

environment that lead to dilemmas on multiple levels, the least of which are religious and ethical in nature. This book does not encourage or endorse the finality of the ethical problems that can arise. This book does not endorse or encourage the wholesale slaughter of characters, Zombies, or other fictional characters, beings, or animals in a game environment. However, we do understand that these things will probably have to happen, and thus, is the reason for the suggested age of the users of this book.

## ZOMBIES AND THIS BOOK

Zombies are a conundrum to us in the real world. They are both dead and alive, earning them the distinction of “Undead.” This phase of existence is explored in dozens of various ways by books, movies, comics, and other role-playing games. Within these pages you will receive a glimpse of these variations as well as the fundamental roots of their origins, allowing the GM to pick and choose, or combine thoughts on what Zombies are and how they work in the game environment.

Chapter 1 of this book deals with the possible origins of Zombies. It also covers different angles on how Zombies are created, how they reproduce, and how they are dealt with. While every possible scenario may not be represented, the topics and methodologies of Zombies and Zombification presented comprise a very complete list.

Chapter 2 contains qualities that Zombies seem to possess in all the various forms and ways that they are represented. They are broken down into thirteen categories that cover all arenas of Zombies as they are found in popular media. These are further broken down into four categories each, granting over sixty-seven million possible combinations for creating Zombies based upon the needs of the campaign or adventure being run.

Chapter 3 deals with surviving the Zombocalypse and addresses some of the more pertinent concerns of ethics and resources. It also discusses strongholds and fortifying against incoming wave after wave of the walking-dead. This chapter just can only give these issues a glossing; entire novelty books have been written to explain how to survive a zombie apocalypse.

These pages address the issue of survival lightly, as it is not only game specific, but also dependent on country, state, city, or even specific to buildings.

Chapter 4 consists of improvised weapons and explosives that characters will invariably use. Many of these are seen in popular Zombie horror movies, and the tactics surrounding their use are accidental, brilliant, or perhaps both.

Chapter 5 is a listing of various scenarios that could potentially be encountered in a campaign or run as short adventures. These may be enriched via website content, as well as other free downloads. They may also be appended by more books, each detailing a site, town, or city under siege by the Undead.

Appendix 1 presents a rundown of zombies that may be encountered in the game environment. This list is by no means complete; it is simply a brief list and a small percent of the over sixty-seven million Zombie types that can be created using this book. They do, however, comprise the types of the walking dead commonly found in movies, comics, and television shows.

Finally, there is an adventure set in the American Civil War based on the Behind Enemy Lines scenario put forward in Chapter 6. It is geared for 2 to 5 players and comes with a quick Civil War primer, supplementary equipment lists, and maps for the adventure. This equipment may be used in conjunction with the equipment found in the Savage Worlds Core Book or any other supplement.

## TERMINOLOGY

This book uses the term “infestation” when talking about Zombies. This is not to automatically give the implication that all Zombies are caused by disease. This is simply a word that is convenient to use in dealing with their ranks spreading and consuming throughout the world.

## CHARACTERS

As is the case in the popular movies concerning Zombies, any character might have to fight them off or help others to do so. The characters need not have any special training, and any character from the basic, just-created character to the advanced, multiple-session survivor can be used

in these scenarios, pending the GM's decision of the campaign type to run. The game environment will dictate the character types in these cases, not the other way around.

It is also possible that the players may be using Zombie characters. In this case, they could be in one of the scenarios in Chapter 5 or in something similar to what is presented in that chapter. They could be running something of the GM's own concoction, or they could be in a copy of another game or system. However it happens, Zombie characters have some serious limitations that may have to be overcome, and perhaps not without a bit of comedy.

## ZOMBIE MOVIES

Movies about Zombies are probably the most readily available source material outside of this book. They examine the possibility of Zombies in all lights, from the serious to the zany, and from the horrific to the comedic. Graphic violence and gore need not be in the campaign you run using this book. However, it will probably be the case, as it is with a vast majority of the Zombie films, that gore and ample violence will be present. This genre has seen some resurgence in the last few years, and high-budget Zombie splatter flicks have been churned out of Hollywood, much to the satisfaction of the faithful fans.

The movies that have come out for the Zombie crowd are represented by two distinct formats: Survivor-Horror, and Survivor-Comedy. These films titillate us with their imagery, and they make us jump, laugh, or both.

## SURVIVOR HORROR GENRE

This is the mainstay of Zombie movies. A handful of desperate survivors take on throngs of Undead, or operate within a moral framework due to the Zombies laying siege to their stronghold. These are generally the toughest, the most hardcore, and the darkest chapters in the genre. Every decision could cause a character to die, or worse, could cause all of the characters to die. Lifeboat ethics take hold, and those who try to help anybody could kill everybody.

## SURVIVOR COMEDY GENRE

This is a relatively new genre, usually done in spoof of the classic movies. Due to the availability of digital camera equipment, cheaper editing techniques, and other advances in the filmmaking industry, these films are becoming more and more common. These films are generally notoriously low budget, but they do well in the theaters because of their subject matter and their cross-genre inclusions, such as the new genre created a few years ago of "Romantic Zombie Comedy."

## ZOMBIES IN SAVAGE WORLDS

The GM is the player who decides how Zombies are included in her game. The scenarios, situations, and ideas of this book cover a wide-enough variety of causes, zombie types, and problems to run any manner of Zombie game. More than one type of Zombie may be found in the game environment, though predominantly, there shouldn't be more than a handful of types. Each scenario lists zombies used through its duration, and these can be modified, though it may change the flavor of the adventure.

It might also be the case that the characters of the players become Zombies themselves. This can lead to interesting situations arising that might add a little fun and a lot of drama to the game. Remember though, it's only a game, and what happens in the game, stays in the game.

## EDGES AND HINDRANCES

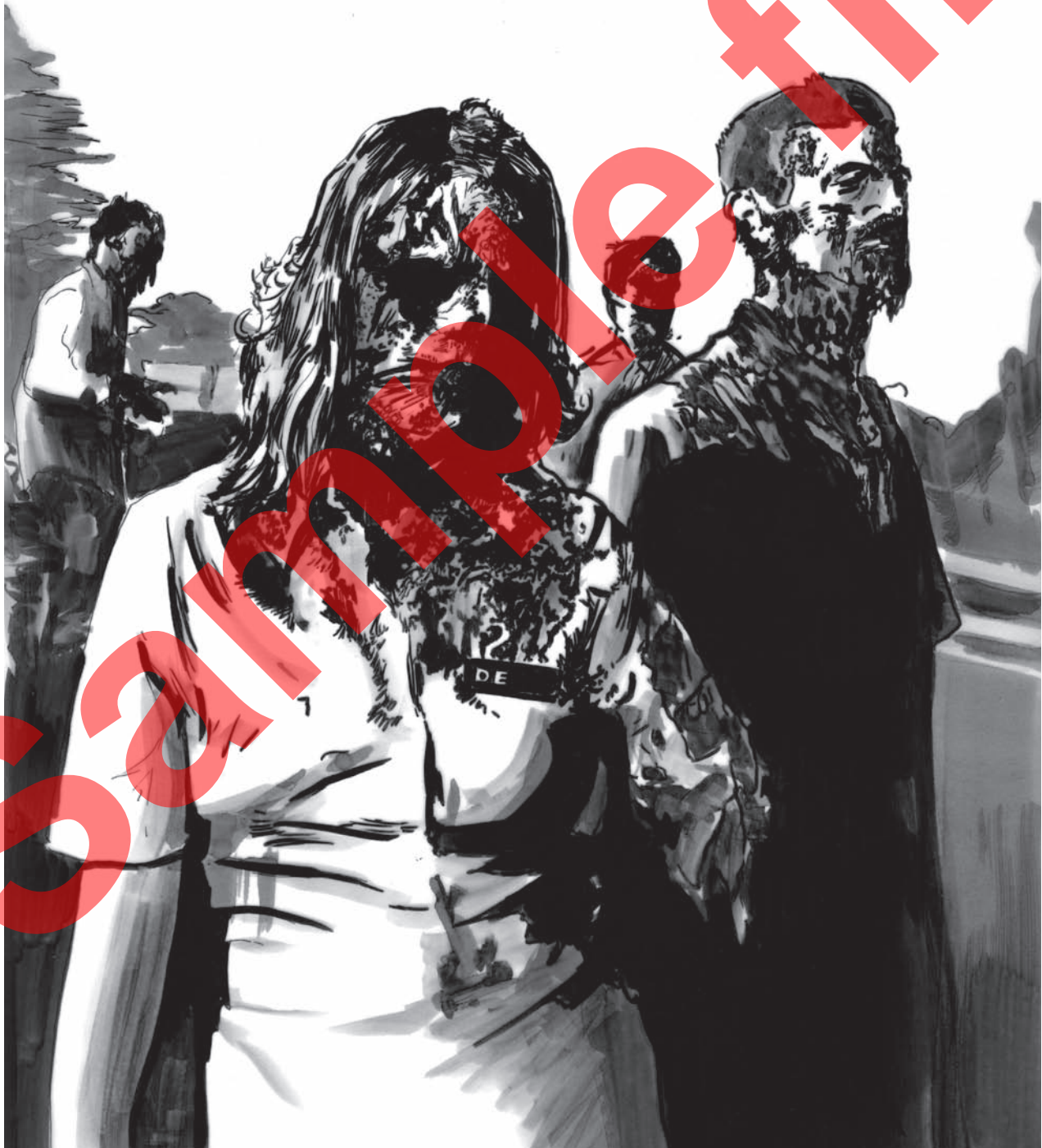
There are no additional Edges or Hindrances included in this book. Between those found in the Savage Worlds Core Book and those found in which ever setting you may be using, the characters should have a large enough selection of Edges and Hindrances available to handle the zombie plague. That isn't to say that the GM won't decide to houserule some new Edges and Hindrances in, but many of the possible mechanics of the additions are covered quite nicely in the various other books that the GM uses.

## EXISTING ZOMBIES

In the Savage Worlds Core Book, there is already a zombie creature and there is already a spell used to create them. This book is not intended to change the function of either of those two. The GM may choose to modify the exist-

ing spell (or create a new one) in order to make modifications to zombies as listed in Chapter 2 of this book. Chapter 2 also discusses the zombie qualities granted by being Undead, per the Savage Worlds Core Book. As these rules are updated by Pinnacle Entertainment, the rules presented in this book may seem to be outdated. The easy way to handle that situation is to use the rules as written in the Savage Worlds Core Book and modify the rules, situations, and weapons in this book to fit them, not the other way around.

If zombies are already in the setting that the GM is using, then it is up to the GM to determine which elements of this book to incorporate. The GM should be transparent as possible with this, or at least as much as necessary so the players know what they can and cannot do as they face down the Undead.





## CHAPTER 1: ZOMBIE ORIGINS

Movies and literature have gone to great lengths to try to explain where their particular breed of Zombies comes from. There tends to be either no explanation given at all, or the Zombies fall into one of the seven basic categories listed below. This list is not exhaustive, but it is fairly inclusive. There is certainly possibility for expansion of the ideas presented below, and these ideas are intended to work as either campaign seeds or as standard methods for introducing zombies into your own campaign world.

### RELIGIOUS

Arguably one of the defining factors of most religions are how they view what happens to a person's consciousness after death. The Judeo-Christian faiths, for example, show many examples of the dead awakening, such as Lazarus and the resurrection of the faithful dead in Revelations. Obviously these are not accounts of zombies in the Bible, but they can be used as inspiration for a Zombocalypse.

### CURSE

A curse large enough to initiate a Zombie plague would be unheard of in any culture, religion, or mythology of the world. However, a curse affecting an individual or small group would be enough to get the infestation started, and depending on the transmission method and incubation period of the infestation, it could spread rapidly.

Another possibility is a Divine or Profane agent involved in the curse. Entities of this magnitude could cause a large populated area to become zombified. Such an Entity could possibly Zombify a large number of people spread around the world. Campaigns revolving around this concept generally lead to extremely powerful characters.

If the method of religious infestation is a curse, there are thousands of ways that the infestation could have started. If it is indeed caused by a curse, there might be no way of reversing the curse and the dead could continue to walk the Earth. Any type of Zombie may be created with a curse, though those that are created are usually for a specific purpose, not simply for the destruction of the world.



## END OF DAYS

During the End of Days, some religious texts speak of the dead rising from their graves, the sea giving up her dead, and those dead receiving their final judgments. What is interesting about this notion is that if some dead are bound to become Zombies, that is, agents of evil sent to destroy and consume mankind, then it stands to reason that there might be a similar creature serving the purposes of the Divine. While these agents may not be undead themselves, it certainly raises curious questions.

An End of Days scenario would be extremely horrific; seeing Grandma Jones and Baby Robert rise from their graves to feast on Human flesh is a truly chilling image. Even though there's a substantial amount of cultures that believe in cremation over burial, if all the dead rose from the Earth and walked from the sea, the Earth would be swarming with Zombies. The numbers would be overwhelmingly in the favor of the dead, and precious few Humans would survive even the initial onslaught, let alone what would follow.

Though perhaps most widely known, the Judeo-Christian faiths are not the only religious institutions which place emphasis on the resurrected dead. For this reason, a Biblical plague might not be the only cause of a massive religious zombification event.

## FANTASY WORLDS

Some worlds will be rich in magical energy, knowledge, and culture. Most of these worlds will have necromantic spells that deal directly with raising the dead. It can also be the case that the dead will rise if they were killed in a particularly brutal way or if they were greatly wronged in the moments before their death. However it happens, if undead are present in a fantasy world, there are probably zombies in some facet or another.

Generally, the zombies in these sorts of settings are the equivalent of Shamblers. It should be noted that zombies in most fantasy worlds are not able to infect their victims. Those types of zombies can exist, but they tend to be rare in fantasy campaigns. Furthermore, while Zombies in these settings cause a general panic in the populace, it is nothing like the result would

be of hordes of Zombies marching on Venice, Berlin, Moscow, London, or Chicago.

It can also be difficult to differentiate between types of rotting flesh devouring undead. The main differences fall into the realms of intelligence, motive, social organization, maliciousness, or the spells that create them. Most of the various types of corporeal undead can be built with this book; exceptions would be vampires and golems, which are not zombie-like in the least. It is also again worth noting that most zombies in fantasy settings are not the brain-eaters that are the staple of 80's and early 90's zombie movies. Instead fantasy zombies typically exist to serve as labor, guards, or soldiers.

## ZOMBIE MINIONS

With the advent of zombies and necromancy, there is the possibility that the zombies are merely the undead servants of powerful wizards. If that is the case, the zombies need not be flesh devouring killing machines; they might be running errands or performing chores as directed by their creator. It is possible in some of these cases that the zombie was raised from the dead as part of an agreement, a debt, or even a discussion that was had posthumously. Some zombies may be made tougher, smarter, and stronger than the run-of-the-mill zombies and they can be especially dangerous if they are attacked without provocation.

## EXTRA-TERRESTRIAL ORIGIN

One of the greatest risks to any environment is the introduction of a foreign species. Even seemingly harmless animals such as rabbits, frogs, and various house pets into a new environment can have catastrophic effects on the ecology. These new creatures have no predators, they have to compete with natural animals, and those from an intruding environment usually come out on top.

At the time that this book was written, the Florida Everglades were undergoing and trying to combat a similar problem; owners who no longer wanted the exotic pets had released pythons and anacondas into the swamps. The giant snakes began to compete for food and territory with naturally occurring alligators, and they seem to be carving off wide swaths of territory for themselves. Florida wildlife officials

are doing everything they can to humanely deal with the problem, and it looks like (at this time) that they are winning the battle.

Disease is an even worse problem. Small pox eradicated populations in Europe for hundreds of years until they became resistant to it and an inoculation from the cowpox disease was discovered and widely initiated. When European explorers came to the New World, they brought influenza, small pox, and a multitude of other diseases. In exchange, the Europeans contracted malaria, yellow fever, and other nasty diseases. A virus of extra-terrestrial origin would be catastrophic to the population of the world it impacts; a world with no known immunities or defenses against it. Parasites from off-world would be in a feeding frenzy with ready hosts that are unable to fight it off with medication, technology, or sheer toughness.

### ALIEN PARASITE

A parasite usually causes catastrophic problems for the host, and in some cases, death. This death from Earth-borne parasites comes from diseases that transmit from the parasitic process or from malnutrition or degradation caused by the parasite inhabiting the host. Not all Earth-borne parasites are so malignant; mosquitoes and ticks, while able to carry diseases such as malaria, the west Nile virus, and Lyme's disease, generally take what they need and move on.

Alien parasites are not necessarily so inclined. While modern science tells us that there is no way that a parasite could make the dead get up and walk, science fiction is not so kind. The works of Heinlien, King, and numerous others deal with the thought of alien parasites using mind control and inhabiting dead bodies, making them able to move and act while they rot and search for their preferred sources of food. Something of this nature would be hard to detect and be horrific to behold and even worse to try to combat, especially if they are virtually impossible to detect and even harder to kill.

### ALIEN VIRUS

The term alien is used to describe anything that is not normally found in a particular area. In this case, it is used to refer to extra-terrestrial viruses. Modern science has yet to define whether

viruses are living creatures unto themselves or whether they are something else entirely. Whatever the case is, viruses are extremely complex killing machines that can mutate readily and cause some of the worst effects ever seen in living creatures. Alien viruses could do virtually everything. While from a scientific viewpoint, a virus from outer space that reanimates the dead is incorrect on so many levels, but that's what makes it terrifying.

### SPACE DUST

Passing comets are notorious spreaders of space dust and radiation that cause the dead to rise from their graves. Depending on how the radiation and dust spread, it might affect the living, causing them to rise after their deaths, or it may even soak into the ground making the dead dig themselves out of their graves in search of flesh and brains.

### DISEASE


Viruses and diseases need not be from outer space to be scary or to achieve horrific effects. Killer diseases and the quarantine procedures involved with preventing their spread are the subject of multitudes of television shows, manga, and movies. The microbes that nature creates are scary enough in their effects. AIDS, HIV, Ebola, and leprosy all produce horrific effects in those they affect, and these effects ultimately lead to death either by device or design.

In the most common form of zombie, the infectious bite, the festering scratch, and the putrid blood all seem to carry something that when it enters the body fluids of an affected individual begins the process of turning that person. While seldom treated as a disease, characters in the movies usually quickly ascertain that wounds caused in a certain way by the attacking zombie will produce a zombification effect, and that is from a disease. Only a disease or directly injected super-virus would work as quickly as the zombification effect in the popular media that displays it.

### NATURAL SUPER DISEASE

It's already been mentioned that many of the nastier diseases on Earth have extraordinarily awful effects such as hemorrhagic fever. While no disease will animate the dead, it wouldn't





take much of a jump in a fictitious world to have one of these horrific diseases animate those that it kills. Every year we push deeper into the darkest heart of Africa or down to the ocean depths, we find new and more lethal pathogens.

With more and more diseases becoming tolerant and resistant to treatments, they are continuously getting tougher and harder to kill with traditional treatments. These diseases are also having prolonged, more severe, and increasingly lethal effects. As they continue to mutate, especially those which are already devastating to those they affect, these diseases begin to change past a point where they can even be treated with medicine. Nontraditional treatments and enormous lists of drugs stave off the effects and drive the body to near-death in order to try to kill the ailments themselves before the patient dies.

### CDC BREACH

The Center for Disease Control in Atlanta is the world's largest storehouse of biological weapons in the form of natural diseases and diseases that have been bred accidentally in the world or in the lab. It is rumored that if there is ever a security breach at the CDC that there is a nuclear warhead on site that is triggered by the President of the United States to vaporize the site. Unfortunately for the good citizens of Atlanta, that means that they will have to be sacrificed. However, when it comes down to it, a few million may need to be sacrificed in order to keep the diseases in the CDC from escaping.

In the real world, the CDC is the major site for disease research. However, there are other sites, and these sites may not all be owned by governments, but by corporations. Such places are known through the zombie lexicon, being the subject of video games, movies, and stories. While security at these private laboratories is tight, industrial espionage, sabotage, and unforeseen accidents can and inevitably do happen. Such breaches are usually localized outbreaks, but depending on the transmissibility of the disease, the incubation period, and other factors, these breaches can spread quickly.

### ACCIDENT

There are two types of biological accidents that can happen to cause a super virus or biological-

ly impacting effect. Medical breakthroughs and combination effects can both have unexpected results. Both are familiar in the modern era. The discovery of penicillin, drugs used to treat cancer, and Gulf War Syndrome are all examples of either medical breakthroughs, combination effects, or both. Whether the serendipity that inspires discovery is helpful or harmful is often sorted out later, and to the fame or infamy of its discoverer.

### MEDICAL BREAKTHROUGH

Medical breakthroughs are generally positive effects. However, even though these drugs are used for positive effects such as to fight aging, cure cancer, or combat disease, they can have long term, unforeseen side effects. The truth in advertising campaigns that started in the late 1990's now guarantees that known and significant side effects must be disclosed by the pharmaceutical company introducing the product. To date, none of these side effects include "Undeath," but then, that's the real world where zombies don't exist. Even in fantasy eras can medical breakthroughs exist; it is only in the modern era that we have a thorough scientific understanding of disease, but attempts at treating disease have been with us longer than written language.

### COMBINATION EFFECT

Combination effects are precisely what they sound like; a combination of two drugs working in an unforeseen way. Sometimes these effects are beneficial, but most of the time they form a poison in the body that can be more harmful than what the two drugs alone are trying to defeat. Gulf War Syndrome is a perfect example from the modern age on the harmful effects of a combination effect. An untested drug cocktail designed to fight biological and chemical weapons during Desert Storm led to serious birth defects in the children of the men and women who took them. Such effects, though usually not nearly as menacing, usually include decreased chance of survival for the patient who suffers from them.

### MILITARY

A vast amount of the medical research that has been done was performed under the watchful eyes of the armed services. They had the fund-

ing of the government behind them and, in the name of making the world a better place, they had nearly unlimited resources for research materials and facilities. The creation of a disease, weapon, or troop enhancement isn't that far fetched. Some opinions and media portray these experiments as brutish and cruel, and all done by the military.

The categories below aren't the only thing that the military fits neatly into. Almost every single category above can have military involvement, depending on setting. Regardless of what creates the situation, it is inevitable that the military will be involved in the outcome, whether that decision is to cut losses with an acceptable loss of life, or send in strike teams to remove the zombie infestation. Even then accidents may happen, a troop may be infected, or security measures can become compromised.

## BIOLOGICAL WARFARE

Bio-weapons have been a mainstay of warfare since the ancients figured out they could catapult dead live-stock into besieged cities in order to spread disease. Occasionally events related to biological warfare happen quite by accident. One of the most famous examples of this was the spread of small pox to the Native Americans throughout the North and South American continents. Similarly, the development of lethal syphilis in the Old World could be considered a form of accidental biological warfare. Because of globalization and immunization in the modern world, accidental biological warfare is rare but could be caused by security breaches at research facilities. Bio-weapons are deliberately manufactured

and refined to make them as effective and difficult to resist as possible. However, for every manufactured disease, a cure can be found, especially in a modern or post-modern setting. Unleashing something on a group of peoples for which only you have a cure is calculating, cold, and effective, but ultimately damning.

## EXPERIMENTAL MEDICINE


In order to combat several of the options listed above, the military could convincingly use experimental medicine. These could come in the form of untested vaccine combinations, fringe experiments that boarder on Mad Science, and truly gruesome effects carried out with purpose and intent on POW's. Often times, the main effect could be completely benign and have a beneficial intent. But what if the research gets out of hand, the experiment gets out of hand, or there is an unseen consequence? The results could be disastrous

## ULTIMATE SOLDIER PROGRAM

Troops exist in an army for two purposes and two purposes alone: kill people and break things. To a military mind, anything that can enhance a troop's capacity to do those two things is a good weapon. Anything that can enhance a troop's ability to survive those things is also extremely beneficial. Many different







media have tackled this solution in what can broadly be called an Ultimate Soldier Program. Troops in this program are enhanced, making them stronger, faster, tougher, and very nearly immortal. While no drug or combination of drugs is known to do this in real-life, the draw to this in the fantasy world has splashed across movie screens, comic books, and video games for decades.

Along with these beneficial effects, there is a possible nefarious side effect of a cursed immortality; a zombie troop is forever doomed to carry out their service to their country, or an eternity of attacking it. Even this could be a desired effect; release a throng of Ultimate Soldiers Zombies into the enemy's midst, watch them devour the enemy, and destroy the zombies after they've done their jobs. The Ultimate Soldier becomes the ultimate weapon.

## TRENCH FOOT

Combat in the real world takes place in some of the most inhospitable, worthless land that is on the planet. Jungles that will forever be jungles, deserts, barren wastelands that have been shelled beyond repair; all of these terrains have one thing in common, and that is bacteria. Commonly called Trench Foot, this effect is caused by bacteria that breed in warm, moist places that are devoid of light, namely the boots of the combating troops.

In a fantasy-based game, there could be healers who take care of this sort of thing, and even in massive, epic battles, one rarely sees the conditions that allow Trench Foot to take hold. However, in a world where mechanics of physics are boiled down to statistics and dice rolling, why not a magical or supernatural form of Trench Foot that becomes not only all-consuming, but actually causes the poor victims to turn into zombies? In such a situation, zombies with any sort of skill use could be catastrophic to any humans around them. Zombies armed with guns, with survival skills for their environment, and that are able to hide and move with little or no detection by their former comrades are something out of horror stories for the doomed uninfected.

## MAD SCIENCE

In media that deals with crazy scientists, glowing elixirs, and dead girlfriends, mad science created zombies are usually the result. These zombies do not generally create more zombies through bite, scratch, or attack, but they often lash out from confusion, hunger, or blind rage. Zombies created in this manner are usually at least semi-intelligent and can communicate with those around them either in primitive methods or more articulate speech as they possessed in life.

No matter how the creature responds to being reanimated, it seems to be the case that the only way to permanently kill the creature is included in the mad scientist's research or by listening to her crazed ramblings before the monster manages to choke the life out of its creator.

If a true disease is created by mad science, instead of a serum that simply raises the dead, then the effects could be catastrophic. In these cases the only real cure seems to be cleansing by fire, and even then, there always seems to be at least one creature that survives. This invariably leaves the media open for a sequel, and in the case of a role-playing game, it leaves the situation wide open for future adventures, whether the players and characters are ready for it becomes irrelevant. When considering genre, Mad Science is often the root cause in settings and scenarios that are geared more for comedy. Of course, comedy lends itself toward any genre, but Mad Science can generally incorporate it most readily.

## OTHER

These are but an example of the methods and mayhem of creating zombies. They are broad categories, however, and they could be easily adapted to fit into virtually any campaign. Magic can replace technology or science, extra-terrestrial could be strangers from a far away land, and mad science can be replaced by alchemy or era-specific research.

However zombies are introduced to your campaign world, the undeniable fact is that they are there to stay and in a zombie infestation, the party's chances of survival are bleak.



## CHAPTER 2: ZOMBIFICATION

Zombification is the process by which one becomes a Zombie. How this process physically affects characters depends on the setting and origin of the **Zombies**. The players may never find out how the Zombocalypse began, especially if they are plunged directly into the center of an undead plague. However, the odds are substantial that the characters won't care or need to know. For the simple sake of maintaining atmosphere, it might even be prudent to not tell the players how it happened; there might not be any way for them to know.

What they will find out though, is how the **infestation is transmitted**, and how zombies create more zombies. This might take them a little while to figure out, but eventually they will. If this is to be a specific plot point, it might be helpful to let the characters sort out what they know and keep player knowledge out of the situation. One easy way to do this is to modify the zombie type from what the players might be familiar with to something faster, harder to kill, smarter, or any of the other zombie properties that are discussed below.

### TRANSMISSION

When someone is **exposed to the undead**, there is a chance of transmission of the infestation to the characters. That could come from physical contact, being attacked, being bitten, or simply being in the same area as the zombie. The four common types of transmission are listed below. For something more exotic, some imagination may be required on the part of the GM.

#### BLOOD

Transmission through blood is one of the most common ways the infestation is spread. To augment this chance, zombies always seem to spray blood when contacted by a cutting weapon, when hit hard enough with a bludgeoning weapon, or when shot. This spray is the primary method by which the disease is carried in the case of transmission by blood.

The spray may need to hit specific areas or open wounds. Areas to hit would include the mucus membranes in the eyes and nose, the mouth, and even the ears. The uptake of the disease in this manner is extremely effective, and it is readily absorbed by the blood stream of the victim.

#### SALIVA

This is the classic mode of transmission when creating a Zombie horde. One bite from the walking dead turns the victim into a walking infestation themselves and it is simply a matter of time before