

d30 Zombie Encounters

ZOM1: ZOMBIE ENCOUNTER VARIATIONS

Roll	Reason for Zombies	Background/Description*			
1	†	extended family cursed by different family as result of disagreement/feud			
2	died naturally,	military unit/tribal warriors cursed by enemy			
3	but cursed before death to rise after death	party of adventurers & henchmen cursed by adversary			
4	as zombies	religious sect cursed by evil cleric			
5	\	victims of epidemic disease (e.g., the plague); 1-in-3 chance=still infectious			
6	<u> </u>	evil warriors buried in unholy location known to create zombies			
7	died naturally, but	group interred in standard graveyard/cemetary prone to such events			
8	cursed by burial location to rise after death	military unit that died in battle and was buried near battlefield in bad place			
9	as zombies	religious cult members buried in known place of pure evil			
10	\downarrow	royal + servants in tomb which desecrated location when it was built			
11	<u> </u>	graveyard/cemetary inhabitants: paupers & peasants			
12	died naturally, but	graveyard/cemetary inhabitants: freemen (e.g., merchants, traders, farmers)			
13	animated after death (intentionally)	graveyard/cemetary inhabitants: nobles/royals + servants			
14	to rise as zombies	graveyard/cemetary inhabitants: mixed (e.g., peasants & freemen)			
15	\	military unit/tribal warriors that died in battle			
16	†	cult members who commited ritual suicide			
17	sacrificed self	dishonored soldiers/warriors who committed ritual suicide			
18	(of own free will) to die and rise	extended family who committed ritual suicide at insane patriarch's behest			
19	after death as zombies	peasants & paupers (paid in gold for sacrifice, left as inheritance for family)			
20	1	slaves (paid in gold for sacrifice, used to buy family's freedom)			
21	†	extended family living on farm			
22	killed/massacred	members of specific organization; roll 1d2 [1 =public/open; 2 =secret society]			
23	(intentionally) with goal of turning	residents of small village			
24	dead into zombies	virtuous/good fighters/warriors			
25		virtuous/good clerics/priests			
26	1	extended family who died when zombies invaded their homestead			
27	infected by	guards/patrol members who died fighting zombies			
28	zombie-creating disease; victims did not die	village/town/city residents who died during zombie attack			
29	before becoming undead*	religious pilgrims who died when their group was attacked by zombies			
30	↓	servants/slaves on estate who died when when home was overrun by zombies $% \left\{ 1,2,\ldots ,n\right\}$			

^{* 1-}in-3 chance zombies are infectious; save vs. poison or become zombie in 1d3 hours unless cured (magically)

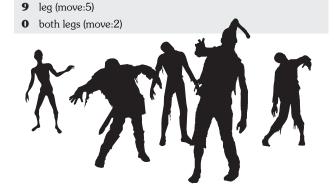
ZOM2: NUMBER APPEARING

	Number of Zombies				ies	Addt'l High-Level Zombies*	
	1	2	3	4	5	_	
000	6	7	8	9	10	+1 3HD zombie	
on d30	11	12	13	14	15	+2 3HD zombies	
<u> </u>	16	17	18	19	20	+3 3HD zombies	
Roll	21	22	23	24	25	+2 3HD zombies, +1 4HD zombie	
	26	27	28	29	30	+3 3HD zombies, +1 4HD zombie	

^{*} e.g., former military leaders that might have been turned into zombies along with their subordinate soldiers

ZOM3: MISSING/DAMAGED BODY PARTS

1s Digit: Part of Body		10s Digit: Condition				
1	top of skull	1-10	missing			
2	both eyes (-5 "to hit")	11-20	hanging			
3	one eye (-2 "to hit")	21-30	slashed/shredded			
4	ear					
5	ear + eye (same side of face; -2 "to hit")					
6	head (-8 "to hit")					
7	hand					
8	arm					



^{**} zomies will be clothed/armed and carrying treasure as indicative of their former lives