

HOTEL BABYLON

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This book uses the Savage Worlds Core Book and the Zombocalypse book for Savage Worlds. No other books are needed to run this scenario.

The PCs, road weary and needing a warm bed for the night, come across a hotel in the middle of nowhere, in a little dirt-water town named Babylon. The town is all but a ghost town and the café and gas station have been integrated into the hotel. It is about 5 pm and the road signs and maps indicate the next stop is not for several hours.

There seems to be a lot of activity at the Hotel considering its location. The guests seem to take little or no notice of the PCs as they go about their business.

Have the PCs make a Notice check. If they roll a raise on the check, make it, they notice they are being carefully watched; nearly stalked by almost all of the guests.

The hotel manager is a pleasant man in his mid-50's that has a habit of licking his lips after he finishes talking. Once the PCs are given the keys to their rooms, they see the two room attendants cleaning something out of the carpet on their way.

The rooms are clean and seem to be a bargain for their price. The rooms were redecorated in 1972 and have not been redecorated since.

The café attached to Hotel Babylon serves the typical greasy-spoon café fare: lots of stuff that's bad for you and all of it swimming in gravy. The prices are cheap though, and the apple pie is startlingly good for a place like this. The waitress will flirt with anyone that has a Charisma of 2 or more.

Other Guests and NPCs

Aside from the PCs, there are 32 other guests: there are 4 bikers and 6 girls with them, a family of 4 from Chicago, a solitary traveling businessman, 4 big game hunters, 2 room attendants, the manager, 3 gamers going to a Con, a man and wife fleeing the law, three crewmen from the Crazy Co-Eds website but no girls, the café waitress, and the cook.

Everything seems surreally normal for a while. The café closes at 8:30 and will shoo the PCs out so they can shut down, clean, and start prepping breakfast. If the PCs insist on staying, they will be told that they can take their plates to their room.

9 P.M.

At 9:00pm, all hell breaks loose and all of the patrons and staff turn into thinking zombies. The waitress from the café will knock on the door of the room the PCs have (or one of the rooms) and wait for them to open it; she should be the first encounter they have with the walking dead. When the door is open, she will kick it open the rest of the way, still flirting and batting her milk-white dead eyes at whomever she's fixated on.

The PCs will find that all of the doors and windows on the outside of the building are not only locked, but they are impossible to break. All of the doors and windows facing

the courtyard of the hotel can open and close normally, as can all of the room doors. There is no access to the roof that the PCs can gain and they are effectively locked in for the night.

ZOMBIE COMBAT

The zombies all use the same zombie stats listed below. None of them are using weapons of any kind. The big game hunters have rifles and handguns, but have been out of ammunition for some time now. The goal for the zombies is to kill and eat any PC so they will not try to turn them in any way shape or form. However, any PC that is killed by the zombies will return the next night as a zombified guest with all of the skills and memory of the original PC. If any of the zombies are taken away from the Hotel Babylon, they will try to kill any of the PCs they can and then get back.

The zombies will not rush at the PCs in a mad blitz. They are smart, they will bide their time, break through walls if they need to, and use the rooms to their advantage. They will hide and wait; hunting humans has become a game for them, and it is a game that they have become very good at.

Weapons

There are no firearms with ammunition of any kind left at Hotel Babylon. Even the big game hunters are out of ammunition. There are a great many things that can be used as weapons, and most of them should be treated as either Baseball Bats, Cue Sticks, or Tire Irons. The hotel does not have a fire ax. The kitchen has a few weapons in it, Large Knife equivalents for cooking, some frying pans, and some other cook ware. Creative players will be able to find weapons anywhere, or at least use what's around them.

CHECKOUT TIME

Once 9am rolls around, everyone returns to normal. They let the PCs go if they wish, but promise them the thrill of the hunt every night if they stay and wait for more travelers.

ZOMBIES

All of the zombies in this adventure use the statistics for Hunter Zombies. They are smart enough to try to set traps, but not mechanically inclined enough to set up any that are complex on a physical level.

