

SURVIVE THIS!!

Zombies!



ZOMBIE MANUAL II

WELCOME TO ZOMBIE LAND!





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ZOMBIE MANUAL II WELCOME TO ZOMBIE LAND

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For all who love Zombies and OSR games.



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Slithering towards the dream, we all believed
That good always overpowers the evils
Of all 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 in blood like 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
They hit 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 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!

STAT BLOCK DESCRIPTIONS:

ARMOR CLASS: Attack rolls must exceed this number to hit.

HIT DICE: 1d6xthis 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.

PACK SIZE: How many appear together.

BONUSES: Combat Bonuses listed here.

XP: Experience Point value earned for defeating this enemy.

METHODS OF TERMINATION: How to kill this creature.

BONE ZOMBIES

Bone Zombies are Zombies that have no skin or insides left. As if by magic, they are a walking, fighting, biting, clawing skeleton. Also, Bone Zombies can only be defeated but not destroyed. Upon defeat, the Bone Zombie's bones will crumble to the ground and scatter. The BZ will then begin piecing themselves back together in 1d4 rounds, returning at full Hit Points.



Armor Class: 12

Hit Dice: 5

Move: 12

Attacks: 3 Per round

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

Pack Size: 4 and can join a horde.

Special: Regeneration in 1d4 rounds and
returns at full Hit Points.

Bonuses: +2 to Damage, +4 to Attack

XP: 125 each

Methods of Termination: Cannot be
destroyed.

MUTATED BONE ZOMBIES

SPECIAL

Rarely when 2 of more Bone Zombies are destroyed at the same time in the same place, the Bone Zombies will merge together to become a Mutated Bone Zombie. Each Bone Zombie keeps all it's actions and bonuses and even though they fight as one creature, all actions and bonuses simply add together.

2 Bone Zombies combined:

Armor Class: 12

Hit Dice: 10

Move: 12

Attacks: 6 Per round

Attack Damage: Bite 1d6+4, Claw 1d6+2, Tear
Attack 1d6+4 Counts as 2 attacks.

Pack Size: Single.

Special: Regeneration in 1d4 rounds and returns at full Hit Points.

Bonuses: +4 to Damage, +8 to Attack

XP: 250

Methods of Termination: Cannot be destroyed.

3 Bone Zombies combined:

Armor Class: 12

Hit Dice: 15

Move: 12

Attacks: 9 Per round

Attack Damage: Bite 1d6+6, Claw 1d6+4, Tear
Attack 1d6+6 Counts as 2 attacks.

Pack Size: Single.

Special: Regeneration in 1d4 rounds and returns at full Hit Points.

Bonuses: +6 to Damage, +12 to Attack

XP: 375

Methods of Termination: Cannot be destroyed.

BOSS ZOMBIES

Most Zombies have lifeless, vacant stares but not Boss Zombies. These menacing foes look right at you and seem to enjoy the fear they see in your eyes. In appearance, they are very similar to Runners except Boss Zombies tend to be larger and more muscular. They get their name "Boss" from the old video game term of the Boss at the end of the level.



Armor Class: 16

Hit Dice: 10

Move: 12

Attacks: 3 Per round

Attack Damage: Bite 1d6+2, Claw 1d6+2,

Special: Tear Attack 2d6 Counts as
2 attacks.

Pack Size: 1 but can join a horde.

Bonuses: +4 to Damage, +4 to Attack

XP: 250 each

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

LEGEND ZOMBIES



No one is sure where this breed of Zombies came from but they're definitely unique. First off, in appearance they don't look like most Zombies. They are not gory or grotesque in any way. There is an animal like predator sense about them. They have lightning fast reflexes and are incredibly strong. Their skin is like steel.

Often, they are only found in dark places. They like to hide out in abandoned buildings and houses. They can't talk but seem to communicate through a series of verbal grunts or screams.

While no one has an answer to account for them, one thing is crystal clear: They are dangerous. Very dangerous.

Armor Class: 18

Hit Dice: 6

Move: 12 (Effective DEX 18)

Attacks: 2 Per round

Attack Damage: (Effective STR 18) Bite

1d6+4, Claw 1d6+4, Tear Attack 2d6

Counts as 3 attacks. All other attacks as a normal human with 18 STR.

Pack Size: 6+ but will NEVER join a horde.

Special: Legend Zombies are strangely affected by the sun and they try to avoid it at all costs.

All bonuses are at half when fighting in the sun.

Bonuses: +6 to Damage, +6 to Attack

XP: 250 each

Methods of Termination: Reducing their HP to 0

MELTING ZOMBIES



Melting Zombies are a unique type of Zombie in which their bodies are in a very advanced state of decay. Their skin and insides are very literally melting away and dropping off the bone.

Armor Class: 10

Hit Dice: 8

Move: 6

Attacks: 3 Per round

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

Attack 1d6+2 Counts as 3 attacks.

Pack Size: 1 can join a horde.

Special: The "Goo" that is melting off these zombies is highly acidic. Survivors that come in contact with it can an additional 1d6 HP acid damage each round until "goo" is properly cleaned from the skin.

Bonuses: +1 to Damage, +2 to Attack

XP: 200 each

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

SCREAMER ZOMBIES

Screamer Zombies get their name because shrieking screeches that come from their vocal chords. The sound is so terrifying and loud that they can cause Survivors to freeze in the tracks out of sheer horror. Another bad thing about Screamers is that they attract a lot of attention as their Screams can be heard up to 1 mile away.



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.

Pack Size: 1 but are often found in the 2
or more and can join a horde.

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

ZOMBIE CHILDREN

"Some people have a hard time killing 'em. Me? I say, a screwdriver to the brain will kill 'em just like any other Z. Heck the only real difference is, they're shorter. And I wouldn't want to discriminate, now would I?"



It's a dark duty one that most Survivors would rather not have to face. Truth is though, they are a lot of zombified children running around out there looking for a victim just like any other Zombie. It's up to your Zombie Master to decide if and when you run across.

Armor Class: 11

Hit Dice: 2

Move: 9

Attacks: 2 Per round

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

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

Pack Size: 1 but can join a horde.

Bonuses: +2 to Damage, +2 to Attack

XP: 55 each

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

Z-Day

part 1

Beep.

Beep.

Beep.

Everything is fuzzy as I come to. I'm in a hospital recovery room. Nurses are walking hurriedly back and forth. There's other patients laying in beds all around me. Some are awake, most not.

"Well that sucked." A familiar voice.

My eyes focus just enough to see my doctor, Dr. Nurabi, making a b-line straight for me.

"Michael, good. Can you hear me okay? Perfect. Look before you move there's a few things you need to know. There's a tube coming out of your stomach. Don't pull it."

My head is swimming still. I look down to see that there is in fact a tube coming out of my stomach through a cut in my hospital gown.

"Things didn't go as planned. In fact, in my 20 years as a surgeon I've never saw a . . ."

"Doctor, Doctor," a young nurse interrupts, "They've ordered an evac and we're being told that we have to leave now." She says with a look of panic about her.

"Evac? Evac for what?" Dr Nurabi asks looking rather annoyed.

"It's because of all the riots."

"Riots? What in the blazes are you talking about?" Nurabi asks.

"It's been all over the TV." She answers.
"Haven't you seen?"

"Seen? No Coleen, I've been elbow deep in surgery for the past two hours. So, if you wouldn't mind to enlighten me."

"There's people rioting everywhere. It's some kind of mass hysteria and it's catching on like wildfire. The city has ordered that all public buildings be eva--"

Just then the overhead speakers blare the fire alarm warning as the lights dim to emergency lighting only.

WAAA WAAA WAAA

"Ah, look Michael, sit tight. I'm going to go see what this is all about." Dr Nurabi walks away looking highly annoyed.

My eyes close and I drift away.

TO BE CONTINUED . . .

BIKER SCOUT - VILLAIN



Optional Character Class
A Biker Scout is the member of the biker gang that is responsible for going ahead of the biker and checking the road for possible ambushes or obstruction. She may also be called upon to do recon on a group of Survivors or even attempt to join their ranks temporarily and access possible threats if they have something taking.

Attribute Bonus: +1 to DEX and INT. This is a one-time bonus.

Equipment: Binoculars, 1 small toolkit, 1 metal Flask of water, Flashlight, Large Knapsack

ABILITY BONUS to d20 Rolls: +3 to Detect Ambush, +2 to Gain Trust, +1 to Escape
Biker Scouts gets a +1 to each ability each time you level up.

RANDOM ENCOUNTERS

Roll 1d12 to for this random table.

| D12 | LEVEL 1 | LEVEL 2 | LEVEL 3 |
|-----|---------------------------------------|--|--|
| 1 | 1 Rage Zombie | 3 Rage Zombies | 5 Rage Zombies |
| 2 | 1 Mutated Bone Zombie | 1 Mutated Bone Zombie | 1 Mutated Bone Zombie, 2 Bone Zombies |
| 3 | 1 Fleshless Zombie | 1 Fleshless Zombie, 2 Groaners | 1 Fleshless Zombie, 5 Groaners |
| 4 | 2 Bone Zombies | 4 Bone Zombies | 7 Bone Zombies |
| 5 | 1 Zombie Leader, 1d6 Walkers | 1 Zombie Leader, 1d6 Walkers, 1 Crawler | 1 Zombie Leader, 1d6 Walkers, 2 Runners |
| 6 | 1 Boss Zombie | 1 Boss Zombie 1d4 Runners | 1 Boss Zombie, 2 Screammers |
| 7 | 1 Child Zombie | 1 Child Zombie, 2 Screammers | 1 Child Zombie, 1d6 Screammers |
| 8 | 1 Melting Zombie | 2 Melting Zombies | 4 Melting Zombies |
| 9 | 1d6 Living Dead Zombies | 1D6 Living Dead Zombies, 1d6 Walkers | 2d6 Living Dead, 1 Fleshless Zombie |
| 10 | 3 Voodoo Zombies | 6 Voodoo Zombies | 9 Voodoo Zombies |
| 11 | 1 Legend Zombie | 3 Legend Zombies | 6 Legend Zombies |
| 12 | 2 Screamer Zombies | 2 Screamer Zombies, 2 Runners | 6 Screamer Zombies |

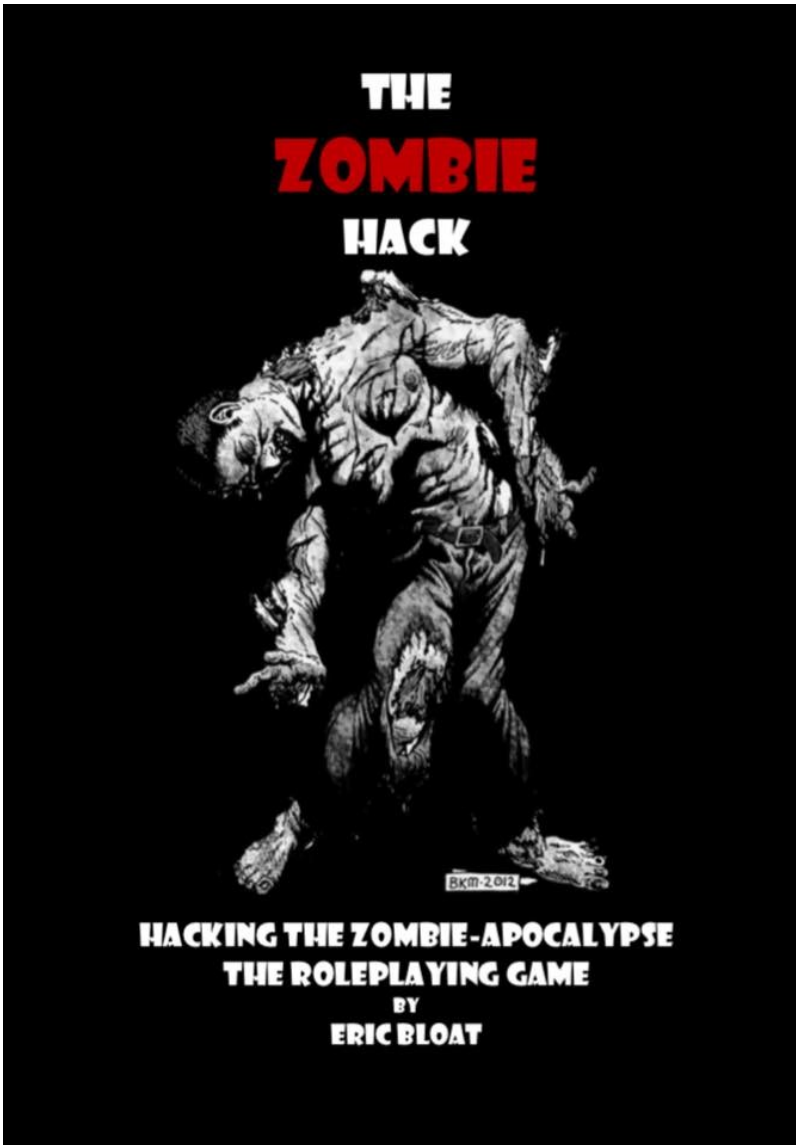
For Levels 4-10, roll the average party level that many times on the table below.

Example: For a group that has an average level of 4 amongst it's Survivors, you would roll 4 times on the chart below and add all the Zombies together to create the random encounter. For a Survivor party with average level 10, you would roll 10 times, totaling all Zombies together to create the encounter.

Roll 1d20 x the average party level.

| D20 Encounter | |
|----------------------|--|
| 1 | 5 Rage Zombies |
| 2 | 1 Mutated Bone Zombie + 4 Bone Zombies |
| 3 | 4-Bone Zombies |
| 4 | 1 Boss Zombie + 1d6 Walkers |
| 5 | 6 Legend Zombies |
| 6 | 3 Melting + 1 Fleshless Zombies |
| 7 | 1d6 Screamer Zombies |
| 8 | 1d8 Zombie Children |
| 9 | 2d6 Living Dead Zombies |
| 10 | 2d4 Walkers |
| 11 | 1d6 Runners |
| 12 | 1 Crawler + 1 Fleshless + 1d6 Walkers |
| 13 | 1d6 Voodoo Zombies |
| 14 | 1 Zombie Leader + 1 Melting |
| 15 | 1d4 Living Dead + 1d4 Runners |
| 16 | 1 Mutated Bone Zombie |
| 17 | 2d4 Crawlers |
| 18 | 1d4 Screamers + 1d4 Living Dead |
| 19 | 1 Zombie Leader + 1d6 Runners |
| 20 | NO ZOMBIES FOR THIS ROLL. |

COMING SOON!!



*Based on The Black Hack.

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SURVIVE THIS!!

NAME

CLASS

HP

ALIGN

LEVEL

XP

ATTACK BONUS

ARMOR CLASS

STR ____ ()

HEIGHT

WEIGHT

SEX

INT ____ ()

HAIR

EYES

DEX ____ ()

LANGUAGES

CON ____ ()

SAVING THROWS

CHR ____ ()

CRITICAL INJURY

DEATH

SUR ____ ()

INFECTION

POISON

CLASS ABILITIES:

POSSESSIONS:

NAME
CLASS

ALIGN
LVL

XP

STR ____ (____)

INT ____ (____)

DEX ____ (____)

CON ____ (____)

CHR ____ (____)

SUR ____ (____)

HT

WT

EYES

HAIR

SEX

LANG _____



HP _____

AC _____

ATK /BNS _____

CLASS ABILITIES

POSSESSIONS

SAVING THROWS

CRIT INJ _____

INFECTION _____

DEATH _____

POISON _____