

A Level 2 Adventure for 4-6 Survivors

SURVIVE *Zombies!* THIS!!

THE BODY IN THE ROAD



SURVIVE THIS!!

Zombies!

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SURVIVE THIS!! is based on the original version of the world's most popular fantasy roleplaying game.

THE BODY IN THE ROAD

SYNOPSIS

While returning to their small home town of Hazard, Georgia, from a failed attempted trip to Atlanta, the group of Survivors encounter a bloody, dying man in the road just outside of town. The man is a farmer who the Survivors all recognize from around town. The man tells the Survivors that his young daughter is all alone at his farm (and tells them that he has supplies there too, if the Survivors need convincing) but when he was attacked by a motorcycle gang, he swallowed the key to his house so the gang would not get it.

After killing the farmer as he “turns” and retrieving the key from his guts, the Survivors set out on an adventure that involves a possibly dangerous river crossing, a trip across unkept fields with waste high grass and a farmhouse that may be more than it appears.

The Body in The Road is a quick one-shot adventure for 4-6 players with level 2 Survivors, usually lasting 3-4 hours. The adventure is divided into four main segments: The Body, The River, The Fields, The Farmhouse.



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THE BODY

It's been forty days since the zombie apocalypse hit. Civilization has fallen. Life as you know it is gone.

Your small band of Survivors have watched horror after horror unfold. You've lost friends, family, spouses and children. Some of them you had to put down yourself, after they turned.

You've seen a single zombie quickly spread the disease and packs and hordes emerge. You've also learned that humans can be just as evil, just as dangerous and just as deadly as the relentless undead. Even you yourself have done desperate things, unmerciful acts. No one's hands are clean in this new world. There is no more innocence.

Your group heard rumors that the CDC in Atlanta was working on a cure and the military had banded together and made Atlanta the last Safe City. Being from Hazard, a small town here in Georgia, you made your way to Atlanta only to find out that the rumors were all wrong. There was no such thing as a Safe City anymore. In fact, being in or near a city may be the most dangerous place to be anymore. So, you've decided to return home to Hazard.

The trek has been long and dangerous and slow, in the near record breaking heat and the high humidity. Everyone is tired and everyone is hungry. It's been two days since you ate and 6 hours since you ran out of water. However, your pressing on because you know you're getting close to your hometown. You're on a two-lane road that you know leads right to the heart of town, where hopefully you'll find the much-needed supplies and nutrients that your bodies are begging for.

As you come to the top of one of Georgia's many rolling hills, you see something that stops your group in their tracks: A body, lying on the edge of the road. Through hazy waves of the heat, the body appears to bloodied. You can't tell if it's human or zombie from where you're at. What do you do?

LOCATION:

Two Lane Road, thick Georgia woods on either side. To the right of the Survivor's, just before the woods, in a small creek bed, dried up in the Summer heat.

Remember this is the Survivors hometown. They are familiar with the area. They know if they continue on this road they'll come across a single lane covered wood bridge about a mile ahead. The Heart of town (Which they are not going to make it to is about 3 miles past the bridge).

THE BODY:

The body belongs to Old Man Monar. He's a farmer from Hazard. When they get closer the Survivors recognize him from around town but none have ever spoken to him or know exactly where his farm is. They just know the general location of all the farms on the north edge of town.

Monar is at the end of his life. He's been attacked, beaten and dragged by a roaming motorcycle gang before being dumped here and left for dead. They have stole all the useful items off him, including shoes and weapons. His torso has multiple puncture wounds and his head has been bludgeoned.

Realizing that he is at the end of life, he is desperate. As soon as the Survivors get close enough, Monar will use all of his last energy to call out to them.

Roleplay and adlib, but don't give too much information and remember that he has had head trauma so it's okay to seem confused or disorientated.

"Help. Please God Help!"

"My daughter. Please you must help my daughter."

"She's at the farm." Pointing above his into the woods.

"You can go through the woods. It's due north. Not Far."

"The key. I-I swallowed it so the bikers wouldn't get it."

“There’s supplies. . .” etc. He’ll say anything to get the Survivors to go help his daughter.

See note below.

ACTION:

Old Man Monar dies. If the Survivors have not already put him out of his misery, in 1d6 turns he rises as a zombie (Walker) and comes after them.

To retrieve the key, a Survivor is going to have to physically go in and get...and it’s going to be messy! A key is a very small thing to find inside the human anatomy. To attempt to retrieve the key the Survivor must roll 1d6 and get a 5 or higher (no bonuses, straight luck of the roll). For each failed attempt, the Survivor (and any Survivor watching) must Save vs CON or throw up.

Once a successful attempt to find the key is made, the Survivor find and retrieve the key **but the key is not the type of key she expected to find!** Instead of a house key, this is a plastic magnetic security badge, like the type used in military installations or heavily secured office buildings; not typically the kind of key used for home use. The key itself is the size of a credit card, solid grey with no other identifying marks on it.

Note: While playing the part of Old Man Monar, try to convince the players to go through the woods to reach the farmhouse. Some players may put 2+2 together and realize since they are from this town they would know how to get to the farm area of town via roads and not need to trek through the woods. If this is the case, read the sentence on the next page:

Since the zombie apocalypse hit, the world has become a place of unending silence. There are no planes flying overhead. No trains chugging in the distance. Not even the buzz of electricity in the power lines. The Earth has become exceptionally quiet.

However, just now you hear the sound of something you haven't in weeks: You hear the low rumbles of motorcycles, the kind of motorcycles that were once referred to as hogs. They're far off and you can't pin point an exact direction as the sound seems to be bouncing off the Georgia hills. How do you proceed?

If the players still insist on taking the road, lead them ahead to the one lane covered wooden bridge and simply adjust **THE RIVER** sequence accordingly.



Old Man Monar - Walker

Armor Class: 13

Hit Dice: 2

Move: 9

Attacks: 2 Per round

Attack Damage: Bite (1d6),
Claw 1d6-2,

Special: Tear Attack 1d6+1
Counts as 2 attacks.

Bonuses: +3 to Attack

XP: 40

Methods of Termination:

Damage to the brain, severing
of the head, burning of the
body.

THE RIVER

LOCATION:

The travel through the woods should be slow and stressful. The woods are dense and if cornered the Survivors would have to make a stand because running in the trees and foliage would be near impossible.

Allow for Trackers to roll their Tracking ability to try to find a small path (DC 15) that may be easier to navigate and Hunters to roll trap and kill animals (DC 16) if they want.

As the Survivors advance, they'll start to hear the sound of running water in the distance (remind them they are thirsty!) before eventually coming to the river.

You finally reach the river. The river is way down and slow moving thanks to the Georgia heat. In times before zombies, you've played, swam and tubed this river on many occasions. It's one of the major sources of summer time entertainment for the residents of Hazard. You can see on the opposite shore that this tiny trail, if you can call it a trail, picks up and continues on.

The river itself is 50' foot across and 10' foot deep. Crossing the river is not difficult although the players will probably expect some trickery, aka zombies in the water, contaminated water supply, etc. Play up the tension with "Man you really are thirsty and there's so much water here." "Wow, this Georgia heat has been unrelenting, you just want to dive right into the water." And when they ask, "Do zombies swim?" Just answer, "Well, you've never seen zombies in water." And things along those lines.

ACTION:

Once safely across the river just as they come out of the water, any Scavenger or Slayer can roll their Sense Zombie ability (DC 16) otherwise the group is quickly ambushed by a Leader Zombie and 2 Living Dead Zombies.



Leader Zombie

Armor Class: 16

Hit Dice: 6

Move: 12

Attacks: 3 Per round

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

Special: Tear Attack 1d6+3 Counts as 2 attacks.

Bonuses: +4 to Damage, +4 to Attack

XP: 150

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body

NOTE: When there is a Leader Zombie present, all Zombies get a +1 bonus on all actions.

Living Dead Zombies (2)

Armor Class: 11

Hit Dice: 2

Move: 6

Attacks: 2 Per round

Attack Damage: Bite (1d6),
Claw 1d6-1

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Bonuses: +1 to Damage,
Toughness -2, +2 to Attack

XP: 25 each

Methods of Termination:

Damage to the brain, Severing of
the head, Burning of the body



This encounter is not meant to be an extremely dangerous encounter, so if necessary reduce all zombies Hit Dice and AC by 1. This encounter just serves as a warm up for what's to come. If the Survivors used firearms during this encounter, emphasis that the loud boom of the shots ring out, bouncing from hill to hill and could probably be heard for miles and miles, possibly by the Motorcycle Gang, possibly by more zombies attracting them to this location. They need to hurry or risk another zombie ambush!

THE FIELDS

As you finally break through the edge of the woods, you're greeted by a 20ft wide grass land with a wooded black fence that runs perpendicular to the wooded area, in both directions, as far as the eye can see.

Beyond the black fence is separated pastures, each about 3 football fields long by 1 football wide, running up a steady incline. Again, these pastures go in both directions as far the eye can see. By appearance of the three-foot-tall grass that is swaying gently in the wind, it looks as though the fields have been unkept since the zombie apocalypse.

At the pentacle of the fields incline, stands a white farm house. Beyond that a sheet metal barn can be seen in the distance.

All is quiet here. You can no longer hear the sounds of motorcycles. Only the gentle blowing of the wind over the pastures.

LOCATION:

This location has the potential to be the most lethal of the locations in this adventure. The fields themselves are covered with "Crawlers" and other zombies that are hidden in the grass. If the players watch the grass and try spot checks (DC 13) before proceeding, they'll notice that the grass in some areas doesn't sway just right. And if they look long enough at these areas they will see that something is moving below the surface of the grass but will not be able to see what.

The Barn in the distance is a cow barn, if the players make it there and try to investigate they'll notice about 100 ft out that there is a putrid odor of death. Once inside, they'll find 30 dead cows, all of whom appear to have starved to death after

being locked in the barn. The only useful things to be found here are: 3 Pitchforks, (1d6-1 damage) and 1 first-aid kit.

The Farmhouse is the house they're looking for; however, they don't know if it is without inspecting it.

ACTION:

Place a d10 on the table as a countdown die. If the players decide to cross the field by moving slowly and quietly, it will take the 10 full turns to reach the farmhouse. For each turn roll 1d6. A roll of 1 or 2 will cause a random player to be attacked by a "Crawler". A roll of 3-6 nothing happens.

During their crossing if the players make any loud noise (scream, gunshot, whatever) then two "Screamer" Zombies will rise from the grass and let out a massive howl, that will echo from field to field and beyond.

This will cause multiple zombies (10 Runner, 5 Walkers, 2 Screamers, and 20 Crawlers) to converge on the players! If the players try to make a stand, the adventure will end in a TPK (Total Party Kill) with all Survivors dying. The only chance for survival is to run for the farmhouse for shelter!

In a full run to the farmhouse, the marching order is based on DEX with the Survivor with the highest DEX being first and the Survivor with the lowest DEX being last.

In this scenario, you will still use the d10 countdown die with the same roll to fail or pass. But this time, it will take 4 failures for the Runners to catch the slowest Survivor and then they will catch the next Survivor with each subsequent failure until the party either reaches the farmhouse or is caught and engulfed by zombies.

Walkers (5)

Armor Class: 13

Hit Dice: 2

Move: 9

Attacks: 2 Per round

Attack Damage: Bite (1d6),
Claw 1d6-2,

Special: Tear Attack 1d6+1
Counts as 2 attacks.

Bonuses: +3 to Attack

XP: 40 each

Methods of Termination:

Damage to the brain, Severing of
the head, Burning of the body



Runners (10)

Armor Class: 13

Hit Dice: 2

Move: 12

Attacks: 2 Per round

Attack Damage: Bite (1d6),
Claw 1d6-1,

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Bonuses: +1 to Damage,
Toughness -2, +3 to Attack

XP: 60 each

Methods of Termination:

Damage to the brain, Severing
of the head, Burning of the
body



Crawlers (20)

Armor Class: 11

Hit Dice: 2

Move: 3

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-1,

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Bonuses: +3 to Damage, +2 to Attack

XP: 45 each

Methods of Termination:

Damage to the brain,
Severing of the head,
Burning of the body

Screamers (2)

Armor Class: 13

Hit Dice: 6

Move: 9

Attacks: 2 Per round Attack

Damage: Bite 1d6, Claw 1d6,

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Special: Once per round all combatants within 100ft of a shrieking Screamer must make a save vs Fear (Wisdom Based). If failed, the person loses ALL actions that round. If passed, no real effects, but a general unease settles over them.

Bonuses: +2 to Damage, +3 to Attack

XP: 150 each

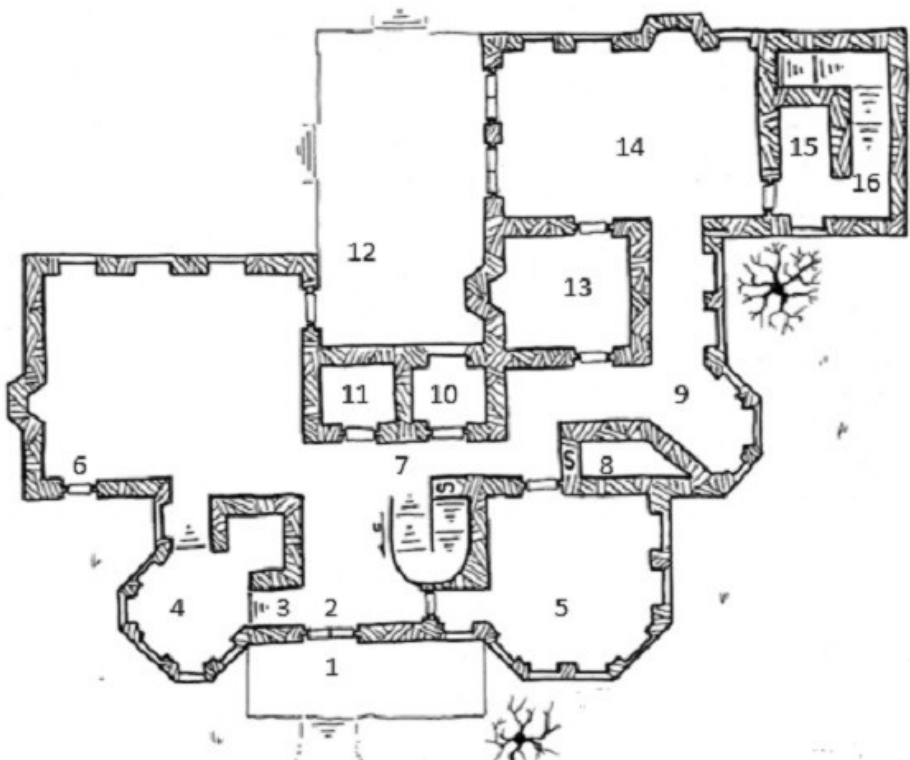
Methods of Termination: Damage to the brain, Severing of the head, Burning of the body



THE FARMHOUSE

The Farmhouse is a large 2 story modern white Farmhouse and appears to be in immaculate condition. To go along with a modern design aesthetic, windows cover the exterior walls allowing an abundance of light to enter. What you can see of the inside through these windows, everything looks well kept. Something about this pristine of a location in a zombie apocalypse doesn't sit well with you but you don't have time to worry about that now.

FIRST FLOOR



AREA 1: A large wooden porch spans most of the front of the house. The porch itself is bare except for 2 wooden kitchen chairs that are propped under the double large oak front which are open wide to all outside. Through the doorway an entryway can be seen but not much else.

If the Survivors are being chased by Zombies, running inside and closing the heavy oak doors will be enough to keep the Zombies out (at least for a little while). However, when the Survivor's step through the doorway they may be greeted by a deadly see surprise. *See Area 2 for more details.

AREA 2: *Trap: When the Survivors step through the doorway, the first Survivor will feel a click under her heel as the floor gives way and drops an inch, followed by an immediate *BOOM!* As the shotgun from Area 3 that is rigged and pointed at the door fires spraying buckshot at the unlucky person stepping into the entryway.

A reflex roll can be given to the Survivor, d20+DEX Modifier with a target of 15 or the Survivor takes 2d6 points of damage!

The trap is only good for one shot as the shotgun will be out of ammo (but ammo can be found in area 11, in the guns bag).

Suggestion: Once inside the house, give the players 1d10 rounds to explore or whatever, then give some of the Zombies, still trapped outside, access to the interior; by door or window or whatever. Just keep the pressure on the Survivors. NOTE: ALL EXTERIOR DOORS (except the door to Area 15) are closed but NOT locked.

AREA 3: *See Area 2 for trap details. Area 3 is a tiny area that only has a shotgun that is rigged to shoot anyone coming into the house. If the trap from Area 2 was sprung, then the shotgun will be out of ammo. The trap is only good for one shot (but ammo can be found in area 11, in the guns bag).



AREA 4: Recessed Family room. A large U-shaped sectional is open to a gas fireplace with a large screen TV hung above the mantle. Windows line all exterior walls of the room.

AREA 5: Large In-home Office. A massive, expensive-looking solid oak desk dominates the room. The walls are lined with floor to ceiling book cases, filled with massive leather tomes mixed with newer books of all shapes and size, with several books on survival and Prepping. While the exterior walls are cover in windows.

***Secret:** *World War Z* by Max Brooks is on a bookcase opposite Area*, attached to a zip cord. If removed from the shelf, the cord being pulled will trigger the massive gears hidden in Area 8 to open the hidden security door at the bottom of the stairs in Area 7. This is *the only* way to gain access to the lower level.

AREA 6: Large Formal Dining Room. 2 Exterior Doors unlocked. 3 Windows. Large 12-person antique dining room table and chairs with match hutch. Nice china, crystal glasses and sterling silver silverware can be found in abundance. Again, this area is immaculately clean.

AREA 7: Stairwell that descends to the lower level.

Standing at the top of the stairs, you can see the stairs go down about 10 steps before plateauing at a hardwood landing area. The wall straight ahead of you is curved and you can safely surmise that steps continue downward on the behind the wall to your left. Would you like to proceed?

Your guess was correct, the steps do indeed continue to go down another 10 steps to a second hardwood floor landing. However, everything just seems to stop there. There is a wall at the far edge of the landing, where a door *should* be, there is only a wall.

If the Survivors do any up-close inspection of the wall, they will be able to tell right away that the wall has just been tacked up, and does not seem to be a permanent wall at all. Should the choose to do so, the Survivors can easily tear away the drywall and the supporting 2x4s to reveal a large solid steel (Safe-like) door. The players may think they have found the secret to the mystery key they removed from the insides of Old Man Monar but they'd be wrong. The **ONLY** way to open this door is to discover the SECRET* in Area 5. See Area 5 for further details.

AREA 8: Here are the Secret Gears that operate the security door in AREA 7. The only way the Survivors can gain access to this area is by busting through the drywall.



AREA 9: Seating Nook. This location is a small seating nook with a bay window. Walls opposite Area 8 are lined with family pictures. The family 3, shown in multiple poses consists of a young tween, a woman of 40ish and Old Man Monar, confirming that the Survivors are indeed at the right house.

AREA 10: This small powder room consists of a small octagonal window that looks out upon Area 12, a sink and a toilet. A towel bar with towel hangs next to the sink.

***Trap:** If a curious Survivor checks, there is running water in the sink! What an amazing luxury. However, if a Survivor tries to flush the toilet, she will receive a massive electrical shock that will fling her against the opposite wall. The electrical shock deal 2d6 damage. A successful CON save will reduce the damage to half-damage.

AREA 11: Coat closet. A few jackets and rain coats are hanging on a hang bar while multiple pairs of shoes and boots lie about on the floor. Hidden amongst the shoes is a rifle bag that belongs to the shotgun found in Area 3 with enough ammo for 5 shots. See Area 3 for details.

AREA 12: Large wooden deck with a grill and 3 full sets of patio furniture. 1 Unlocked door leads to Area 6, and 2 full double-sliding doors leading to Area 14.

AREA 13: Spare bedroom. This tiny room is practically full by the double-sized bed (neatly made, by the way) and wooden chest of drawers (empty). There are 2 doors in this room: one leads to Area 9, the other to Area 14.

AREA 14: Immaculate ultra-modern kitchen. There's a large breakfast bar/center island that runs almost the full expanse of the room. All the usual appliances are present. The cabinets, if inspected are all empty (and dust-free). The sink has running water. 2 full double-sliding doors leading to Area 12 and a really sturdy locked door leads to Area 15. The door to Area 15 can be kicked open but requires a successful STR check (DC 15).

AREA 15: Pantry, empty. A strong Security door leads outside and is locked.

AREA 16: A large wooden stair well with a 90-degree left turn leads to the Second Floor.

SECOND FLOOR



Descriptions for the Second Floor rooms are much less involved than the First Floor, with exception of Areas 17, 19 & 21, because the Second Floor is empty. All furniture and belongings are gone. Again, with the exception of Areas 17, 19 & 21.

AREA 17: A hallway that connects Area 16 to Areas 18, 20, 21 (and secretly 22). ***Secret:** When arriving in Area 17 all doors to Areas 18, 20 & 21 are open. If all three doors to these three areas are closed at the same time, a secret door will open at the end of the hall allowing access to Area 22 and the rest of the Second Floor.

AREA 18: A small room, completely empty.

AREA 19: *TRAP: Mrs. Monar, the Runner Zombie.

Armor Class: 13

Hit Dice: 2

Move: 12

Attacks: 2 Per round

Attack Damage: Bite
(1d6), Claw 1d6-1,

Special: Tear Attack
1d6+2 Counts as 2
attacks.

Bonuses: +1 to Damage,
Toughness -2, +3 to Attack

XP: 60 each

Methods of Termination:

Damage to the brain,
Severing of the head,
Burning of the body

The Survivor's will recognize her a zombie-version of the lady in the pictures from Area 9. Apparently, she was locked in this room after turning but as the Survivors burst through the locked door, she attacks!

The bedroom is ransacked. It looks like she has been in there for quite a while. Nothing useful is found.

AREA 20: Tiny empty room. It's previous use is undeterminable.

AREA 21: When the Survivors enter this room, they are instantly transfixed by a plastic table supporting a row of 6 closed circuit TV monitors. The monitors are on! ELECTRICITY!!!! They are showing six different views of the exterior of the farm and looks to be covering all directions. A single toggle switch is located just below the screen. Flicking this switch will change monitors from exterior shots to interior showing Areas 1, 2, 5, 7, 14 & 15.

Sitting on the table next to the monitors is a push-button desktop microphone. If the Survivors try to use the microphone, their voices will be heard throughout every room in the house. NOTE: The microphone only works one way. The Survivors cannot hear what is happening in the Areas being shown on the monitors, only see it.



AREA 22: Secret door leading to Area 17. See Area 17 for more details. Small empty room with a door leading to Area 23.

AREA 24: Large Bedroom, empty.

AREA 25: Large Common Area, empty except for a large Asian floor rug.

AREA 26: Large Full bathroom. Toilet, Sink, Tub/Shower all has running water!

AREA 27: Hallway from Area 25 to Area 30.

AREA 28: Linen closet, fully stocked with towels and toilet paper!

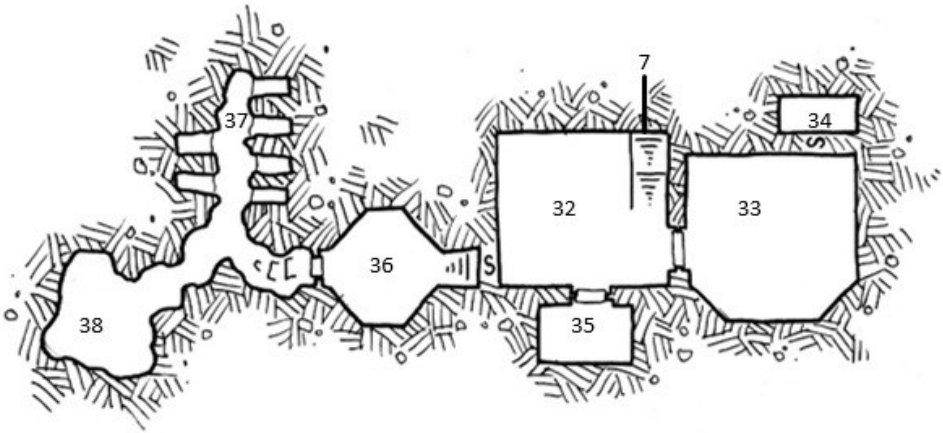
AREA 29: Powder room. Sink, Toilet & Mirror. Fully functional.

AREA 30: Large sitting area with entrances to Areas 26, 28, 32 and 31.

AREA 31: Master Bedroom, empty, except a large Armoire fully stocked with women's clothes, size 16-20.



SUB LEVEL



AREA 32: Sublevel room.

As you descend the 12 steps into this large basement, you're instantly struck by the thought that this is not a normal basement. The walls appear to be military grade concrete, reinforced by barb. High overhead florescent lights illuminate the entire area. And you're amazed that there is electricity! The floors while being flat concrete have been polished and coated with a residue that produces a marble like swirl design. There is a large sheet metal door on the wall opposite the staircase. There are also two other normal doors. This room is filled with furniture (presumably from the second floor). But it's easy enough to traverse.

*Secret: The Security door has a scan bar located on the wall next to it. Using the Key from Old Man Monar's stomach, the Survivors can gain access to Area 36. There is no other way to open this door without the security key.

NOTE: The heavy security door from Area 7 that connects to Area 32, if closed when the Survivors enter area 32, will lock out all Zombies but if the Survivor's do not specifically state that they closed this door, Zombies *will* find their way into the Sub Level.

AREA 33: Supply room. Here the Survivors will find more food than they have seen since the zombie apocalypse began. There's enough food and supplies here to last the entire party 1 month (or 2 months if they ration carefully). It has an estimated tradeable goods value of \$3000.

*Secret: The Security door has a scan bar located on the wall next to it. Using the Key from Old Man Monar's stomach, the Survivors can gain access to Area 34. There is no other way to open this door without the security key.

AREA 34: High-tech weapons room. Looking like something out of a superhero movie, this room is sleek and cool. Hand guns line the chrome sheet metal walls, highlighted by blue back-lighting. The floor is lined with shotguns (identical to the gun found in Area 3) and additional ammo for the shotguns.

This room contains:

(24) – 9mm Pistols, each with 1 full clip already loaded.
No additional ammo.

Weapon Damage: 1D6+2 Rate of Fire: 1

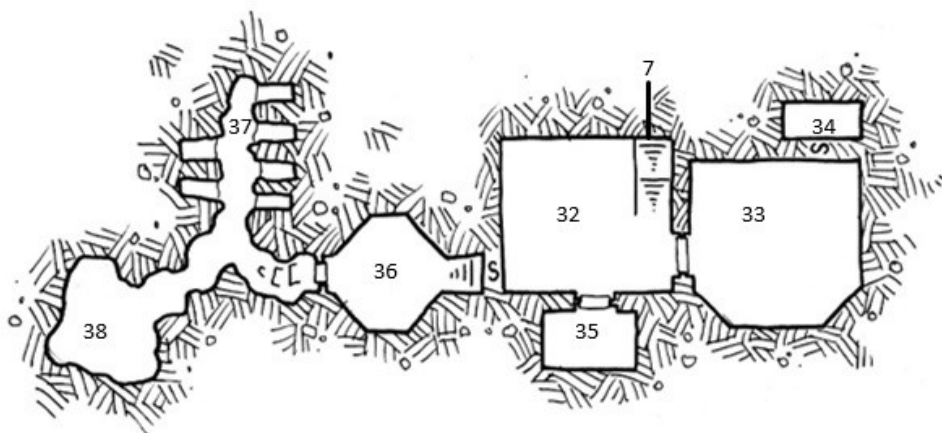
Range: 150' Weight: 10 LBS Availability: Rare

(12) – Shotguns, additional ammo for a total of 90 shots.

Weapon Damage: 1D6+4 Rate of Fire: 1

Range: 100' Weight: 12 LBS Availability: Rare

AREA 35: "Power Room". Three generators run on a constant loop, powering the farmhouse and each other, making them self-sustaining. Additionally, this room houses an identical CCRT set up as the one found in Area 21. See Area 21 for details. There is also a Master Power Panel allowing for control of electricity and running water to each room in the farmhouse.



AREA 36: A short 5 step staircase leads down into an underground family room. Unlike Areas 32 and 33, Area 36 has been made up to look like a normal living room. Drywall covers the walls. The raised ceiling has seashell designs in the plaster with 2 large ceiling fans and traditional lighting. The walls are covered with large screen TVs; some displaying permanent images of outdoor scenes with faux window dressings. The room is filled with furniture (from the Second Floor). A small sink, stove and dinette set is found on the northern-most wall. Carpet covers the full space of the floor. Someone has gone to great lengths (at a great cost) to make this large room in the underground bunker feel like home.

MARY BETH MONAR, age 14, is here awaiting her father to return from a routine scavenger run. If the Survivors used the P.A. in Area 21, she has heard all communications. If they mentioned that her father has sent them to save her, while using the P.A., they will find her in shock, if they have not tried to contact her directly or haven't used the P.A., then she will shoot at the first person to come down the steps! She has a 9mm, with a full clip, and even at 14, she is an expert marksman. She receives a bonus of +2 to all Melee Attacks.

If the Survivors can get Mary Beth to calm down and explain what has happened, she'll be grief-stricken but she will still try to be helpful.

AREA 37: Sleeping quarters. Even deeper underground, Area 37 contains 6 man-sized bunks, carved into the walls of the Earth, that have served the Monar family as their primary sleeping areas since the Zombie Apocalypse hit.

AREA 38: A small stone path, dives even deeper, before reaching an underground river. The water here is clean and drinkable.

CONCLUSION

With the secrets of the farmhouse discovered including the supplies and weapons cache, and the Mary Beth Monar situation dealt with (for good or ill) this adventure comes to a close. Now the Survivors just need to decide what to do. Do they stay here until the supplies are gone? Do they try to sell or barter the supplies and weapons for other more extravagant wish-items? Or maybe they think everything will be okay but the motorcycle gang, which they heard earlier will pay them (and the farmhouse) a visit? That my dear Zombie Master is up to you!

I hope you've enjoyed this adventure and thank you for playing SURVIVE THIS!! Zombies!

Yours in Gaming,

Eric Bloat
Bloat Games

ZOMBIE ENCOUNTER QUICK REFERENCE GUIDE

Walkers (5)

Armor Class: 13

Hit Dice: 2

Move: 9

Attacks: 2 Per round

Attack Damage: Bite (1d6),
Claw 1d6-2,

Special: Tear Attack 1d6+1
Counts as 2 attacks.

Bonuses: +3 to Attack

XP: 40 each

Methods of Termination:

Damage to the brain, Severing
of the head, Burning of the body



Runners (10)

Armor Class: 13

Hit Dice: 2

Move: 12

Attacks: 2 Per round

Attack Damage: Bite (1d6),
Claw 1d6-1,

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Bonuses: +1 to Damage,
Toughness -2, +3 to Attack

XP: 60 each

Methods of Termination:

Damage to the brain, Severing
of the head, Burning of the
body



Crawlers (20)

Armor Class: 11

Hit Dice: 2

Move: 3

Attacks: 2 Per round

Attack Damage: Bite (1d6), Claw 1d6-1,

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Bonuses: +3 to Damage, +2 to Attack

XP: 45 each

Methods of Termination:

Damage to the brain,
Severing of the head,
Burning of the body

Screamers (2)

Armor Class: 13

Hit Dice: 6

Move: 9

Attacks: 2 Per round Attack

Damage: Bite 1d6, Claw 1d6,

Special: Tear Attack 1d6+2
Counts as 2 attacks.

Special: Once per round all combatants within 100ft of a shrieking Screamer must make a save vs Fear (Wisdom Based). If failed, the person loses ALL actions that round. If passed, no real effects, but a general unease settles over them.

Bonuses: +2 to Damage, +3 to Attack

XP: 150 each

Methods of Termination: Damage to the brain, Severing of the head, Burning of the body





Leader Zombie

Armor Class: 16

Hit Dice: 6

Move: 12

Attacks: 3 Per round

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

Special: Tear Attack 1d6+3
Counts as 2 attacks.

Bonuses: +4 to Damage, +4 to
Attack

XP: 150

Methods of Termination:

Damage to the brain, Severing of
the head, Burning of the body

NOTE: When there is a Leader

Zombie present, all Zombies get a +1 bonus on all actions.

Living Dead Zombies (2)

Armor Class: 11

Hit Dice: 2

Move: 6

Attacks: 2 Per round

Attack Damage: Bite
(1d6), Claw 1d6-1

Special: Tear Attack
1d6+2 Counts as 2 attacks.

Bonuses: +1 to Damage,
Toughness -2, +2 to Attack

XP: 25 each

Methods of Termination:

Damage to the brain,
Severing of the head,
Burning of the body



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THE BODY IN THE ROAD

While returning to their small home town of Hazard, Georgia, from a failed attempted trip to Atlanta, the group of Survivors encounter a bloody, dying man in the road just outside of town. The man is a farmer who the Survivors all recognize from around town. The man tells the Survivors that his young daughter is all alone at his farm (and tells them that he has supplies there too, if the Survivors need convincing) but when he was attacked by a motorcycle gang, he swallowed the key to his house so the gang would not get it.



After killing the farmer as he “turns” and retrieving the key from his guts, the Survivors set out on an adventure that involves a possibly dangerous river crossing, a trip across unkept fields with waste high grass and a farmhouse that may be more than it appears.

The Body in The Road is a quick one-shot adventure for 4-6 players with level 2 Survivors, usually lasting 3-4 hours. The adventure is divided into four main segments: The Body, The River, The Fields, The Farmhouse.

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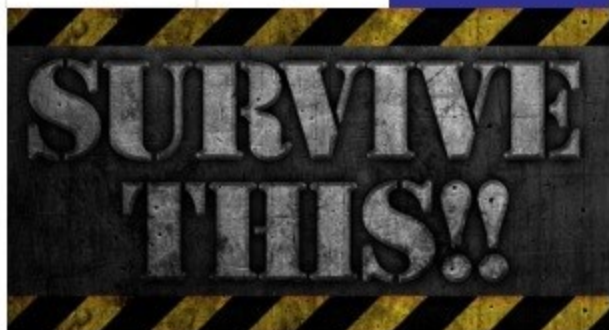
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