



SURVIVE THIS!!

Zombies!

2ND EDITION

**SOURCE BOOK 1:
-AMONG THE LIVING-**

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

Slithering towards the dream, we all believed
Good always overpowers the evils
Even all of man's sins...
But in time our cities fell to slums
The nations crumbled beneath us
While we stood strong
And proud
Oblivious to the fate written across the stars for all to see
Awaiting our flesh to be cloaked in silver
Our hair anointed in gold,
Our faces bathed in the sun
Humanities greatest moment, achievement, pinnacle!

Springing forth from the depths of Hell
Painted by blood, they were the blackest of hates
Came the hordes
All infected with the same disease
Ready to devour your body and extinguish your soul
As the fat rats groveled from vanity towers
Hitting their knees in a rancid act of desperation
For He whom they feared awaited them...
While others searched for a hopeless god to save them
Humanity lay destroyed, turned and eaten
Only corpses, some entire families, line the blood-stained streets

For every four Survivors,
Drowning in a cesspool of awareness that humanity has failed,
There was 100,000 fallen
Only our ashes of dreams,
Our cities full of the dead and the dying
Stand like ancient monoliths, mocking grandeurs of what once was
And what will never be again

The new age is upon us
Make way for the age of the Z, the age of apocalypse.
Welcome to the world that has fallen
And to the world that never shall never rise again!

Welcome to Zombie Land!

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AMONG THE LIVING

BY
ERIC BLOAT

I DON'T REMEMBER THE END OF HUMANITY OR THE SUBSEQUENT EVENTS LEADING UP TO IT. IN FACT, I DON'T REMEMBER ANYTHING ABOUT MY LIFE BEFORE ALL THIS. I DON'T REMEMBER MY NAME, MY FRIENDS, MY PARENTS, MY FAMILY . . . NOTHING. I KNOW I TOOK A BAD BUMP TO THE HEAD, FROM THE SCAR THAT NOW TEARS THROUGH MY HAIRLINE. BUT A SCAR FROM WHAT, I DON'T KNOW.

OCCASIONALLY DURING THE DAY WHILE I'M HIDING IN SHADOWS, CALM AND RESTING, I GET GLIMPSES. SOMETIMES IT'S A FACE, SOMETIMES IT'S A PLACE OR AN OBJECT OR SOME OTHER RANDOM UNIDENTIFIABLE ARCHIVE RETRIEVED FROM WHAT MUST BE LEFT FROM MY BRAIN. UNFORTUNATELY, I ALMOST ALWAYS HAVE NO IDEA WHO OR WHAT IT IS THAT I'M LOOKING AT.

I HAVE STARTED THIS JOURNAL TO ASSIST IN HELPING ME TO REMEMBER WHAT HAS COME AND GONE AND MAYBE TO LEAVE AS A RECORD OF WHAT HUMANITY ENDURED, THAT IS IF WE SURVIVE THIS NIGHTMARE.

I SPEND MOST OF MY TIME WHEN I'M NOT HUNTING FOR FOOD AND SUPPLIES OR FIGHTING TO STAY ALIVE, IN THE BURNED-OUT REMINISCENCES OF LIBRARIES, FLIPPING THROUGH REFERENCE AND HISTORY BOOKS, TRYING TO PIECE TOGETHER WHAT MY LIFE, AND THE WORLD THAT I LIVED IN WAS LIKE BEFORE ALL THIS HORROR AND CARNAGE.

BECAUSE OF MY FREQUENT VISITS TO LIBRARIES, WHERE MOST OF THE BOOKS ARE STILL FULLY INTACT, I REALIZED THAT WHEN HUMANITY FELL, THE DESTRUCTION AND OBLITERATION OF LITERATURE AND THE BUILDINGS THAT HOUSED THEM WERE APPARENTLY NOT HIGH ON ANYONE'S LIST. AND FOR THIS I AM MOST GRATEFUL. I HAVE SOMEWHAT BEEN ABLE TO PIECE TOGETHER WHAT LIFE WAS LIKE BEFORE EVERYTHING WENT TO POT. AND MORE IMPORTANTLY, WHAT MY LIFE MAY HAVE BEEN LIKE.

OUTSIDE THE SEEMINGLY UNTOUCHED LIBRARIES, MOST OF THE WORLD LOOKS LIKE A POST-APOCALYPTIC NIGHTMARE, WHERE THE BUILDINGS ARE IN DIFFERENT STAGES OF ACCELERATED DETERIORATION AND STREETS ARE LITTERED WITH ABANDONED AUTOMOBILES, SOME BURNED OUT, MOST WITH BUSTED WINDOWS. YOU CAN FIND DRIED PUDDLES OF BLOOD ON THE GROUND OR SMEARED ACROSS THE WALLS AND DOORS. THE LANDSCAPE OF THE FIELDS AND WOODLAND AREAS ARE COMPLETELY OVERGROWN AND UNTENDED. THE GRASS EVERYWHERE YOU LOOK IS THREE FOOT HIGH. WHERE THERE ARE CRACKS OR BREAKS IN THE CONCRETE, GREEN PLANT LIFE, BE IT WEED OR OTHER ARE SPRINGING FOURTH RECLAIMING WHAT WAS ONCE RIGHTFULLY THEIRS, BEFORE THE HUMANS CLAIMED IT FOR THEIR OWN.

EVERYTHING SEEMS TO BE ONE SHADE OF GREY OR ANOTHER. THE HUMANS, ONCE THE DOMINANT SPECIES ON EARTH, NOW COWER IN DESERTED BUILDINGS, BUNKERS AND ANYWHERE ELSE THEY CAN FIND TO COHABITATE BECAUSE "THERE IS STRENGTH IN NUMBERS" AS WAS INSTRUCTED BY THE LAST ADDRESS FROM THE PRESIDENT OF THE UNITED STATES, ONCE THE MOST POWERFUL MAN IN THE FREE WORLD. SOME WENT SEEKING REFUGE IN THE COUNTRY AND FARMLANDS, SOME BANDED TOGETHER TO FORM SMALL ARMORED COMMUNITIES OR "SAFE" CITIES, ALL OF WHOM SEVERALLY UNDERESTIMATED THE HORRIFICALLY AWESOME POWER OF A HORDE, HELL BENT ON DEATH. THIS MISTAKE WAS GRAVE, COSTLY AND DEVASTATING.

WHEN Z-DAY HIT, AS I'VE COME TO CALL IT, WHAT STARTED AS HUNDREDS OF ANIMATED DEAD QUICKLY BECAME THOUSANDS, THEN HUNDREDS OF THOUSANDS, THEN MILLIONS. ZOMBIES WERE EVERYWHERE. IT WAS REPORTED THAT THESE ZOMBIES DID NOT LUMBER STUPIDLY FROM PLACE TO PLACE. THEY DID NOT MUMBLE "BRAINS". THEIR BITES DID NOT INFECT HUMANS, CREATING OTHER ZOMBIES. NO, THESE ZOMBIES, WERE CALCULATING, SMART EVEN. THEY KILLED THEIR VICTIMS, NOT EAT THEM. AND ALL WHO DIED WOULD THEN BECOME ZOMBIES THEMSELVES. THEY'D TRAVEL IN PACKS THAT RAPIDLY GREW TO HORDES. THE MORE HUMANS THAT GOT SLAUGHTERED THE MORE ZOMBIES WERE CREATED. IT DIDN'T TAKE LONG FOR THERE TO BE MORE ZOMBIES THEN HUMANS. THE HUMANS WERE QUICKLY LOSING WAR AND THEIR NUMBERS WERE RAPIDLY DWINDLING.

I'M NOT SO SURE ALL THAT WAS REPORTED WAS TRUE. I'VE SEEN LOTS OF THINGS THAT MAKE ME THINK OTHERWISE. NO TWO ZOMBIES ARE THE SAME. SOME DO LUMBER ABOUT, CLUMSILY. OTHERS CAN RUN AS FAST AS ANY HUMAN. WHILE I'VE NEVER HEARD ONE UTTER A SINGLE WORD, THERE ARE MANY THAT WILL GROAN ON ENDLESSLY. I'VE HEARD OF PEOPLE THAT WERE BIT AND GOT AWAY THAT WENT ON TO LIVE NORMAL LIVES BUT I'VE ALSO, HEARD THAT SOME WERE BIT AND TURNED INTO A ZOMBIE ALMOST INSTANTLY. SO, WHO REALLY KNOWS? I JUST TRY TO STAY AWAY.

I NOW GO DAYS AT A TIME BEFORE STUMBLING UPON A HUMAN ENCAMPMENT. WHILE THE HORDES ARE PLENTIFUL, HUMANS ARE SCARCE. AND EVEN IF YOU FIND A HUMAN, MOST OF THEM HAVE TURNED TO EVIL WAYS TO STAY ALIVE. THEY MAY KILL YOU MORE LIKELY THAN HELP YOU JUST TO TAKE WHAT MEAGER SUPPLIES THAT YOU MAY HAVE. SO, FROM THEM, I JUST STAY AWAY TOO. I AM ALONE HERE. ALL ALONE. DAY 39"

The above, is the first entry in an anonymous journal found in a field in Pittsburgh, where drops of blood stained its pages.

RANDOM BACKGROUND CHART (D100)

Roll	Background & Bonus
1	You were a tourist on your first trip to America when the zombie apocalypse hit. Now you are trapped in a land that you do not know very well, alone. Bonus: One Additional Language
2	You were a high school teacher. Bonus: Knowledge-General at +2
3	You were a Scientist. Bonus: Science at +2
4	You were a Doomsday Prepper. Bonus: Outdoorsmanship at +1 & Toughness +1
5	You were a guitarist in a Metallica Tribute Band. Bonus: Art & Music at +2
6	You were a prostitute. Bonus: Toughness +2
7	You were from a very rich family. Bonus: \$3500 in starting cash/ barter items
8	You were an office worker. Bonus: Computer Skills at +2
9	You were a used cars salesman. Bonus: Persuasion at +2
10	You were a detective on the police force. Bonus: Investigation at +2
11	You were an auto mechanic. Bonus: Mechanics at +2
12	You were a world class body builder. Bonus: Intimidation at +2
13	You were a Tarot Card Reader. Bonus: +2 to Paranormal related skill checks
14	You were a Taxi Cab Driver. Bonus: Driving at +2
15	You were an interior contractor. Bonus: Electronics at +2
16	You were a stripper. Bonus: Persuasion at +2
17	You were an E-sport enthusiast. Bonus: Computers at +2
18	You were an interpreter for the Chinese Embassy. Bonus: 2 Languages (Mandarin Chinese & another Language of your choice)
19	You were a chef. Bonus: Cooking at +2
20	You were a cop. Bonus: You start the game with a 6-shot revolver and 6 bullets & +1 to Ranged Attacks
21	You were a construction worker. Bonus: You have a tool belt with a wrench, hammer & duct tape. You also have a hard hat (+1 to AC)
22	You were a wrestling coach. Bonus: Wrestling skill & +1 to AC

23	You were an undercover police man. Bonus: Street Smart at +2
24	You were a stage magician. Bonus: Sleight of Hand at +2
25	You were a gym coach. Bonus: Basic Athletics at +1 & you have a whistle
26	You were a cashier. Bonus: You start with a small cache of supplies
27	You were a delivery person. Bonus: +1 DEX & you have a bicycle
28	You were a nurse. Bonus: Mending Wounds takes ½ the time
29	You were a model. Bonus: +1 to CHA
30	You were an equestrian rider. Bonus: Horsemanship at +2 & a horse
31	You were a choir singer. Bonus: Art & Music at +2
32	You were a stuntman. Bonus: +2 to your Critical Injury save stat
33	You were a herpetologist. Bonus: +2 to your Poison save stat
34	You were a janitor. Bonus: +1 additional saving throw points & a mop (d4-1 dmg)
35	You were a pro football player. Bonus: +1 to CON, DEX or STR & a helmet (+1 to AC)
36	You were a pro fisherman. Bonus: Outdoorsmanship at +2
37	You were a pro archer. Bonus: +1 to Range attacks
38	You were a landscaper. Bonus: Botany at +1 & a chainsaw
39	You were a computer programmer. Bonus: Computer Skills at +2
40	You were a priest or preacher. Bonus: Persuasion at +2
41	You were a bouncer. Bonus: +1 to Melee attacks & Intimidation at +1
42	You were a pro soccer player. Bonus: +1 to DEX
43	You were a florist. Bonus: Botany at +2
44	You were a dance instructor. Bonus: Dancing at +2
45	You were a pro marathon runner. Bonus: +1 to CON
46	You were an electrician. Bonus: Electronics at +2
47	You were a mob enforcer. Bonus: Intimidation at +2
48	You were a linguist. Bonus: 3 additional languages
49	You were a Martial Arts instructor. Bonus: Martial Arts skill & +1 to AC
50	You were an elementary school teacher. Bonus: Advantage on social interactions with children

51	You fell down in Winn Dixies for a living. Bonus: Persuasion at +1 & +1 HP at 1st
52	You were a farrier. Bonus: Horsemanship at +2
53	You were a weight lifter. Bonus: +1 to STR
54	You were a truck driver. Bonus: Driving at +2
55	You were a security guard. Bonus: +1 to Ranged attacks & a small pistol w/2 rounds
56	You were a carpenter. Bonus: +2 to any skill roll involving woodworking & a hammer
57	You were a pharmacist. Bonus: Science at +1 & a small bag of medicine
58	You were a game designer. Bonus: +1 to WIS
59	You were a graduate student. Bonus: +1 to INT & 1 extra skill point at 1 st
60	You were a pimp. Bonus: Street Smart at +2
61	You were a parkour expert. Bonus: +1 to SUR & +2 to Jump checks
62	You were a tower technician. Bonus: Electronics at +1 & +2 to Climbing checks
63	You were a swimming instructor. Bonus: Advantage on all Swimming checks
64	You were a pro wrestler. Bonus: +1 to DEX or STR
65	You were an astronomer. Bonus: Science at +2
66	You were a private investigator. Bonus: Investigation at +2 & you have a pistol with 5 rounds
67	You were a farmer. Bonus: Toughness +1 & Botany at +1
68	You were a lawyer. Bonus: Persuasion at +1 & Knowledge-General at +1
69	You were a novelist. Bonus: Knowledge- General +2 & a bag of novels
70	You were a banker. Bonus: Mathematics at +1 & a bag full of money
71	You were an actor or actress. Bonus: Persuasion at +2
72	You were a bartender. Bonus: +1 to CHA & a small stock of booze
73	You were a nuclear technician. Bonus: Science at +2 & a radiation suit (+1 to AC)
74	You were a line cook. Bonus: Cooking at +1 & a bag of food
75	You were a surveyor. Bonus: Mathematics at +2 & maps of the area
76	You were a professional thief. Bonus: Sleight of Hand at +1 & Stealth at +1

77	You were an internet vlogger. Bonus: Computer Skills at +1 & Persuasion at +1
78	You are a crashed astronaut. Bonus: Science at +2 & a survival kit (good for a week)
79	You were an Elvis impersonator. Bonus: +1 to CHA & a microphone w/ batteries
80	You were a bus driver. Bonus: Driving at +2
81	You were an accountant. Bonus: Mathematics at +2
82	You were a plumber. Bonus: +2 to Plumbing related checks & you have a wrench
83	You were a mail carrier. Bonus: Large bag full of salvaged supplies
84	You were a fire fighter. Bonus: +1 to CON & a large axe
85	You were an engineer. Bonus: Mathematics at +1 & Mechanics at +1
86	You were a dog trainer. Bonus: +2 to all skill checks related to dogs. You have a loyal dog.
87	You were an umpire. Bonus: Umpire mask & padding (+2 to AC)
88	You were a solar panel repair technician. Bonus: Science at +1 & Electronics at +1
89	You were a psychologist. Bonus: +1 to INT
90	You were a lumberjack. Bonus: +2 to starting HP & a large axe
91	You were an architect. Bonus: Mathematics at +2
92	You were a minor league baseball player. Bonus: +1 to STR & an aluminum bat
93	You were a tattoo artist. Bonus: Art & Music at +1 and Toughness +1
94	You were a pawn shop owner. Bonus: Street Smart at +1 & 1 useful item
95	You were a DJ. Bonus: Dancing at +1 & Arts & Music at +1
96	You were a marine. Bonus: +1 to STR, +1 to CON & Ranged Weapons skill
97	You were a philosophy professor. Bonus: +1 to WIS & +1 to INT
98	You were a park ranger. Bonus: Science at +1 & Outdoorsmanship at +1
99	You were a jack of all trades. Bonus: 2 extra skill points at 1 st level
00	You were a disaster preparedness trainer. Bonus: +1 to Initiative, 1 extra skill at 1 st Level, +1 to any attribute and a survivalist kit (2 weeks)

NEW CLASSES

In STZ, all characters start at level 1, human Survivor. Upon reaching level 2, the player can select 1 Survivor Class from the following list:

CANNIBAL LORE KEEPER ZOMBIKINETIC

Each Class has its own set of unique abilities and function in STZ, these are called Class Abilities, which allow only Survivors that are that class to do with the additional bonuses. These bonuses are added to a d20 roll vs. a target number set by the Game Master (GM).



STARTING POSSESSIONS

To start you on your way, unless otherwise stated by your GM, your character starts with 1d4x100 dollars.

Your character starts with NO Weapons, Armor, Equipment or Vehicle, unless otherwise noted by your GM. Aside from the equipment received at your level 2 class selection, everything your character gains must be found, earned, stolen, bought or traded for.

THERE ARE NO "GIVE-ME'S" IN STZ!

CANNIBAL

Meat is meat. Anyone that says otherwise is weak and deserves to starve. The rules of the old societies are gone. As much as you may hate them, the zombies have it right. If you want to eat, you kill and take what you need. Sure, the weaklings may judge you, but you don't care. You'll survive.

ATTRIBUTE BONUS: +1 to CON and -1 to WIS. This is a one-time bonus.

EQUIPMENT: Concealable knife, fetish necklace, human jerky

Ability Bonus to d20 Rolls:

+3 to Skin and Prepare Food

+1 to Trap and Kill Humans

Cannibals get a +1 to each ability every time they level up.

+3 to Skin and Prepare Food gives the Cannibal the ability to properly skin, prepare, and cook humans.

+1 to Trap and Kill Humans bonus does just what it says. The Cannibal gets a bonus on all rolls to know where to place the traps so they they'll ensnare potential human and knows the right killing blow to take down other people.

CLASS ABILITY BONUS SPECIAL: The Cannibal gains advantage on all rolls to intimidate non-cannibals. However, they suffer disadvantage on all social rolls not involving intimidation with non-cannibals. For the purpose of this ability cannibal refers to humans that eat the flesh of other humans (whether they have the Cannibal class or not).

LORE KEEPER

I know what you're thinking. What good are those books going to do in a world where the dead walk? Sure, they might not be best weapons, but knowledge is power, kid. This book on gardening. It's going to help feed us. This one on sewing. It's going to help keep us clothed. This one on... well you get the idea. Yeah, I might not be the best in a fight, but the humanity needs folks like me.

ATTRIBUTE BONUS: +1 to INT. This is a one-time bonus.

EQUIPMENT: Backpack filled with books, journal, pen set, cardigan, staff

Ability Bonus to d20 Rolls:

+3 to Research

+2 to Storytelling

Lore Keeper get a +1 to each ability every time they level up.

+3 to Research gives the Lore Keeper a bonus on all rolls to gather knowledge and find the answer they seek, whether it be through computer files or old dusty tomes.

+2 to Storytelling gives the Lore Keeper a bonus on all rolls involving imparting knowledge and entertaining other survivors via spoken word.

CLASS ABILITY BONUS SPECIAL: You have come across a myriad of trivia and information over the course of your life. This means that when needed you have a chance of recalling information. You make an intelligence check with a DC based on the obscurity/specialized nature of the info. For "common knowledge" anyone could know (such as knowing which seeds are perennials) the DC is 10. For something a little more specialized (which wire is the ground wire) the DC is 15.

For something really obscure (such as what are the coordinates that DB Cooper should have landed at), the DC is 20. The Lore Keeper can pick a specialty (such as botany). They gain advantage on all rolls related to their specialty.

ZOMBIKINETIC

Due to some sort of genetic mutation, you have the ability to control the undead. Don't let that get to your head though, it's limited and doesn't always work the way you want it. You've heard of so called "shepherds of the dead," but you aren't some sort of religious looney and your powers aren't that strong. You've managed to control a few zombies at a time and have even been able to see through their dead eyes before. While it scares you, you'll use your gift to stay alive and help those you care about.

ATTRIBUTE BONUS: +1 to WIS. This is a one-time bonus.

EQUIPMENT: 2 collars attached to 10' chains

Ability Bonus to d20 Rolls: +2 to sense zombies

Zombikinetics get a +1 to this ability every time they level up.

ZOMBIKINESIS: Due to your special link with the undead you can use your action to attempt to control a zombie that is not in combat or in pursuit of prey. To control zombie, you must make a WIS check equal to 10 + the zombies HD. If the result fails by more than 5 you lose 1 HP due to strain. If you roll a natural one your body goes into temporary shock, causing you to lose 1d6 HP and be unable to act your next 1d4 rounds. You can have more than one zombie under your command, but you can never control more HD of zombies than your level plus your WIS modifier. You can choose to release control of a zombie at any point. On your turn you can issue basic commands to the zombies under your control. You may essentially possess one of your zombies. To do so you make a WIS check with a DC of 10. While controlling a zombie in this manner your body falls to ground and you have no perception of what's happening to it.

A QUESTION OF FAITH

BY

THOMAS HAFFNER



Lord, what is going on? Surely this can't be your work. This must be the work of the evil one. He is the father of lies. Always he seeks to imitate your handy work and pervert it for his own agenda. This must be his twisted version of the resurrection of the dead. It brings chaos and fear instead of the hope and eternal life you have promised us. He apes all the good you do and demeans it.

These zombies, these "walking dead" seem like possessed corpses. The evil one must have enlisted his demons to inhabit these poor people's bodies. What can be done, Lord? Why have you permitted this? How have we brought this upon ourselves? God, have mercy on us!

I must find Father Christopher. He knows more about such things. He has experience with exorcism. But there are so many! Can there be an exorcism of such magnitude? Yes. Yes. With God all is possible. I must not despair. That is exactly what the evil one desires; despair. I must remain faithful and hopeful no matter how bad it becomes. There is more beyond this life and I must stay focused.

There is so much fear and pain! So much destruction! So many people are dead. I'm not sure who to minister to first. Am I looking at the body of a destroyed zombie, or a normal person that has just been killed? Do I administer the sacrament to a destroyed zombie? Was it really alive at all? It's just an animated corpse. The soul has long departed. I must pray for everyone for I don't know who is who anymore.

The evil one has no regard for us, living or dead. He seeks the ultimate destruction of our souls. He has no respect for the living much less the dead. His hatred of us is matched only by his jealousy of you, Lord. He thinks that by turning these poor people into puppets he can match your creative power and become master. These zombies must be stopped *by all means*. The evil one must not be allowed to desecrate and use these bodies against us. They must be laid to rest again to await their true resurrection and judgment. Their puppet strings must be severed.

How do I reach Father Christopher? Is he even alive? What if there are no other priests left but me? I haven't been thoroughly trained in the right of exorcism. I need to find someone with more experience. I'm not even sure exorcism is appropriate for this. Maybe I can find the archbishop at the cathedral. He will know of more resources.

Meanwhile, I must pray without ceasing. Every breath, every heartbeat must cry out to you, Lord, for guidance. There is no precedent for this. Nothing has prepared me for this except knowing that I must rely on you. And I know I must comfort the afflicted. I must maintain my composure for the good of the people. They must see that my confidence in you is real, even to the point of death. I must help comfort them. The destiny of our souls is at stake. Though I walk through the shadow of the valley of death, I shall not fear, for you are with me.

SOMEBODY'S POISONED THE WATER HOLE

ADVENTURE SEED

Without warning, a sickness crept into your community. It didn't take long to realize that something was wrong with the water supply. If you and your group don't find out what's causing the problem and take care of it soon, you won't have a community to call home.

This adventure seed can play out a few different ways. The first thing you must decide is what is the source of the community's water? Do they draw from a nearby stream or river, a well, or do they have water from a nearby facility?

The party will most likely have to avoid other zombies and perhaps hostile survivors on their trek to the source.

The sickness being caused by a new type of zombie, known as the Bloat Zombies. These waterlogged undead monstrosities are shuffling around inside the source of the survivors' drinking water. If the party just dispatch them, they may permanently contaminate the water. But how do they remove the zombies?

Finally, how did the zombies get there? Did a group of walkers just wander in or is a malicious group of survivors or a biker gang trying to weaken your settlement so they can have an easier time raiding it?

BLOAT ZOMBIES

Bloat Zombies are the result of a Walker or Living Dead Zombie that has been submerged in water for too long. They get their name from their new appearance. These putrid zombies swell and bloat as they become waterlogged. They would be no more dangerous than a typical zombie if it wasn't for their "undeath throw." Bloat Zombies look so swollen with fluid that they may pop and this is exactly what they do. When destroyed, they cover everything close to them in a noxious mixture of stagnant water and zombie viscera.

Bloat Zombies

Armor: 12

Hit Dice: 3

Move: 9

Attacks: 1 per round

Attack Damage: Bite 1d6

Special: When a Bloat Zombie is destroyed it will explode and cover all creatures within 10' with noxious water and bodily fluids. The targets must make a DC 15 CON check or spend their next round retching. In addition, the gore-soaked survivor is at disadvantage on all attempts to hide from zombies and zombies gain advantage on attempts to track them until they are thoroughly washed. Any clothing and equipment they have must also be thoroughly cleaned. Additionally, instead of making an attack the Bloat Zombie can make a ranged attack to any survivor within 10'. If the attack is successful, it should be treated as if they Bloat Zombie exploded on them.

Pack Size: 1-4

Bonus: +2 to Attack, Toughness -2

Method of Termination: Damage to the brain, Severing the head



THE DARK DOOR

ADVENTURE SEED

Supplies within the compound are growing dangerously low. All nearby sources have been picked clean, and the people are getting desperate. There is talk of moving elsewhere, but the prospect of moving such a large group over great distances is not one which interests you much. The risks are just too high to undertake such a journey, especially with the young ones tagging along. Then, one day, Brother James finds something not far from the compound. It might be nothing, but it could mean everything.

In a field, about ½ mile from the survivor's holdout, there has been discovered a large metal hatchway lid, in the middle of a field. As you and your team go to investigate many questions arise:

Where does the hatch lead?

What is beyond its opening?

A bunker?

An old storage silo?

More of the walking dead?

A new haven for your fellow survivors?

The risks seem too high, but then the possible rewards are also very enticing...

What do you do?

The Dark Door is an adventure seed which is designed to test players courage and resourcefulness. It should be placed in the campaign once supplies have begun to run out and answers need to had. It requires stealth and resource management, in that the players don't have much to go on and exploring this new-found location could make or break the entire survivor community.

This seed is a freeform set up. No map of the new location is provided and it is up to the Game Master and Players to decide what, if anything, is hidden within.

Possible contents found beneath the hatch can be determined by rolling 1d10 and consulting the table below.

ROLL 1D10	RESULT (see descriptions on next page for details)
1	Nothing
2	Weapons Cache
3	Food and Clothing
4	Wild Animals
5	Zombies!
6	Living Quarters
7	Water Filled Pit
8	Other Survivors
9	Science Facility
10	More Zombies!

Nothing - There is nothing but a deep dark pit located beneath the hatch. What is was previously used for is not known. It is approximately 60 feet deep and is cooled by the surrounding earth. It's possible for use as a hiding place or natural refrigeration if needed.

Weapons Cache - Beneath the hatch is a storage room filled with weapons of all makes and models. There are 1d12 functioning weapons located within. Determine which weapons randomly from the Survive This!! Zombies 2nd edition rulebook.

Food and Clothing - Hidden within several large storage containers is a multitude of canned foods and clothing for both men and women. 2d10 Clothing items are included as well as enough food to feed a dozen people for about a month.

Wild Animals - What the hatch's original intent was is lost to you, but beneath it now is just a large burrow of small woodland animals, many of which could be used as a food source if the PC's are willing to kill and process them. (roll 1d4 to determine type of animals)

1: Rabbits, 2: Bear Cub, 3: Badgers, 4: Feral Cats

Zombies! - 1d10 walking dead are found within and immediately attack when opened. Looks as if someone had trapped them here long ago and now they are ravenous with their hunger for flesh.

Living Quarters - Housed beneath the surface of the hatch is a large complex filled with rooms that had once served as living quarters of some type. They are all abandoned and stripped of useful materials and food, but the structure itself is still sound and will house up to two dozen folks quite comfortably.

Water Filled Pit - Whether this was a well of some sort or some other structure that just now happens to be flooded cannot be determined. There is a 50% chance that the water is safe to drink. Either way it is extremely cold.

Other Survivors - A small band (2d6) of other survivors are holed up in this underground facility. They have several rooms decked out with food and clothing supplies, which is only enough to support their number. Taking on more survivors would only increase your troubles, and there is not enough room to join them below.

Science Facility - This overly large complex is filled with scientific gadgets and paraphernalia. Included are microscopes, centrifuges, assorted chemicals, and lab gear.

More Zombies! - As above only now contains 2d8 undead.

WHEN THE LIGHTS GO OUT

ADVENTURE SEED

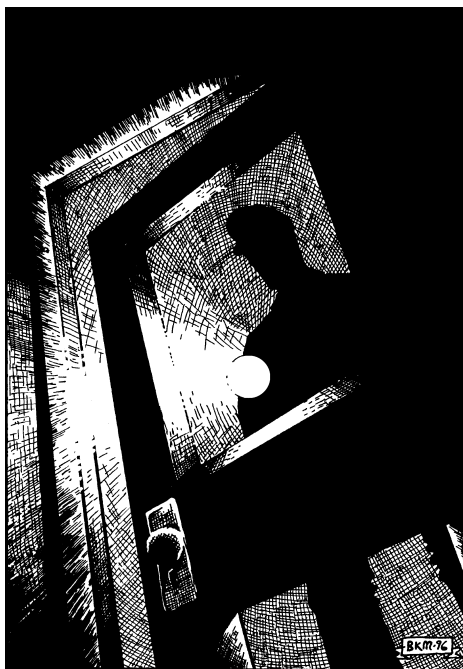
A tentative calm comes from time to time among your fellow group of survivors. A time when the hungry dead seem far away and life slowly resumes to what you can only now, after the fall, call normal.

Then there are times when all hell breaks loose and the chaos resumes. This is one of those times...

The electrical supply that has been powering your compound of survivors has finally given out. Whether that be through extensive use, worn out equipment, or via sabotage is a choice left up to the Game Master. What's most important is getting the lights back on so that your fellow community members have a chance at carrying on.

When The Lights Go Out Adventure Seed is designed as a way to introduce a puzzle scenario for your players and their characters to solve. First, they must figure out the cause of the power failure, then collect the resources necessary to complete the task, whether those resources are physical parts to repair the problem, or by reorganizing the community as a whole. Only then might life go back to a semi sort of normal, though it will not be an easy task to complete.

This adventure seed assumes that the community in question draws their power from a source larger than a small local diesel / gasoline generator.



1D4 POWER FAILURE CAUSE		
1	Over Use	There are just too many people drawing on too little power. The cure is either reducing the number of folks using the power source, or to increase the electrical capacity.
2	Worn Out Equipment	The generator or power plant that supplies the community is old and in need of a massive overhaul. Correctionary measures must be taking to ensure continued survivability of the community. In order to do so requires the players to replace the equipment or to move the community to a new source.
3	Sabotage	Someone, or something, has caused the power to fail. In order to restore order, the players may have to discover and confront those who have cut the source. This could be a combat encounter or a purely diplomatic one. Either way the lights will have to be repaired.
4	A Bigger Problem...	<p>Somewhere, out there, beyond the bounds of the community is where the stem of the problem lies. This may be the key to a longer adventure path that could play out over several sessions, in which the players must travel beyond the confines of their safety zone to discover the true cause of the failure.</p> <p>Roll on the next page for: <i>A Bigger Problem Causes</i></p>

1D4 A BIGGER PROBLEM...		
1	Power Plant Failure	It may not be a locally located reason for the loss of power, but a much larger one in which the plant which creates the electricity has been damaged or collapsed creating a massive outage over a much larger area. This is only possible if the survivors are drawing upon a system that is still lumbering on after the apocalypse.
2	Wildfire	It's possible that the loss of electricity has been caused by a wildfire which has burnt through the lines which supply the community. While this may be a straightforward problem to fix, a much larger complication in that of the community being threatened by a massive fire looms over the players.
3	Theft	Someone has tapped into the community's power supply and have taken their very lifeline away from them. This route may come to blows as the players confront a rogue group of thieves, or may evolve into a diplomatic mission to blend the two communities together and share resources.
4	Zombie Overrun	A massive group of the living dead have emerged and damaged connections to all manner of survivor communities. Their mere destructive migration in search of a food source has disrupted electrical supplies and brings a hefty decision to those affected. Does the community rise up and face the looming threat, hunker down and try to weather the storm, or uproot and seek other accommodations?

STAT BLOCK EXPLANATION

Armor Class: Attack rolls must exceed this number to hit.

Hit Dice: 1d6 x this number to determine HP.

Move: Movement Calculation.

Attacks: How many attacks in 1 round.

Attack Damage: Unique damage roll indicator.

Special: Any special abilities or attacks noted.

Bonuses: Combat Bonuses listed here.

Terror: Target DC on Courage Saving Throws.

HDE: Hit Dice Equivalent gives the monsters total difficulty accounting for Hit Dice (HD), Armor Class (AC), Attacks, Attack Damage, Movement, Special Abilities & Bonuses.

BLOAT ZOMBIES



Bloat Zombies are the result of a Walker or Living Dead Zombie that has been submerged in water for too long. They get their name from their new appearance. These putrid zombies swell and bloat as they become waterlogged. They would be no more dangerous than a typical zombie if it wasn't for their "undeath throw." Bloat

Zombies look so swollen with fluid

that they may pop and this is exactly what they do. When destroyed, they cover everything close to them in a noxious mixture of stagnant water and zombie viscera.

Bloat Zombies

Armor: 12

Hit Dice: 3

Move: 9

Attacks: 1 per round

Attack Damage: Bite 1d6

Special: When a Bloat Zombie is destroyed it will explode and cover all creatures within 10' with noxious water and bodily fluids. The targets must make a DC 15 CON check or spend their next round retching. In addition, the gore-soaked survivor is at disadvantage on all attempts to hide from zombies and zombies gain advantage on attempts to track them until they are thoroughly washed. Any clothing and equipment they have must also be thoroughly cleaned. Additionally, instead of making an attack the Bloat Zombie can make a ranged attack to any survivor within 10'. If the attack is successful, it should be treated as if they Bloat Zombie exploded on them.

Pack Size: 1-4

Bonus: +2 to Attack, Toughness -2

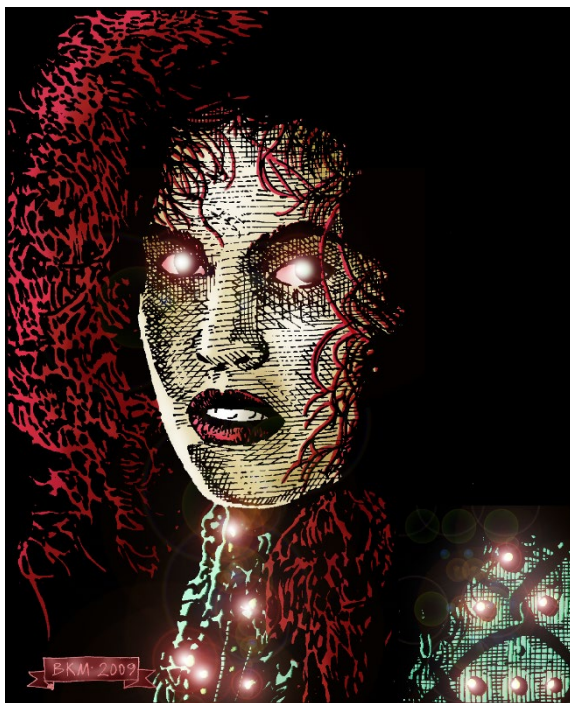
Method of Termination: Damage to the brain, Severing the head

DEAD EVIL ZOMBIES

Something ancient has awakened. Something invisible lurks in the shadows of the forest. Something that doesn't like the living. They are Dead Evil Zombies.

Dead Evil Zombies have a type of Zombification that occurs when ancient evils possess the bodies of the living. Turning them into a unique branch of zombie.

These Zombies can talk, are near impossible to kill and flat out creepy as hell! They're not concerned with eating the living, they're here to swallow your souls!



Armor Class: 10

Hit Dice: 3

Move: 12

Attacks: 2 Per round

Attack Damage: Bite 1d6+2, Claw 1d6, Tear Attack 1d6+2
Counts as 2 attacks.

Pack Size: 1.

Special: **Regeneration in 1d4 rounds and returns at full Hit Points. *If anyone dies while fighting Dead Evil Zombies, their body will immediately be possessed and will rise under the control of the ancient evil.*

Bonuses: +2 to Damage, +4 to Attack

Methods of Termination: Cannot be destroyed.

ELECTRO ZOMBIES

Electro Zombies are zombies that have come in contact with something that is putting off an extreme of electrical current, be it a military grade electric fence, a random bolt of lightning or something else. Instead of killing or frying the Zombie to ashes, the Zombie has somehow absorbed the power and now “zaps” anyone or anything it touches with a high dose of electrical damage!



Armor Class: 12

Hit Dice: 5

Move: 15

Attacks: 2 Per round

Attack Damage: Bite 1d6, Claw 1d6, Tear Attack 1d6+2 Counts as 2 attacks.

Pack Size: 1 to 3 and can join a horde.

Special: **Anyone physically touching the zombie take 1d6 electrical damage (if the zombie is attacking, this damage is in addition to normal zombie attack damage). Double the electrical damage if the characters are in water or rain when the contact occurs!*

Bonuses: +3 to Attack

Methods of Termination: Severing of the head, Burning of the body

FRANKENZOMBIES

An evil scientist has been playing God and tampering with things that they should not be, again. Just like Dr Frankenstein they have pieced together pieces and parts from different people, or in this case Zombies, and have made a monster.

Frankenzombies can speak simple sentences, slowly and with difficulty. They also can understand simple sentences and concepts and may be reasoned with on certain occasions. However, they are quick to anger and are still driven by the same motivations as any other Zombie. With that said, Frankenzombies do seem more human than most of their Zombie brethren.



Armor Class: 15

Hit Dice: 5

Move: 12

Attacks: 3 Per round

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

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

Pack Size: 1 and never joins a pack or horde.

Bonuses: +4 to Damage, +2 to Attack, Toughness +3

Methods of Termination: Any method that will kill a standard human will kill a Frankenzombie.



The Gaslords Gang is a group that popped up shortly after Z-Day. Their exploits and shenanigans have now become legendary throughout the country. No one is quite sure how this rag tag group of derelicts survive, let alone thrive, but they have found away.

In spite of their often-evil deeds and sadistic ways, one thing is indisputable, no one is enjoying the apocalypse as much as these misfits!

THE GASLORDS GANG MEMBERS:

**THE LEADER
THE CAPTAIN
THE WASTOID
BIG DADDY
HOT MOMMA
ARSENAL
THE BEAST
THE KILLER
DESERT BUTTERFLY**

The Gaslords Gang travels the country, stealing gas for their ridiculously tricked-out apocalypse machines and scrounging up supplies, murdering at will and even for pleasure and entertainment, ingesting copious amounts of alcohol, drugs, Tide and anti-freeze, skinny dipping, blowing stuff up and hosting cannibal barbeques.

THE LEADER

Real Name: Cornelius O'neil

Height: 6'2"

Weight: 220 LBS

Cornelius is shy and often reserved but enjoys to see his gang members having fun. He is protective of his "family" but can be harsh when enforcing his "punishments".



Armor Class: 16

Hit Dice: 6

Move: 12

Attacks: 3 Per round

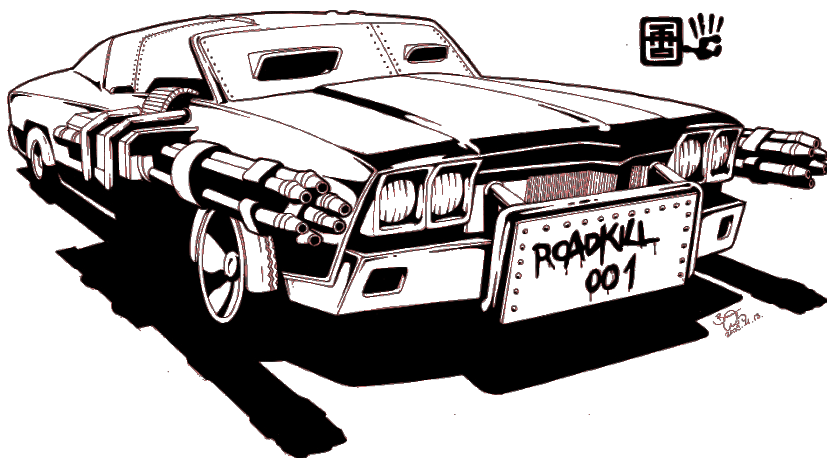
Attack Damage: All normal human damage, by weapon

Special: Quick load, The Leader can reload his guns during combat as a free action once per combat.

Bonuses: +5 to Attack, +2 Toughness

Methods of Termination: Reducing HP to 0.

ROADKILL 001



Roadkill 001 is The Leader's prize possession and is the only thing he cherishes more than his family. The Captain and Desert Butterfly and his constant road companions but only The Leader drives his mean machine.

Top Speed: 80 MPH

Cruising Speed: 45 MPH

***Armor Points: 180, 35 per tire**

**Weapons: Double Side Gatlin Guns 1d6x10 per gun,
Front Ram Kit 1d10 per 20 mph.**

THE CAPTAIN

Real Name: Marsha Whiting

Height: 5'8"

Weight: 155 LBS

The Captain is a no nonsense, hard-ass and often killer of the "fun". She is totally devoted to The Leader and enjoys being his second in command. Of the "family" she is the least liked by her fellow siblings.

The Captain rides shotgun in Roadkill 001 with The Leader and Desert Butterfly.



Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 2 Per round

Attack Damage: All normal human damage, by weapon

Special: The Captain usually is in possession of an Uzi (3d6 burst damage) and 4 Grenades (4d6 damage each).

Bonuses: +3 to Attack, +1 to Toughness

Methods of Termination: Reducing HP to 0.



THE WAISTOID

Real Name: Jerry Despain

Height: 5'10"

Weight: 141 LBS

The Waistoid is insane. Often heard cackling behind his mask mid combat and taking way too many risks The Waistoid is always up for whatever, whenever.

The Waistoid never removes his mask. It is rumored that not long after Z-Day, The Waistoid

broke into Roadkill 001 looking for drugs and The Leader caught him, and using a razor blade, skinned his face and scalped his head before wrapping his head in a dirty bondage mask. They say The Waistoid has never been right since then.

Armor Class: 15

Hit Dice: 2

Move: 15

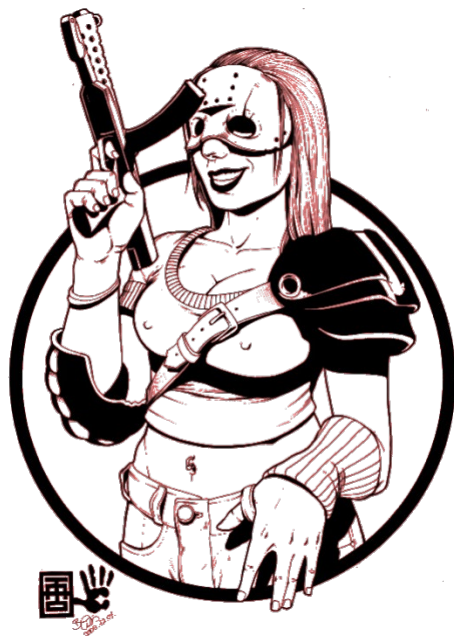
Attacks: 1 Per round

Attack Damage: All normal human damage, by weapon

Special: Straight-Razor 1d6-1, and whatever gun he can get his hands on at the moment.

Bonuses: +1 to Attack

Methods of Termination: Reducing HP to 0.



BIG DADDY & HOT MOMMA

Big Daddy & Hot Momma are an almost inseparable pair. Where one goes, the other is surely not far behind. These two are here for the party and love to indulge in the carnal pleasures others in and out of the family. The duo rides together in the cab of Big Daddy's "Sex Machine".

Big Daddy

Armor Class: 11

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon

Special:

Bonuses: +3 to Hit, +2
Toughness, +2 Damage

Methods of Termination:

Reducing HP to 0.

Hot Momma

Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 2 Per round

Attack Damage: by weapon

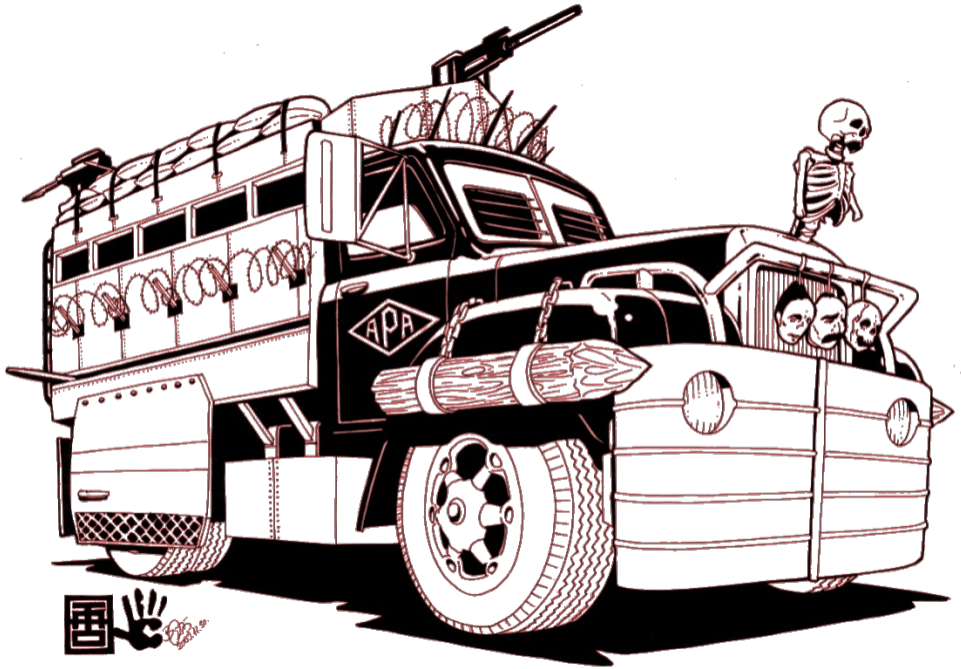
Special:

Bonuses: +2 to Attack, +1
to Damage

Methods of Termination:

Reducing HP to 0.

SEX MACHINE



The Sex Machine is often used by the entire gang for full frontal assaults on a compound or clear out a horde. Extremely heavily armored and reinforced, this gas guzzling rolling destruction mobile, offers plenty of protection and is near impenetrable and is too heavy to be flipped.

Top Speed: 50 MPH

Cruising Speed: 40 MPH

***Armor Points: 320, 50 per tire**

**Weapons: 4 Military Grade Rail Guns 1d6x10 per gun,
Front Ram Kit 1d4X10 per 20 mph.**

ARSENAL

Real Name: Hector Muir

Height: 6'0"

Weight: 195 LBS



Pre-apocalypse, Hector Muir was a decorated soldier in the US Marine Corps, serving multiple tours of duty in places like Iraq and Afghanistan. Post Z-Day, Hector Muir was a bad ass mercenary who is rumored to have returned to his home town of Point Pleasant, West Virginia, and single-handedly taken out every zombie present.

A heavy weapons specialist, Arsenal loves big guns and things that go “boom”!

Armor Class: 15

Hit Dice: 2

Move: 15

Attacks: 2 Per round

Attack Damage: All normal human damage, by weapon

Special:

Bonuses: +3 to Attack, +2 to Toughness

Methods of Termination: Reducing HP to 0.

THE BEAST

Real Name: ???

Height: 6'4"

Weight: 275 LBS

With temperament and maturity of a spoiled rich child, mixed with the roid-rage of a mid 90s pro baseball player, with a heaping helping of post apocalyptic s&m bondage torture, you get The Beast. No one is quite sure where he came from but everyone knows that you don't want to piss him off!



He is fiercely loyal to The Leader and the rest of the family and will follow their orders without question. He is the defacto bodyguard and executioner for The Gaslords gang. While traveling The Beast rides in the back of the Sex Machine, in a specially constructed steel cage like the good animal that he is.

Armor Class: 13

Hit Dice: 4

Move: 12

Attacks: 2 Per round

Attack Damage: All normal human damage, by weapon

Special:

Bonuses: +3 to Attack, +3 to Toughness, +4 to Damage

Methods of Termination: Reducing HP to 0.

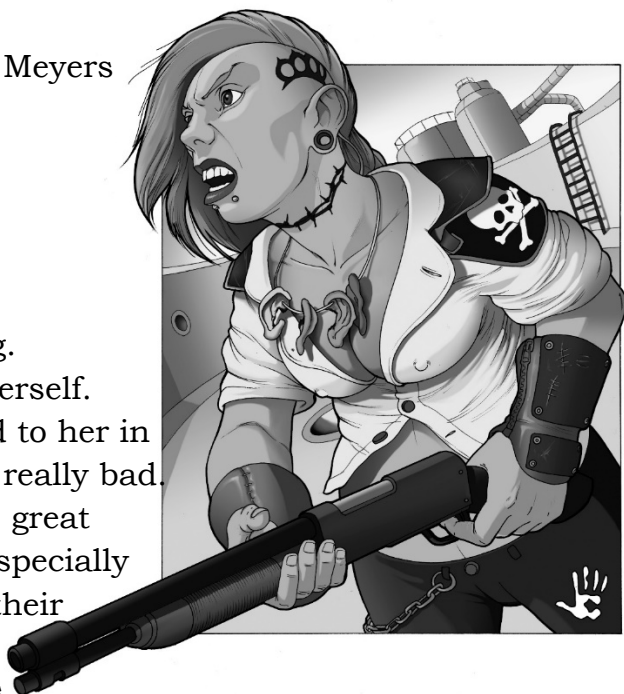
THE KILLER

Real Name: Michelle Meyers

Height: 5'9"

Weight: 210 LBS

The loner of the gang.
The Killer keeps to herself.
Something happened to her in
her past. Something really bad.
Now, The Killer finds great
pleasure in killing, especially
men. Often, taking their
ears as souvenirs
and wearing them as
a necklace around her neck.



Armor Class: 12

Hit Dice: 3

Move: 9

Attacks: 1 Per round

Attack Damage: All normal human damage, by weapon

Special:

Bonuses: +2 to Attack, +2 to Toughness

Methods of Termination: Reducing HP to 0.



DESERT BUTTERFLY

Real Name: Wendy Leigh

Height: 5'2"

Weight: 185 LBS

If The Beast is the seen as the baby of the group, Desert Butterfly is definitely the perfect princess. Newer to the group than most, The Leader took an immediate shine to Desert Butterfly, even allowing her to ride in

Roadkill 001 with him and The Captain, much to The Captain's dismay. The Leader often dotes on Desert Butterfly, spoiling her, even by indulging in her childlike fantasies. But don't get her twisted, Desert Butterfly is a wolf in sheep's clothing and can be just as deadly and unpredictable as any other member of the gang.

Armor Class: 13

Hit Dice: 2

Move: 12

Attacks: 1 Per round

Attack Damage: All normal human damage, by weapon

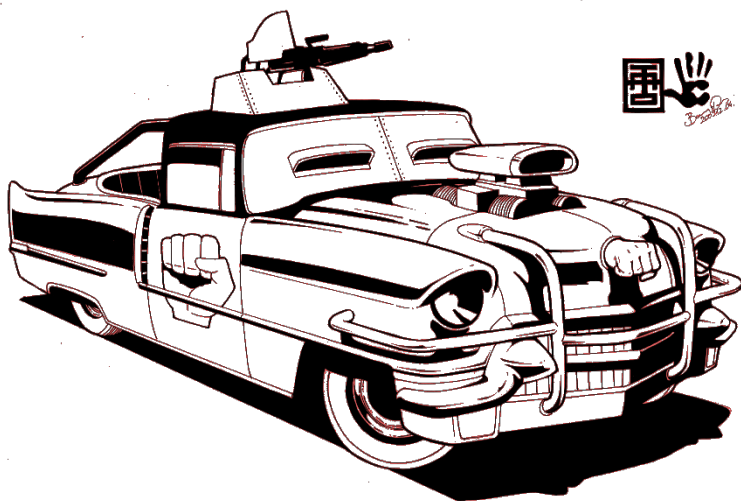
Special:

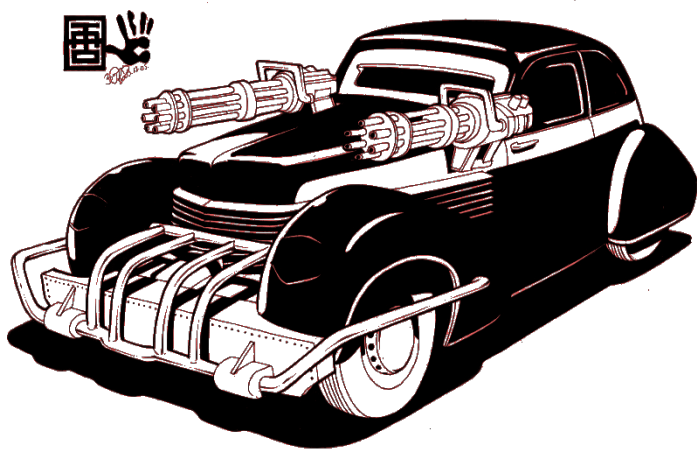
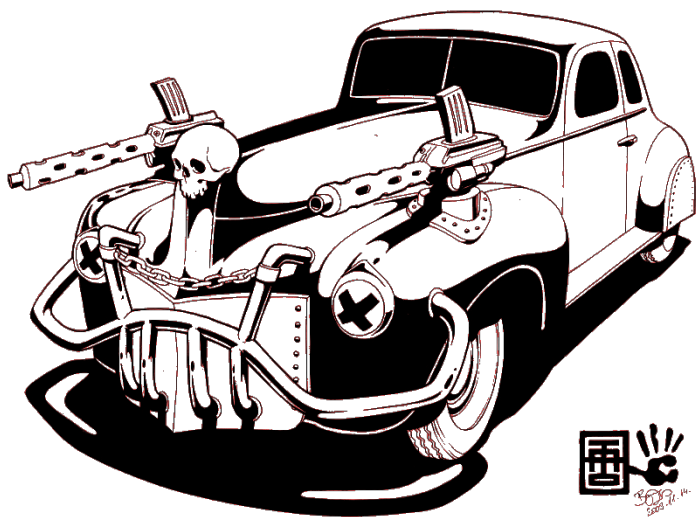
Bonuses: +1 to Attack, +3 to Toughness

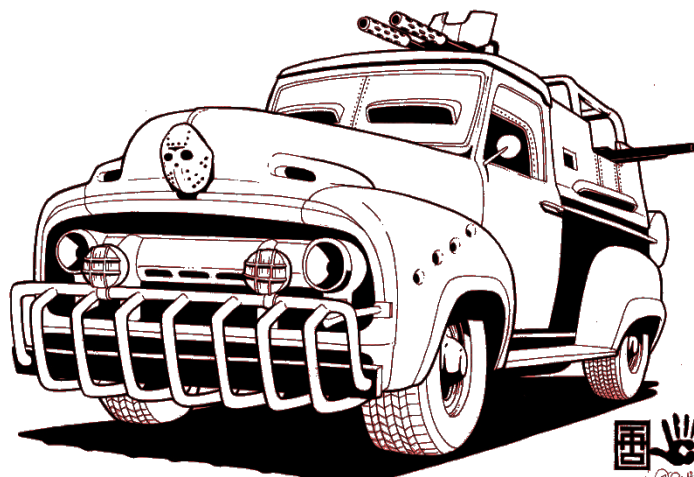
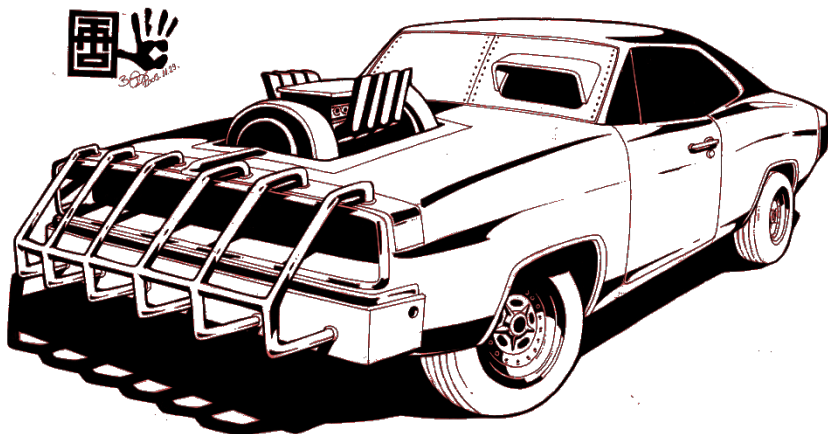
Methods of Termination: Reducing HP to 0.

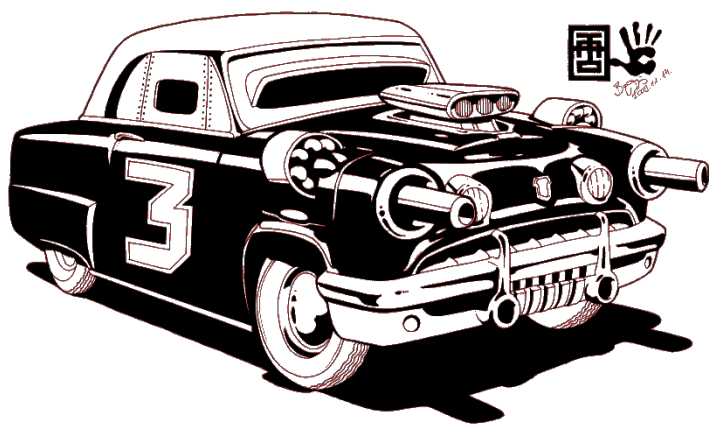
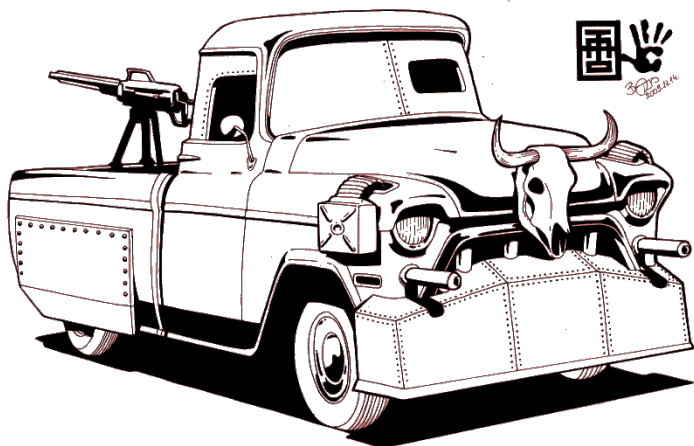
CREATE YOUR OWN KICKASS APOCALYPTIC AUTOMOBILES!

Print out or photo copy the next few pages and cut them in half. Allow your player's to "capture" a car and then based on the art have them design and customize their own unique supped up hot rod!











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.



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. 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 six 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 stolen 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 unkempt 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,

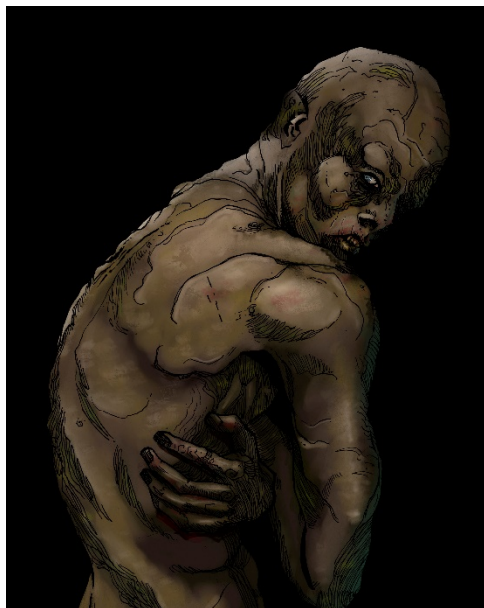
Special: Tear Attack 1d6+1
Counts as 2 attacks.

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,

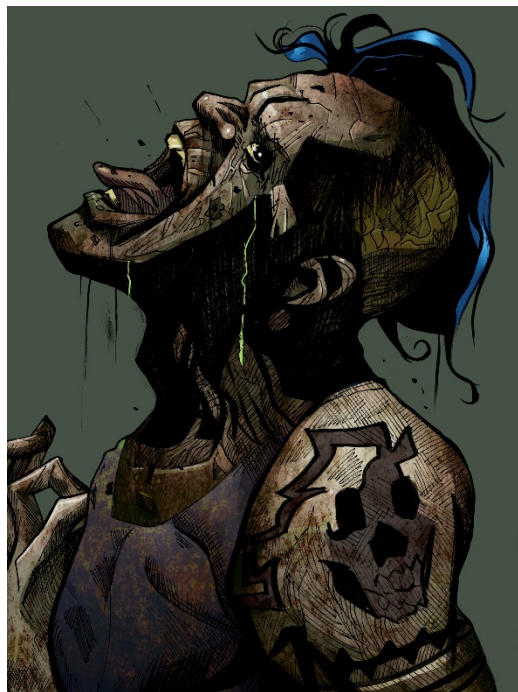
Special: Tear Attack
1d6+2 Counts as 2
attacks.

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.

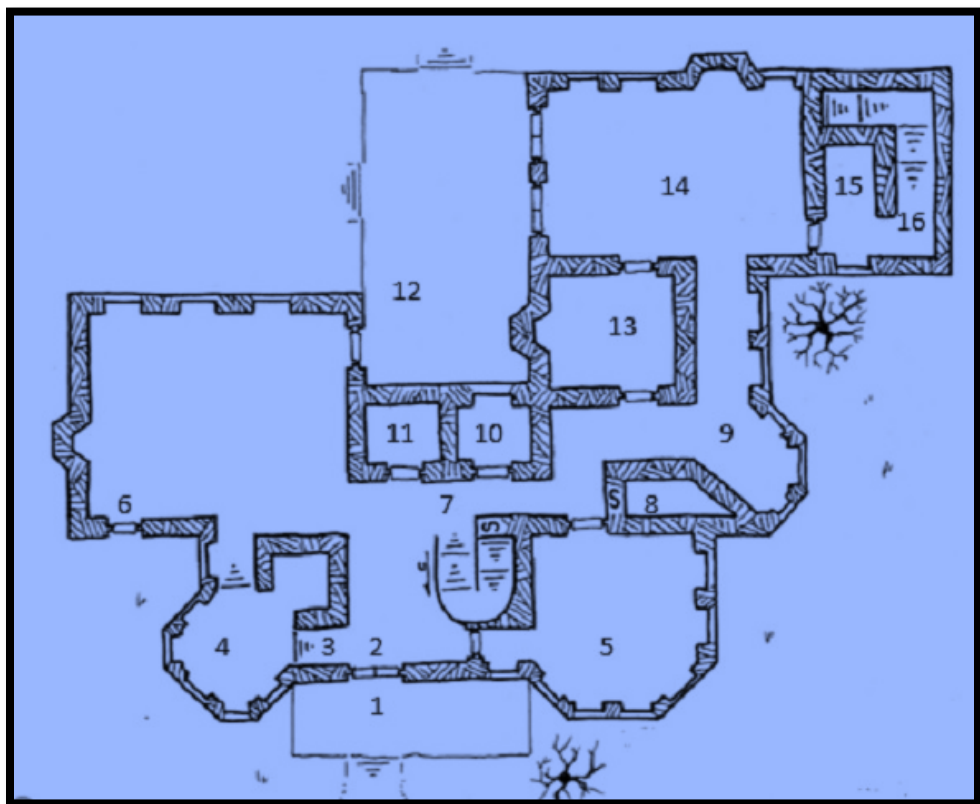
AREA 2: *Trap: When the Survivors step through the doorway, the first Survivor will feel a click under her heel as the floor gives way and drops an inch, followed by an immediate *BOOM!* As the shotgun from Area 3 that is rigged and pointed at the door fires spraying buckshot at the unlucky person stepping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

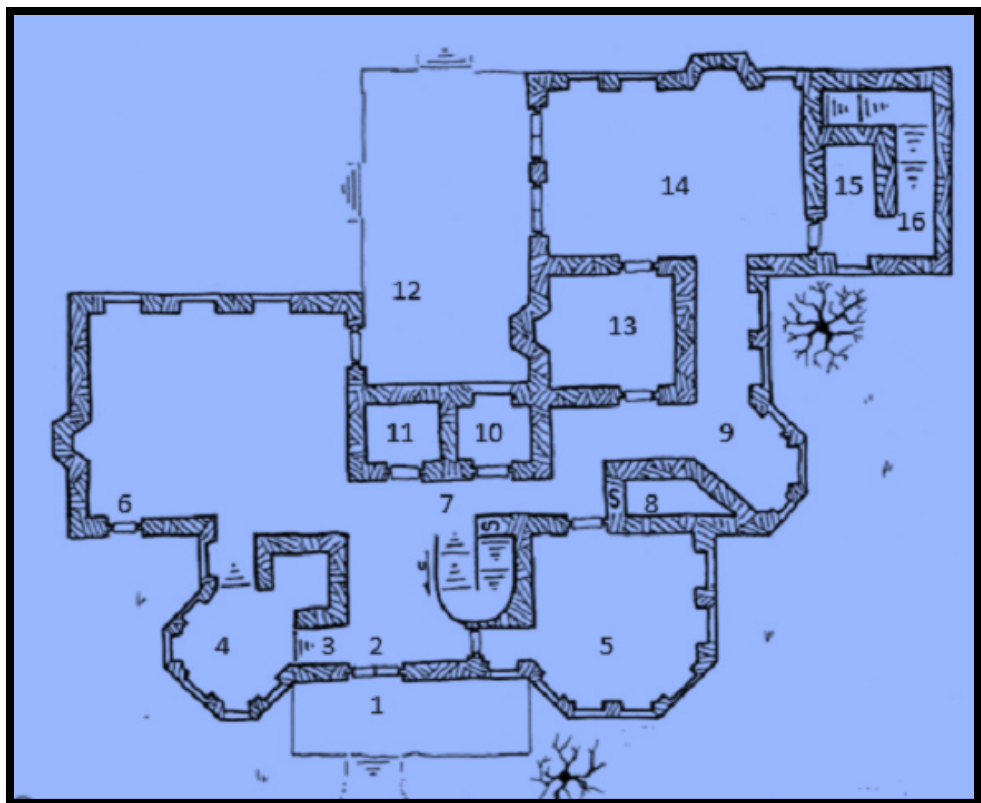
AREA 7: Stairwell that descends to the lower level.

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!

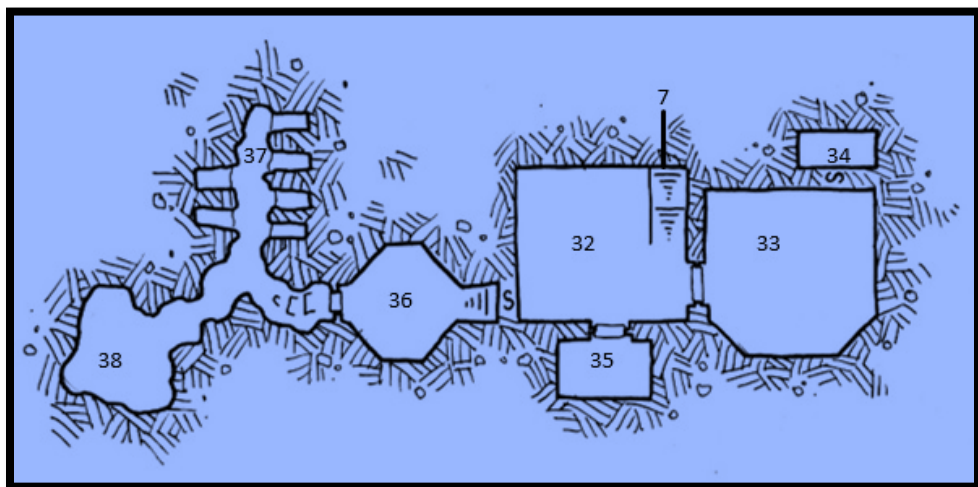
AREA 29: Powder room. Sink, Toilet & Mirror. Fully functional.

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 light illuminates 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

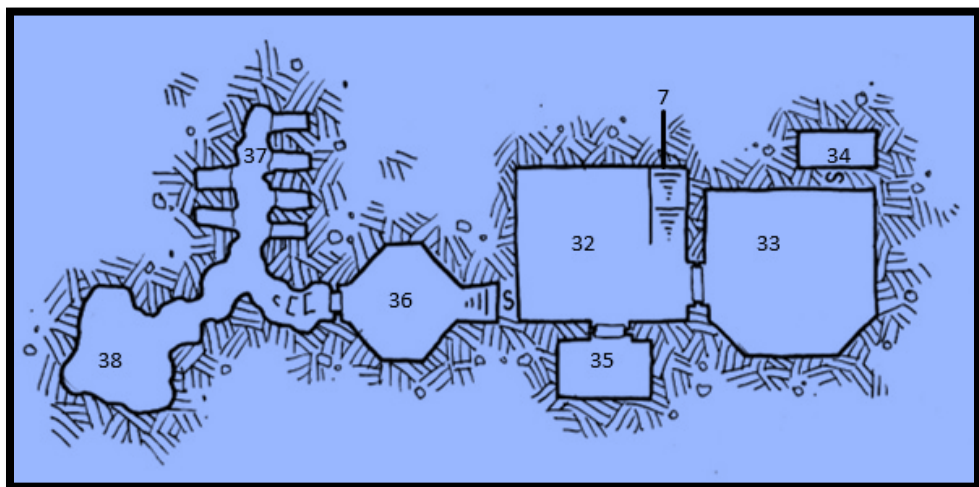
Range: 150' Weight: 10 LBS Availability: Rare

(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,

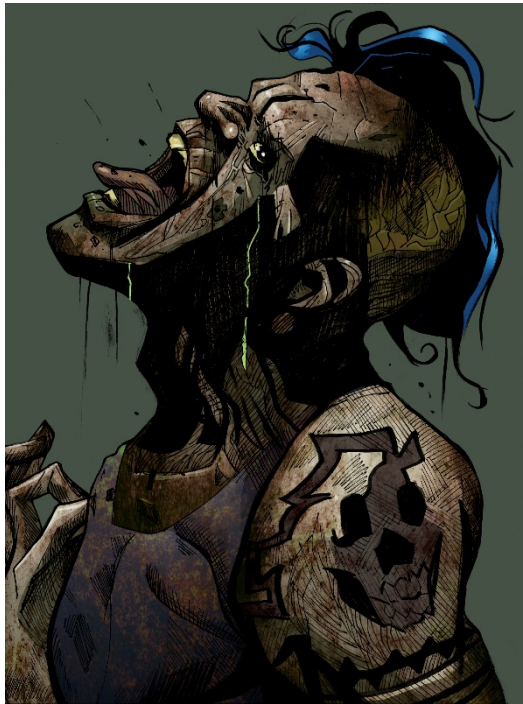
Special: Tear Attack 1d6+1
Counts as 2 attacks.

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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