the strangest of them all is the Mock Zombie. The "mock living" might have been a more appropriate name, as these weird zombies retain a personality and partial memories of their life. But that's not the strangest part; most Mock Zombies insist they are not zombies, and that they are alive. Only they are not alive. They are the living dead. Zombies that don't know they are monsters.

The vast majority of Mock Zombies insist they are alive and that they want to help "other survivors." So they seek the companionship of the living. They want to join a survivor group or even a survivor community. And if given the chance, most of



the time, Mock Zombies do things to help people and win their confidence.

There are two problems with this:

One, they *are* zombies! And like mythological vampires, they *must feed* upon the living. That means killing people on a regular basis. The creature can deny it all he wants, but sooner or later he must feed. Those who fight the urge and do not feed on the life energy of humans, feel like they are starving, and will wither and rot. They suffer physical and psychological pain, because when a Mock Zombie rots, he looks more and more like the zombie he insists he is not. The monster cannot stand to look like a walking corpse, so it is psychological agony when he starts to look like one. Feeding upon the living stops deterioration, and when they feed often – one human every two or three days – it reverses the decaying process, making the Mock Zombie look increasingly human. Killing more of them even more often can make the Mock Zombie appear almost completely human, though he is still cold to the touch and looks pale and sickly. Though a Mock Zombie can survive by feeding on animals, somehow they are not as enjoyable as feeding upon humans and do not seem to slow the process of decay or regenerate their dead flesh as much as human victims. So sooner or later, a Mock Zombie is likely to kill you no matter how much he may have genuinely liked you or wanted to be part of your group.

Two, Mock Zombies are unhinged. They are homicidal monsters driven to kill human beings, in denial. Being dead, they possess only bits and pieces of their human personality and memories. Moreover, they tend to lack true empathy for the living and do not think or feel emotions the same way as living human beings do. And may accidentally hurt them. For example, a Mock Zombie might forget that a toxic gas or chemical could kill people. As a result, it might tell people that a room or area is safe from zombies, which is true, but forgets or doesn't realize that the gas or radiation present is deadly to the living. Likewise, the Mock Zombie could innocently serve humans contaminated food or water trying to be hospitable.

They are pretend people. Monster wearing human clothing. And are always a danger to people.

That said, careful interaction with a Mock Zombie can be an asset and a resource. Most are desperate to be accepted by the living, even if it is only peripherally, and are eager to please and help. That means a Mock Zombie may be willing to do reconnaissance, scouting, join search and rescue operations, gather and trade food, water and other goods with the living, as well as fight Death Priests and death cultists. Death Priests have the power to control and command zombies and often try to exert their will over Mock Zombies. It is also part of the Mock Zombie's pretense of being human. If it is human, it must hate Death Priests and evil cultists, so it does. Interaction with a Mock Zombie should be kept brief and infrequent. The longer you hang out with one, the greater the chance something is going to go wrong. That includes being betrayed by a Mock Zombie.

Ultimately, all Mock Zombies are out for themselves. When push comes to shove, it is the living getting pushed. When things

get dangerous, or when combat begins or the odds look bad, your friendly neighborhood Mock Zombie hides or slips away when nobody is looking. If its human "compadres" happen to live, their "friend" claims to have gotten separated or lost, or knocked out, or trapped. He may apologize and feign being sorry or sad if a "teammate" died, but it's all pretend. The Mock Zombie is the equivalent of a psychopath who lacks any real empathy or connection to his living friends. But again, if wrangled carefully, the creature could be an asset.

Mr. † Am No More

"Folks need to know there is someone out there lookin' out for the little guy. Besides, some people need killing, and I'm happy to oblige. One less dirt bag or killer is good for everyone."

– A quote attributed to Mr. I Am No More

Some, like the notorious traveling stranger known as **Mr. I Am No More**, can even be heroic and save lives. There are people who insist I Am No More is nothing more than a survivor's myth. A tall-tale to make people feel safe at night. Others swear he is real. Some claim to have met him, and a few claim to have been rescued by him.

As the story goes, *Mr. I Am No More* is a heroic Half-Living who wanders the highways and byways of the Midwest as far north as the Dakotas, as far east as Michigan and Kentucky, and as far south as Oklahoma and Arkansas. He travels mostly rural roads and highways, but he can show up anywhere.

According to the myth, he is a loner said to have lost everyone and everything he cared about, including his own humanity when he became a Half-Living. He has no love for zombies or raiders, nor Death Cultists. He finds a convertible, gets it running, and drives wherever the mood strikes him. He lives off the land and wherever he finds someone in trouble, he gives them a hand. When he encounters cruelty, he puts an end to it. When someone has been wronged by evildoers or Death Cultists, I Am No More hunts down the perpetrators to deliver swift, deadly justice. It is said he does not tolerate evil and shows the wicked, cruel and murderous no mercy. His favorite weapons are a large wrench, a .45 caliber pistol he keeps tucked in the small of his back, and a sawed-off shotgun on the seat of his car.

He calls himself I Am No More, because he is no longer the man was. He is something different now, not a zombie, but less than human. He is enraged about his condition and what has happened to the world, and says that he is no longer fit to be around people. So he drives. Drives and listens to music blaring. Mostly rock and roll, punk, and alternative rock. He unleashes his anger on the wicked and risen dead. He doesn't look for glory or even a thank you, seldom takes rewards unless it is fuel for his car, ammo for his gun, or music to add to his collection, but does loot the bodies of those he kills. Fair trade for what they have done, and his bringing an end to their wicked ways. He says he "ain't fit to be around decent good folk," and never stays in any one place for very



long. When he is around, he is polite to women and clergy, respects the law and lawmen who don't abuse their power, and, sorry, has no use for children or dogs. Before long he is back, on the road.

The rumors are true. Mostly. The only part that is wrong, is that Mr. I Am No More is not a Half-Living, he is a *Mock Zombie*. A smart one that has figured out he gets himself into trouble when he stays in one place for too long. He avoids children and dogs because they are tempting prey. He avenges wrongs and kills the wicked because nobody is going to miss them and it is a great cover for killing the living as an act of justice or revenge.

The name, I Am No More, is something of an ironic joke. To him it means, "Everything is no more. No more civilization. No more laws. No more justice. No more living people. Well, not like there used to be. Just a lot of the dead. Oh, and no more him." Worst of all, he doesn't remember who he was. All he knows for sure is that he hates punks, thugs and ass-wipes, and loves sports cars, especially convertibles, and rock.

Another irony is that he has convinced himself he is a bonafide hero. He has come to accept the "fact" that he is a *Half-Living* (not true) and he can live with that. At least he's not a stinkin' zombie. (But he is.) He enjoys the stories told about him and strives to be that hero, targeting only the bad guys. Then again, he has a broad idea of what constitutes "bad guys." His method of rescue is as brutal and deadly as the worst of the people he hunts. When appropriate, he likes to introduce himself before he attacks.

A lot of people have heard about I Am No More, so if he introduces himself, it adds to the drama and makes for another good story. Plus, his reputation frightens some of the bad guys which throws off their attacks and gives him an edge. Most importantly, it makes them think they are dealing with someone who can die, not a zombie. As long as the bullets flying are not aimed at his head, he can take getting shot at all day long. Which is why he sometimes wears a motorcycle helmet when he knows he is going up against some tough guys or a gang. Besides, one of his powers as a "Half-Living" (not) is killing those men somehow repairs his body and fixes those bullet holes as if they never happened. "And getting shot hardly hurts at all. Other than havin' an ugly mug, it ain't so bad being a Half-Living. Zombies leave you alone, too, until you fight them." – *Mr. I Am No More*

Mr. I Am No More Stats

A *Mock Zombie* hero, of sorts.

Also Known As: The Highway Huntsman and the Wanders.

Alignment: Many people considered him to be good. He is really aberrant evil, as he has his own twisted code and tries to target and kill only "dirt bags and wicked people who need killin'."

Attributes: I.Q. 14, M.E. 9, M.A. 26, P.S. 30, P.P. 6, P.E. 18, P.B. 7, Spd 10. **Note:** I Am No More is content with looking like a Half-Living and shaves his hair for easy upkeep.



Hit Points: 26, but all Main Body S.D.C. must be depleted first before Hit Points can be affected.

S.D.C. by Location:

- * Hands (2) – 9 each
- * Arms (2) – 14 each
- * Feet (2) – 11 each
- * Legs (2) – 19 each
- * Lower Jaw – 9
- ** Neck – 15
- ** Head – 26
- *** Main Body – 46

Armor Rating: 14

Horror Factor: 13

P.P.E.: 6

Natural Abilities (Mock Zombie): Standard.

See Life Energy (P.P.E.): 9,000 feet (2,743.2 m) at night or in darkness.

Sense Life Energy (P.P.E.): 25 feet (7.6 m) to sense 1-6 people, 50 feet (15.2 m) to sense a group of 7-24 people, and 100 feet (30.5 m) to sense a group of 25 or more people. Half that range to sense animals. One quarter that range, 6.2 feet (1.9 m), when the zombie is dormant.

Recognize Human Scents: 83%. This also tells the zombie that humans are nearby, or have been present recently.

Track Humans by Scent: 18% chance, +10% if the human is sweaty or hasn't bathed in three or more days, +10% to follow the scent of blood, +5% if there is more than one human present in the same area, +5% to smell perfume, cologne or aftershave. All bonuses are accumulative.

Smell Fear in Humans: Makes zombies more aggressive: +1 on initiative and +1 to strike or disarm. If the level of fear is fever-pitched or five or more people are terrified, the Mock Zombie is also +1 attack per melee around.

Zombies Can See Without Eyes: The eyes glow with a red light inside empty eye sockets.

Keen Sense of Hearing: Can pinpoint the location of a Zombie Moan after hearing it for only 30 seconds.

Impervious to Most Everything: Only decapitation, destroying a zombie's brain, and fire can kill a zombie. Does not need to breathe, and survives underwater and in a vacuum.

S.D.C. and Hit Point Regeneration: 1D6+3 S.D.C. and 2 Hit Points are automatically restored every hour. Extra P.P.E. may also restore S.D.C. and Hit Points at a rate of 1D6+2 S.D.C. and one Hit Point per extra P.P.E. point. See S.D.C. and Hit Points for details.

No Life Energy of Their Own: Zombies are cold, dark creatures without body heat or an aura. They cannot be seen by infrared and thermal imaging optic systems. Rather, zombies register the same as a piece of timber.

Go Dormant: A stasis sleep that keeps zombies from decaying. Walking dead hide when they go dormant and can be waiting anywhere.

People Slain by the Zombie Rise as One: Victims slain in a zombie attack, their P.P.E. absorbed, rise as the walking dead within 2D4+4 minutes after expiration.

Skills of Note: Prowl 55%, Seduction 50%, Tailing 75%, W.P. Blunt (5th level proficiency), W.P. Pistol (4th level proficiency), Hand to Hand: Basic (5th level proficiency), Boxing, Automotive Mechanics 45%, Automobile 90%, Truck 55%, Motorcycle & Snowmobile 45%, Combat Driving, Land Navigation 45%, Roadwise 45%, and Streetwise 45%.

Attacks per Melee: Four with Boxing, +1 when people are frightened.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: 2D6 damage + P.S. damage bonus (if any).

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: May use any.

Note: Leap Kick, other kicks, body flip, and martial art attacks are NOT possible by Mock Zombies.

Bonuses: +1 on initiative, +2 to strike, parry and dodge, high M.A. to 88% to evoke trust/belief or intimidation; masterful liars. Also see Track Humans by Scent and Smell Fear in Humans.

Penalties: -3 on Perception Rolls.

Vulnerabilities: Insane denial of its true undead nature. This character blames all of his Mock Zombie abilities, zombie hunger and need to kill people and feed on their P.P.E. on being a Half-Living. That's this Mock Zombie's story. He can't swim, is a poor climber, and head shots, decapitation and fire kill, severe cold reduces speed. Fear of fire holds most zombies at bay, but since he believes he is a Half-Living, the Horror Factor for fire is 12.

Note: Although intelligent, Mock Zombies do not work with or command other zombies. To do so would admit that it, itself, is a zombie. Consequently, Mock Zombies tend to operate alone and avoid other zombies. I Am No More hates Death Cult Priests and mean, wicked people. He does not care much for Retro-Savages either. The Mock Zombie has no qualms about fighting and killing *zombies*, especially if it makes humans accept him and he sometimes joins other "heroes" and fighters, but seldom for more than a few days. He expresses open hatred for the walking dead, but they *never* attack a Mock Zombie, recognizing it to be a zombie. Only another Mock Zombie, Thinker, Death Priest or human may recognize a Mock Zombie.

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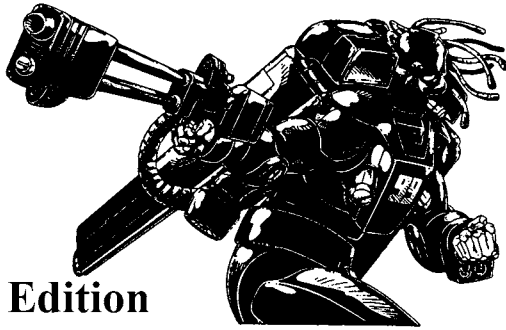
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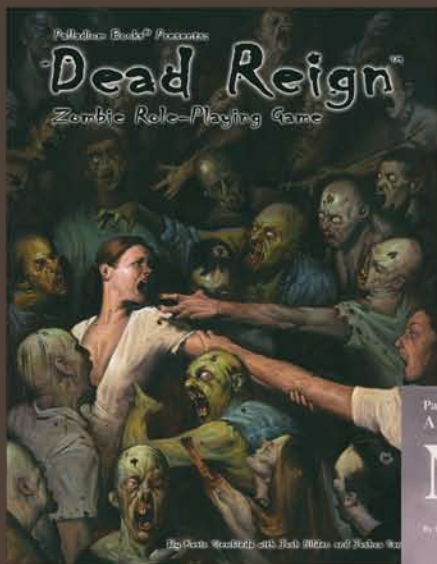
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