

CONSPIRACY THEORIES



A SURVIVE THIS!! Zine

Issue 2: Frostbitten

Brandt



Conspiracy Theories

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Frostbitten

Ramondtaker

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Created, Written & Edited by

Jodie Brandt

A.K.A. QuestWise

Cover Art

Jack Holiday

Interior Art

Ramon Lucha

Storn Cook

Anthony Courneyer

Bradley K. McDevitt

Jacob Blackmon

SURVIVE THIS!! Created by

Eric Bloat

For Bloat Games

SURVIVE THIS!! Logo by

Jeff Jones

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“Everything you can imagine is real.”

~ Pablo Picasso ~

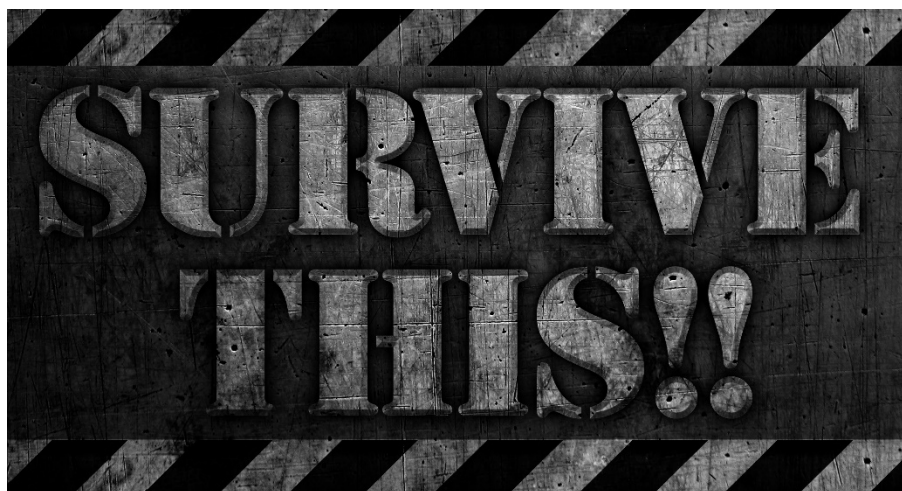


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Welcome to Issue #2 of Survive This!! Conspiracy Theories. In this installment we dig deeper into the secrets behind the Survive This!! line of products produced by Bloat Games.

Our mole, deep undercover at Bloat Games HQ, has passed us some very special information for this issue and we hope they bring you and your table hours of entertainment.

Most notably we discuss what it is like to be a **Kid** in the apocalyptic landscape that is Survive This!! Zombies 2nd Edition and how to face off against the frozen dead in the **Frostbitten Mini Campaign Setting**, as well as three new frozen zombie types to add to any winter themed STZ game.

And finally, Vigilante City and Vigilante Hack get some love as we discover a multitude of Villain Motivations to bring more life to the bad guys in your games.

Enjoy, and as always - Game on!

The Kid

A new class option for Survive This!! Zombies 2nd Edition

Kids often get overlooked when important matters are at hand. Especially if those matters involve the apocalypse. Truth is, kids can play a very vital role in the safety of the survivor community.



Attribute Bonus: +1 to Dex. This is a one-time bonus

Equipment: Slingshot and bag of 20 marbles, Stick of chalk

Class Special Abilities:

- **Wily** - Kids are adept at being sneaky, slippery, and unobtrusive when they want to be. They can fit themselves into the most impossible hiding spots, dodge out of the clutching hands of a zombie, and have an uncanny ability to listen in on conversations not meant for them.
Kids gain a +2 bonus to Sneak at time of entering this class and a +1 bonus each level thereafter. They also gain a +2 bonus anytime they attempt to hide or fit into some uncomfortable hiding space.
- **Braver Than You Think** - If there is one thing that Kids are known for it's that if you tell them they can't do something, they will damn sure try to prove you wrong! Kids have an innate drive to prove themselves, coupled with the inability to fully see the consequences of their actions, which makes them foolishly brave in certain situations. They will often volunteer for dangerous missions that involve being hidden or sneaking into someplace not possible for adults to go, and are constantly trying to prove themselves as useful members of the group. (It is encouraged for the Game Master to place Kid characters into difficult encounters, due to their foolishness.) Kids gain a +2 bonus to Mental saving throws vs. being intimidated, scared or dared.
- **Innocence** - For all their wiliness and false bravery, Kids still maintain a sense of innocence in everything they do. It's just inherent in their nature, having not spent a lifetime of becoming jaded. As such, Kids can often be overlooked in certain situations, most times when it is extremely convenient. Kid characters have a 40% chance of being overlooked when trying to blend into adult gatherings, and a natural 30% chance of being unnoticed by Zombies when attempting to be inconspicuous.

Special Note: Kid characters are considered to be between 8 and 12 years of age. As such they cannot begin any campaign with a stat higher than 14. It should be noted at character creation that the player intends to make a Kid character, though they do start the game as a Level 1 Survivor like everyone else, gaining the benefits and special abilities upon reaching 2nd level. As to aging, when it is considered a Kid becoming an adult, that is up to the GM, the player, and the pacing of your individual campaign.

New Weapon! - Slingshot: A slingshot is composed of a handle, either made of wood or fiberglass, atop which is attached a length of rubber banding which allows the item to fling rocks, marbles, or other small objects at a high rate of speed.

Damage: 1d6-1 Rate of fire: 3 Range: 40 Weight: 1 Cost: 5

A slingshot is more of a child’s toy than it is a weapon, as such it does not harm Zombies since they feel no pain, though it is a great way to distract the living dead if used creatively.

Kid Background Chart

Since Kid characters are of course younger than beginning adults, the current Random Background Chart on page 14 of the STZ 2nd edition rulebook is not useful for their creation. Below is a new random chart for Kid characters.

Kid Background Chart (roll 1d10)

D10	RESULT
1	Bully - Likes to harass others. +1 Strength
2	Nerd - +1 Intelligence on obscure knowledge (i.e. medieval weapons)
3	Shy - You suffer a -1 to Charisma
4	Athletic - You spend time skateboarding or climbing trees. +1 to Dexterity
5	Curious - Gains the Investigation skill for free
6	Bookish - You always have your nose in a book. +1 to Intelligence
7	Good Student - Adults tend to like you. +1 to Charisma
8	Sickly - You suffer a -1 to Constitution
9	Tough - You receive 1 less damage from blunt damage, like falling.
10	Klutz - You suffer a -1 to Dexterity



Frostbitten

**An adventure seed generator and campaign starter for Survive This!!
Zombies 2nd edition**

"I first came to Alaska a few years back, in an attempt to distance myself and my family from the growing epidemic of the Dead. For a while we lived in relative peace, our only enemy being the vast, rugged, wilderness and of course the damn cold temperature. But it wasn't long before the Dead Disease came here too, only now the bastards were frozen..."

- Excerpt from the journal of Wesley Geering



The distant northern lands of Canada and Alaska have not escaped the clutch of the Zombie infestation. In fact, here the devastation is much worse. Not only are the living dead a constant threat, but the very land can be your enemy. From bitterly cold nights to thick forests, frozen lakes, towering mountains, and wild predators, its best to find shelter and warmth lest you find yourself Frostbitten...

These optional rules and setting details are provided as a way to take your games of Survive This!! Zombies 2nd edition to whole new levels of dread. They can be used for one shot games in which you are looking to add a new twist to the zombie theme, or to investigate an entirely new campaign set in the frozen regions of North America. Over the next few pages you will find tips, techniques and rules to instilling frigid fear on your table full of players. Enjoy!

Before zombies are even a threat one must contend with the landscape of the frozen north. Several factors contribute to the dangers prevalent in a Frostbitten campaign.

- **Cold:** Frostbite and hypothermia constitute a numerous amount death throughout the north. When the temperature drops to 40 degrees (fahrenheit) or less the danger for hypothermia sets in. The core body temp begins to fall and the body starts to shiver to compensate. When the body stops shivering one should start to worry. Damp weather only adds to the rapid fall in body heat. Signs of severe hypothermia include: the rapid end of shivering, flush skin, and increased confusion. Once a character begins to suffer from hypothermia and frostbite, they suffer 1 point of temporary Constitution damage each hour they are exposed to the cold. Upon suffering the cold damage, the character must also make a Poison (Frostbite) save, or suffer a cumulative -1 to all dice rolls until warmth can be restored.
- **Survival:** The lands of the North can be very unforgiving to the untrained individual. Outside of civilization food appears to be scarce, water is most often frozen, and travel can be immensely difficult. Those without any training in the Outdoorsmanship skill, must make an Int check, with a -3 penalty whenever they search for food or water in the wild. Those with the skill still suffer a -1 penalty, due to the savage nature of the landscape unless they were raised in that environment. Tools, like a survival guidebook, or an icepick for water, remove this penalty. Movement throughout the area can be difficult as well due to tangled undergrowth, broken rocks, and frozen ground. If not moving carefully through the wilderness, there is a 45% chance of twisting an ankle or falling to the ground, and suffering 1d4 points of damage. Movement speed is also reduced by half for the duration of the injury.
- **Natural Predators:** A variety of wild animals also roam the wild seeking food. If hungry enough they may even trespass upon civilized areas in search of sustenance. The major threats found in a Frostbitten setting are black and polar bears, boars, as well as feral dogs. (Stats for each can be found on pages 88- 90 of the STZ 2nd edition rulebook)

For all the hazards one might encounter in a Frostbitten setting, there are also many items which make life easier in the North. The following is a new list of equipment that can be gained to counteract the effects of harsh survival.

- **Snowmobile:** Traversing the frozen landscape can be long and arduous, unless one has the means to counteract the harsh conditions. Snowmobiles are designed to move quickly through even the deepest snow. Having access to one allows upto two characters to outrun threats and avoid any movement penalties incurred due to snow or frozen ground.
A snowmobile requires gasoline to run and can travel up to 40 miles on a full tank. It increases travel speed to 20. Cost to buy: \$400.
- **Chainsaw:** One of the most often used tools in the north is the chainsaw. It's the workhorse of the lumber industry and is also an effective weapon, having the ability to cut easily through flesh and bone. The chainsaw is a violent weapon doing 3d6 points of damage, but is unwieldy and must be used with two hands. It is also an extremely untrustworthy tool that tends to break down a lot. It starts with a d6 Usage Die and there is a 25% chance that it will not start each time it is used.
- **Snowshoes / Skis:** A cheaper option than a snowmobile, and definitely quieter, snowshoes or skis can make traveling through the snow easier. These items remove any penalties to moving about in the frozen landscape. Wearing snowshoes allows you to move silently, though reduces normal movement to 8. Skis are a bit more linear and mostly require a downhill slope to gain any speed but can increase normal movement up to 16. Cost for each: \$45.

Bears Creek, Alaska

Many little towns dot the land throughout the Canadian and Alaskan regions of the north, but one particular town, Bears Creek, holds its very own dark secret... Approximately 70 people live in the small riverside hamlet, each with their own veiled mysteries. A small bar, McGillicutty's Mug, and a ramshackle post office form the central most buildings in Bears Creek. The rest of the town is composed of various houses, fishing shacks, and the massive lumber mill. To the east lies the Rapahatik River, which flows south down from Mount Drum. To the west is a dense forest of White and Red Pine, thick with twisted undergrowth. Elsewhere is frozen tundra for nearly eight months of the year. June through September turn the area into a muddy morass of swarming mosquitoes and biting flies, making outdoor activities a very uncomfortable prospect. I-3 runs directly through the town into nowhere, which means that there were very little unexpected visitors to the area before the zombie epidemic hit. Now the 70 or so residents that remain, hunker down within their isolated abode, trying to live a life of semi-normalcy, ever watchful for any stray undead that might wander too close in search of a living meal.



Notable NPC's of Bears Creek, Alaska:

- **Davidson “David” Masters: Mayor**

4th level Leader Age 56 HP: 20 AC: 10

STR: 14 INT: 15 WIS: 10 DEX: 9 CON: 15

CHA: 13 SUR: 7

+3 to Intimidate / Persuasion, +2 Detect Ambush, +1 Shoot
Zombies

Equipment: Flannel clothing, Rusty red pickup truck w/ gun rack,
Shotgun (4d6+3 dmg, ROF 1, Range 30, Ammo 5)

Davidson is a grisdled middle aged man who acts as mayor of Bears Creek. He lives in the old hunting lodge just northwest of town, on a hill which butts up against the forest.

His Secret: In an old storm cellar, near his home, Davidson holds a small zombie child captive. His fascination with the undead boy borders on lecherous...

- **Marcy Wilkinson**

2nd level Mother To Be Age 24 HP: 10 AC: 9

STR: 12 INT: 16 WIS: 13 DEX: 8 CON: 12

CHA: 15 SUR: 8

+3 Ranged combat rolls

Equipment: Warm worn clothing, Heavy rubber boots, Crossbow
(1d6+1 dmg, ROF 1, Range 80, Ammo 20)

Marcy lives alone in a house one block from McGillicutty's Mug, where she works. Her boyfriend, Jack, died six months ago during a woodcutting accident. She is due to give birth in about 3 weeks time, but continues to serve drinks to the bars patrons five nights a week.

Her Secret: She is unsure of who the true father of her unborn child really is. Her affair with Grady O'Brien is something that she kept hidden from her, now dead, boyfriend. Even the circumstances of Jack's death are a bit shady...

- **Grady O'Brien**

5th level Hunter Age: 36 HP: 21 AC: 11
 STR:16 INT: 10 WIS: 13 DEX: 9 CON: 14
 CHA: 7 SUR: 10
 +4 Outdoorsmanship, +3 Trap and Kill Animals, +2 Skin and Prepare Food, -1 Charm
 Equipment: Heavy clothing, Leather Jacket (AC bonus +1), Woodcutting Axe (1d6+1 dmg), Knife (1d6-1 dmg), Hunting rifle (3d6+2 dmg, ROF 2, Range 150, Ammo 10)

Grady is the town hunter and outdoorsman. He makes most of his income by providing fresh game to McGillicutty's Mug for their dinner menu. He lives in a small house near the southern edge of town, with a pit bull named Agamemnon, shelves full of old classic literature, and way too many empty bottles of Jim Beam.

His Secret: He is completely infatuated with Marcy Wilkinson, though completely unaware that her unborn child may be his....

- **Gloria Demkins**

3rd level Fixer Age: 27 HP: 12 AC: 10
 STR: 12 INT: 10 WIS: 14 DEX: 10 CON: 9
 CHA: 13 SUR: 11
 +4 Jury Rig, +3 Recognize Useful Items, +2 Create Mechanical Items
 Equipment: Rugged clothing, Set of automotive tools, Welding torches, Motorcycle.

The local mechanic of Bears Creek, Gloria acts as the towns Fixer. She can be found most days in her automotive garage wearing dirty jean overalls and a faded Led Zeppelin t-shirt. She is quite skilled and maintains most of the vehicles in the small town.

Her Secret: She is fully aware that Jack, Marcy's boyfriend, was murdered while out hauling lumber. She keeps the culprit's identity a closely guarded secret out of fear for her own safety...

Frozen Zombies

All across the north the zombie infestation has begun to rise. As many of the populated areas have fallen, the living dead range further afield in an attempt to find further food sources. In doing so many of the zombies have started to change and adapt to their new surroundings. In the case of Northern Canada and Alaska, that means taking on arctic evolutions. Below are three new types of zombies which can be added to any Frostbitten campaign. All Frostbitten zombies have the natural strengths and weaknesses of zombies found in the Survive This!! Zombies 2nd edition rulebook.

Ice Runners

These particular zombies are adept at traversing the frozen, snow covered lands without having their movements hampered. They cut through drifts with ease and quickly gain on their fleeing victims.

Armor Class: 12

Hit Dice: 2

Move: 12

Attacks: 2 per round

Attack Damage: Bite 1d6, Claws 1d6-1

Special: Immune to cold based attacks, Take double damage from fire and heat, Not hampered or slowed by winter environment.

Pack Size: 3-6

Bonuses: +2 to hit

Methods of Termination: Destroy the head, Decapitation, Destroy the body with fire.

Frozen Behemoths

Massive humanoid zombies standing 7 to 8 feet tall, most likely the result of infected lumbermen or other such outdoorsman stock. Their festering bodies have swollen and grown to mammoth proportions, giving them unnatural toughness.

Armor Class: 16

Hit Dice: 4

Move: 10

Attacks: 1 per round

Attack Damage: Bite 1d6, Claws 1d6+1

Special: Immune to cold based attacks, Take double damage from fire and heat, Pummel: Can bludgeon a target in close range for 2d6 points of damage, Hurl Ice: Behemoths tend to fling great chunks of ice up to 40 feet, inflicting 2d6 points of damage to a chosen target.

Pack Size: 1-2, Frozen Behemoths tend to travel with Ice Runners and other various zombie packs.

Bonuses: +2 to melee damage attacks

Methods of Termination: Destroy the head, Decapitation, Destroy the body with fire.



Snow Lord

Deep in the frozen wilds of Alaska and Northern Canada there reigns an undead creature unlike any previously encountered during the apocalypse. An undead beast that still clings to its intelligence, though its shattered sanity and unrelenting hunger drives it ever onward. Other zombies see it as some sort of monstrous deity and flock to its wintry abode knowing that it will lead them toward human feasts. The Snow Lord is treated as a mythical 'boogie man' to the residents of the frozen north, but it is as real as the winter snows, though any who have encountered it now number among the endless dead.

Its bony, misshapen body, is cloaked in ice and frost, which also crown its undead head like some sort of crystalline diadem.

Armor Class: 16

Hit Dice: 7

Move: 10

Attacks: 2 per round

Attack Damage: Bite 2d6, Claws 2d6-1

Special: Immune to cold based attacks, Take double damage from fire and heat, Not hampered or slowed by winter environment.

Undead Loyalty - What slight bit of intelligence remains in a zombie's brain drives it toward the closest food source, though even the most common zombie knows that being near the Snow Lord means a steady supply of brains. The Snow Lord is always accompanied by a flock of 2d6 living dead zombies (STZ core book pg. 60), 1d6 Ice Runners, and 1-2 Frozen Behemoths.

Tundra Touch - The most efficient way to hunt humans is by making them immobile. Once per day the Snow Lord may call upon the frozen environment and cause a 40' square within his sight to burst forth a layer of hoar frost thick enough to immobilize anything caught within it. Any creature within the 40' area designated must make a Critical Injury save or be caught fast, frozen in place for 1d6 turns and takes 1d6+2 frostbite damage. Those who make the save are free to move, but only at ½ their normal movement rate until they leave the area, and take half damage from the cold.

Pack Size: 1

Bonuses: +4 to hit

Methods of Termination: Destroy the head, Decapitation, Destroy the body with fire.

D10 FROSTBITTEN MINI CAMPAIGN ADVENTURE HOOKS	
1	2d6 zombies emerge from the forest and attack the nearest townsfolk.
2	Marcy Wilkinson goes into labor early just as a massive snowstorm hits.
3	Grady O'Brien is followed by 3 Ice Runners as he returns from a hunt.
4	A child goes missing from town on an evening where the temperature is dropping rapidly.
5	Agamemnon begins barking at an old storm cellar door located on Mayor Masters property.
6	A Frozen Behemoth bursts from the trees near Bears Creek, destroying everything in its path. It will continue to cause havoc until stopped.
7	A severe cold spell descends upon the town. Temperatures drop to -30 degrees Fahrenheit. Such extreme cold begin to damage vehicles and electrical lines causing failures to happen. Staying warm will be a struggle for survival. Cold lasts for 1d6 days.
8	Mayor Masters discovers a circle of skulls arranged in a disturbing pattern on the outskirts of town. Who, or what, left them is unknown, but it does cast an ominous shadow of fear over Bears Creek.
9	1d6 strangers arrive in town and begin causing trouble. Food and supplies begin to go missing and the strangers threaten the locals with violence if blamed for the events. (Use Bruiser stats on p. 82 of STZ core rulebook)
10	The Snow Lord begins his journey south, bringing him directly through Bears Creek. In his wake is death and 3d6 undead. (GM's discretion on what types of zombies are in the Snow Lords retinue.)

Vigilante Hack / Vigilante City Villain Motivations

Every good villain has reasons why they act in the manner of which they do. Whether it be for a specific cause or to save someone they owe loyalty to, a truly dynamic villain will act in accordance to some sort of motivation. Below is a table designed for quickly generating a motivation for any villain in your Vigilante Hack or Vigilante City games. Game Masters should feel free to modify any of the motivations rolled to fit their particular scenario or campaign. Remember, all good Villains believe that their actions, while seen as wrong or dangerous, seem perfectly acceptable and necessary to them.

2D6 ROLL OR CHOOSE A MOTIVATION ON THE TABLE	
2	Villain has a family member (parent, spouse, child) that is suffering from some incurable disease. They act in a manner that pushes them toward finding a cure, no matter what steps must be taken to procure it.
3	Villain is part of a larger organization or group which holds a particular worldview, and their actions are driven by spreading that particular mission. (see below for a list of worldviews)
4	The Villain is driven by fear. Fear of the future, the unknown, or some other outside force. This could be that they are seeking to maintain a certain status quo, or want to change the world in some way. It could also be to stop some other rival Villain.
5	The Villain seeks to achieve some sort of status, which could be the leader of some organization, or government. They might also have a sense of superiority and want to simply prove themselves better than others.
6	The Villain themselves has a personal worldview. An attitude that drastically separates themselves from the rest, or most, of society.
7	Power over something motivates this Villain. Power to control, manipulate, or force a particular thing. (roll 1d3 to determine: 1= Person, 2= Place, 3= Thing)

8	The Villain believes that a change is needed in the world, or the immediate vicinity for that matter. They seek to not only gather others to their cause, but also to bully others into their way of thinking. This change could be anything from a political motivation, to a religious belief.
9	Pride drives the Villain in this motivation. Maybe they have been scorned in the past and seek to regain their esteem, or they simply believe that they are intrinsically better than everyone else and therefore need to be respected.
10	Anger can also be a major motivator. Whatever caused the anger in the first place is a scenario that the Game Master can generate for their particular game setting, but know that now this anger is deeply rooted and will drive the Villain to deeply despicable acts.
11	A lesser known motivation can be violence. Whether that be a drive to hurt people, or violence in order to stop further violence from occurring. (i.e. killing all members of an organization in order to stop them from killing others.)
12	Greed can drive Villains to immensely horrible acts as they seek to gain as much material, be that money/property/ or possessions. Greed can be a very powerful motivator, but be sure not to use it as a fall back crutch too often or your world will begin to feel a bit flat.



1D4 WORLDVIEW MOTIVATORS	
1	Racist Views: The idea that certain races, or cultures, are dominant over others.
2	Religious Outlook: That certain religious preferences are more acceptable than others. Or that one religion has clearly true and sole domain in the world, dismissing all others.
3	Atheism: There are no gods and thus man, or superman, has sole control of every destiny.
4	Money: Wealth makes the world turn and by seizing that wealth those who control it control those who go without it.



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