

Goblinoid Games
Presents



REVISITED

NIGHT OF THE LIVING DEAD



By Daniel Proctor



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This product is for the free GORE™ role-playing system (www.goblinoidgames.com/gore.htm). Since GORE™ is compatible with 1980s percentile-based role-playing systems, *Night of the Living Dead: Revisited* can be used with these systems as well.

In 1968 George A. Romero released *Night of the Living Dead*. This movie was heavily inspired by Richard Matheson's short story, "I am Legend." However, Romero substituted zombies for lethargic "vampires."

Night of the Living Dead (NotLD) is a classic movie in its own right, but it is also probably the biggest inspiration for the "survival horror" and "zombie apocalypse" genres. If you haven't yet seen it, or need to refresh your memory, the 16 mm version of the movie has passed into the public domain (due to a quirk of copyright law at the time) and can legally be downloaded and viewed from the Internet Archive at the following url:

www.archive.org/details/night_of_the_living_dead.

This GORE™ product is based on the public domain movie.

If your players have not seen this movie, you might want to let them watch it after running this scenario.

This scenario revisits *Night of the Living Dead* as a one-night game session. It can be played much like the movie, but many different possibilities are introduced to change the motives or personalities of the pregenerated characters involved. In addition, several different kinds of zombies are presented to allow players to experiment with how the survival horror situation unfolds if the zombies are not the typical "slow," mindless flesh eaters.

Background

We don't really know for sure why the dead are rising to eat the living. A news report mentions that a Venus probe has returned to Earth, bringing with it some kind of unusual "radiation." All we know for sure is that at

some point within the last few hours of the start of the adventure, the newly dead reawaken with a hunger for living flesh.

The zombies have the minds of animals, and for the most part do not use tools or demonstrate any reasoning power of any kind. We also know that they are truly dead, at least in the usual sense of the word, except for the fact that they are mobile. Their hearts do not beat, and they will continue to attack until they cannot physically move or until they sustain a great trauma to the head. There seems to be something within the brains of the zombies that allows them to be animate.

Playing the Scenario

It's 1968 and dead won't stay dead! At the start of the scenario, the characters will be surprised, to say the least, at what is happening. They do not yet know how to kill the zombies.

The GM can start each player's character in the same location that he or she is in at the start of the movie, or even in some other situation. At some point, the characters should all come together at the farm house where they hole up for the night.

The following section outlines the starting positions of the characters at the beginning of the game in the same way as the movie begins. Note that for some of these characters, their starting positions are known from their narration in the movie and were not actually filmed. These starting positions can be used as background, or they can be played through. A GM could even take one or a few characters off on a new track, never having them go to the farmhouse, and go someplace else instead.

Ben

Ben begins at a roadside diner called Beetman's Diner. He's in a truck parked several yards from the diner, listening to the radio, and trying to get an idea of what is happening. He witnesses a gasoline truck driving out of control and being chased by

from twelve to twenty-four zombies. It crashes through a gas pump at the diner and is engulfed in flames. Meanwhile, Ben sees that the diner is surrounded, and a mob of zombies are coming after him. He drives the truck through the undead crowd until he finds the farmhouse. The truck is almost out of gas, so Ben pulls up to the house but discovers that the gas pump is locked. He initially comes into the house for shelter and hopes to find the gas pump key. This is when he encounters Barbara.

Alternatives: The account above is as related by Ben in NotLD. If this situation is played out, it need not go the way it did originally. One possibility, if the game picks up starting at the house, is that Ben was bitten in a previous encounter. If that is the case, he might "turn" at an inconvenient time.

This is also a good opportunity to introduce new characters. The characters presented from NotLD do not have to be used, and players could make up new ones. Ben could be replaced by someone else, or Ben might be accompanied by someone who manages to escape the diner.

Barbara and Johnny

Barbara and Johnny are siblings, and are driving to a graveyard to visit the grave of their father. Johnny is teasing Barbara about how scared she used to be in their childhood days at the cemetery, when a zombie approaches them. Neither of them think anything is amiss until it attacks Barbara. Johnny intervenes, and in the struggle he falls, hits his head on a grave stone, and presumably dies.

Alternatives: This situation could be played out differently, and Johnny might live to accompany Barbara to the farmhouse. The car they drove to the cemetery could be used to get to the house. Or, something might happen to prevent them from driving it, as in NotLD where Barbara loses the keys in her panic and ends up running to the farmhouse.

Another alternative is that when Johnny hits his head he is only unconscious, and has to make it to the house on his own after Barbara has already fled. Yet another possibility is that Barbara is killed in the initial graveyard scuffle, and it is the smart-aleck Johnny who survives and gets to the farmhouse. His character could change the entire dynamic of the situation.

Harry, Helen, and Karen Cooper

Harry and Helen are a married couple, and Karen is their daughter. They are driving on a back road when they are surrounded by zombies. The zombies flip the car, and as the family is escaping Karen is bitten in the struggle.

Alternatives: Karen might not be bitten and either Harry or Helen might be bitten instead. Likely, Harry will hide this fact if he is bitten.

This is a good opportunity to add or change characters as well. Harry, Helen, or Karen may not be present. The Coopers might not have a daughter, or it could be that Harry is killed and only Helen and Karen make it to the farmhouse. The GM could use the former situation in combination with introducing Johnny, to create a different element.

Tom and Judy

In NotLD we are not told how or why Tom and Judy came to the farmhouse. Presumably, they came to seek shelter. We can assume that Tom and Judy were not at the house long when the Coopers show up, and they all take refuge in the cellar. All of them are in the cellar before Barbara and Ben arrive.

Alternatives: Tom and Judy are wide open for different kinds of backgrounds. We assume that the dead woman upstairs was dead before anyone arrived. However, what if Tom and Judy are not the simple country folk they appear to be? Maybe they killed the woman who owns the house so that they could take shelter, but when the Coopers arrived they realized they would have to

share after all. They might be waiting for a time to make a break for it, and they won't care what condition they leave everyone else in.

The Night Begins

However the characters arrive at the farmhouse, they must secure the house or take refuge in the cellar. This scenario plays out best if there is character disagreement and conflict about how to proceed.

It is up to the players what strategy they will carry out. Do they stay put for the night or do they try to escape? Ben's truck needs gas, so they will need to find the gas pump key and somehow get the truck to the pump. In the movie, there is a key ring in the basement, but the gas pump key is actually in a drawer in the basement. Of course, they don't realize this until they have put themselves in danger outside and find that they have the wrong keys.

Irony is an element to this story. As an alternative, the characters may have the proper keys but discover that the pump is empty. Even if they fill the truck's tank, the truck can hold three people at best in the cab, and the rest will have to ride in the back. Will all of the characters agree to this? Who is elected to sit in the back, and thus subjected to greater danger?

If Johnny and Barbara have brought their car, it's up to the GM whether it needs gas or if it is in working order.

The Morning

In NotLD, the morning brings a militia that is out hunting zombies. It's up to the GM whether the militia comes in this version played, and if so whether they help the characters. The militia is a blood-thirsty group who will shoot at about anything that moves.

The Farmhouse

The farmhouse has a cellar and a second floor. The house has all of the normal appliances and supplies one would expect in a standard house. There is enough food for all of the characters for about two days. The house is described in more specifics below.

Ground Floor

1. **Living Room:** The living room has furniture and a fireplace. There are assorted furnishings, including old, faded paintings and cheap vases. This room has an old radio that works. The door to the stairs that lead down to the cellar is in the east wall.
2. **Dining Room:** The dining room has a sturdy wooden table and chairs.
3. **Hallway:** The hallway links rooms 1 and 4, and also contains the staircase to the second floor. There is a side table against the south wall and old paintings on the walls.
4. **Side Room:** This room is a sitting room and has a few chairs. There is a closet in the east wall, which holds a 30-30 rifle, a box of 20 shells, coats, and several pairs of men's and women's shoes.
5. **Kitchen:** This room has all the usual appliances and drawers with utensils. Several "junk" drawers have miscellaneous items such as a hammer, nails, fuses, and other such



items. The large closet in the north wall holds old timber that can be used to board up windows and doors. There are also other old, useless items.

6. **Shed:** The shed has a lawn mower, a chainsaw, and a can of oil-mixed gas for both. Other garden tools are present, including shovels, rakes, and hoes. There are three rusty bicycles, and all of the tires are flat. However, a tire pump is present and the bikes can be returned to working order.

Second Floor

7. **Top of Stairs:** A woman's body is at the top of the stairs.
8. **Bedroom:** This bedroom is not in use, and is littered with old furniture. There are windows in the north and east walls.
9. **Bedroom:** This bedroom is not in use, and is littered with old furniture and boxes full of loose papers and junk. There are windows in the south and east walls.
10. **Woman's Room:** This was the owner's room, and it has a bed and various women's garments. A small wooden jewelry box below the bed has family heirloom jewelry worth several hundred dollars.
11. **Bedroom:** This was a man's room, and it has a bed and men's clothes in several cardboard boxes. There is a working television in this room.
12. **Bathroom:** This is a standard bathroom, and has a first aid kit.

Other Areas

13. **Cellar:** This room has dirt walls, and is to the east of the house and not directly below the house. There are several work benches, and in a drawer on one of them there is a key to the gas pump. There is a key ring hanging on one wall. Most of the keys do not open anything; they are old and have been accumulating over the years. Some keys are for the front and back doors of the house, and one key is for the shed on the north side of the house. There are many different hand tools in this room, as well as wood, and saw horses. The door to the

cellar can be barred from the inside, and will withstand 20 HP of damage before collapsing.

Character Statistics

The following section provides GORE™ game statistics for the characters in *Night of the Living Dead*. These descriptions are extrapolated from the movie, since we do not actually know what these people do for a living or what their particular talents might be other than what we see them demonstrate in action. Some characters can be excluded from the scenario, or players may make up new characters to introduce. One possibility is that the players create characters of themselves, to run through the scenario.

The statistics begin on the following page.

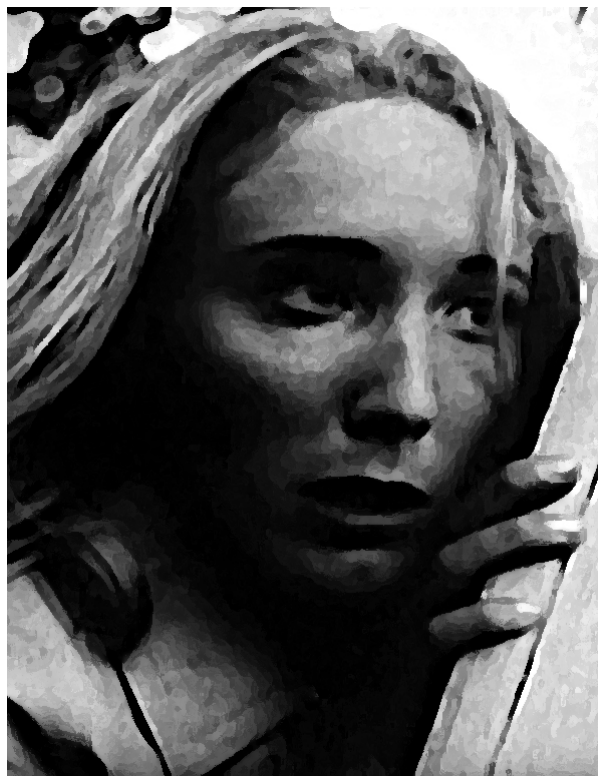


Ben

STR	13	HP	13
CON	11	Locations:	
DEX	12	Head	4
SIZ	14	Chest	5
INT	15	Abd	4
POW	14	Arm	4
CHA	14	Leg	4
DM	+1d2		

Skills: Dodge (50%), Fast Talk (40%), First Aid (40%), Guns (Handgun) (35%), Guns (Rifle) (40%), Humanities (History) (50%), Mechanics (30%), Natural Lore (30%), Notice (40%), Science (Biology) (30%), Streetwise (40%), Wrestling (54%)

Background: Ben is a high school teacher. He teaches history, biology, and is a wrestling coach. He is a natural leader, and is honorable, honest, and strong willed. Ben has no family of his own, but would like to track down his brother and his brother's family to see if they are alive.

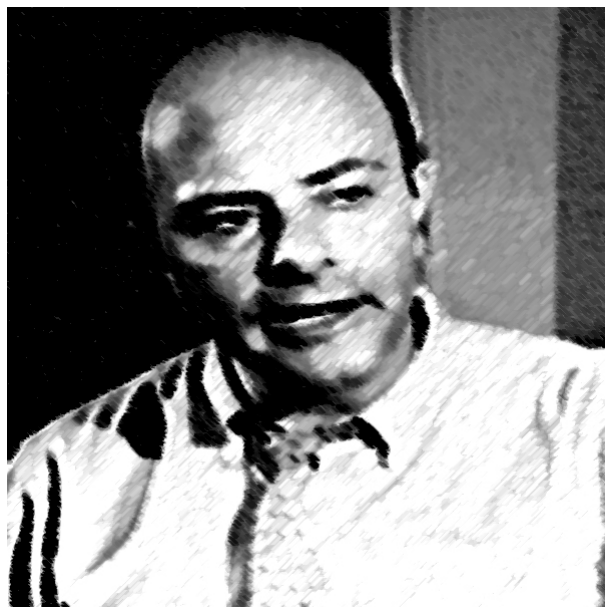


Barbara

STR	7	HP	10
CON	10	Locations:	
DEX	13	Head	3
SIZ	10	Chest	4
INT	12	Abd	3
POW	9	Arm	3
CHA	13	Leg	3
DM	-1d2		

Skills: Art (Painting) 60%, Craft (Baker) (50%), Craft (Sculptor) (40%), Evaluate (45%), Haggle (40%), Hide (30%), Natural Lore (15%), Notice (40%), Riding (40%), Swimming (40%),

Background: Barbara is a shy woman, unmarried, and lives with her elderly mother. She is an accomplished artist, and displays her work in galleries. She is also a trained chef. She is not calm in the face of danger, and has the potential to act rash in a crisis.

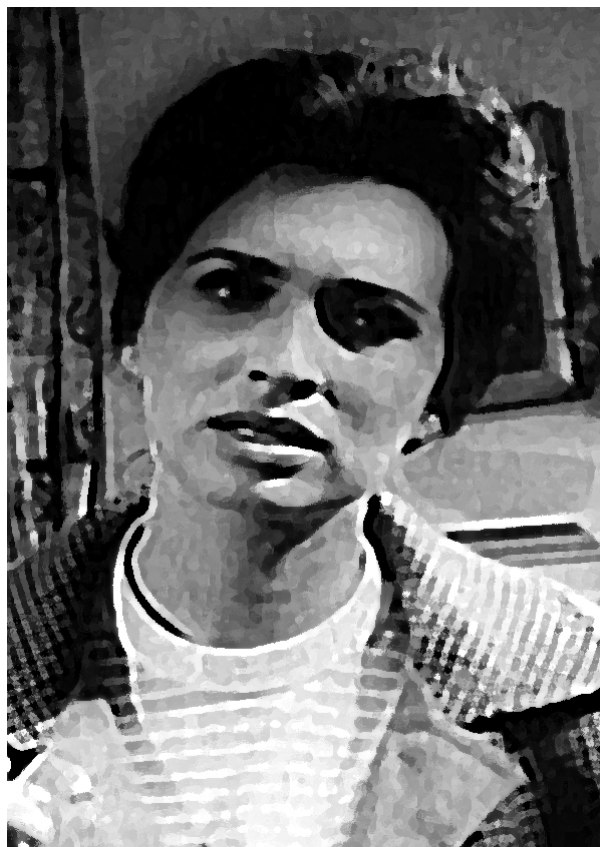


Harry Cooper

STR	11	HP	12	
CON	11	Locations:		Head 4
DEX	10			Chest 4
SIZ	12			Abd 4
INT	11			Arm 3
POW	12			Leg 4
CHA	9			
DM	0			

Skills: Conceal (40%), Driving (40%), Electrician (40%), Evaluate (50%), Guns (Handgun) (35%), Hide (40%), Influence (30%), Mechanics (30%), Navigate (30%), Notice (35%), Social Science (Economics) (40%), Throwing (45%), Wrestle (35%)

Background: Harry is a businessman, and is the boss of several employees. He is a strong, but not well-liked, leader. He is hard-headed and has a need to be right always, regardless of the consequences if he is wrong. He and his wife haven't been in love for years, and they sleep in separate bedrooms. Deep down, Harry is a coward and will sacrifice everyone, including his family, to survive.



Helen Cooper

STR	9	HP	13	
CON	13	Locations:		Head 4
DEX	12			Chest 5
SIZ	12			Abd 4
INT	14			Arm 3
POW	13			Leg 4
CHA	14			
DM	0			

Skills: Conceal (45%), Craft (Accounting) (30%), Craft (baker) (30%), Craft (Tailor) (50%), Driving (35%), Evaluate (50%), First Aid (45%), Haggle (50%), Hand Weapon (Knives) (40%), Natural Lore (25%)

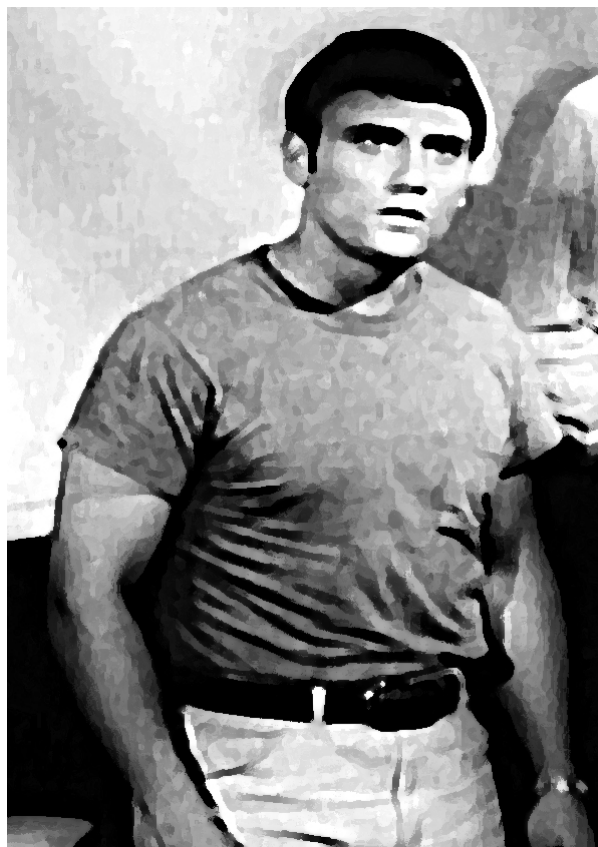
Background: Helen is a homemaker, and extremely talented at cooking, sewing, and managing finances. Early in her marriage she was dominated by Harry, but in recent years she has become fed up and does not fear him anymore. She will put her daughter ahead of anyone else, including herself.



Karen Cooper

STR	7	HP	9		
CON	10	Locations:		Head	3
DEX	14			Chest	3
SIZ	7			Abd	3
INT	11			Arm	2
POW	11			Leg	3
CHA	12				
DM	-1d4				
Skills:	No significant skills				

Background: Karen is an 11 year-old girl, and is interested in typical child concerns. She loves both of her parents, and will not choose sides between either of them.



Tom

STR	15	HP	13		
CON	14	Locations:		Head	4
DEX	11			Chest	5
SIZ	12			Abd	4
INT	11			Arm	3
POW	12			Leg	4
CHA	14				
DM	+1d2				

Skills: Craft (Carpenter) (55%), Dodge (45%), Driving (50%), Driving heavy Vehicle (Semi) (50%), First Aid (40%), Jump (40%), Mechanics (40%), Notice (40%), Survival (30%), Unarmed (72%)

Background: Tom has held a number of different jobs. He is a skilled carpenter, and more recently has been a truck driver. He and Judy have been a couple for several years, and Tom is close to asking her to marry him. Tom is local to the area and familiar with the general geography. He is honest and kind hearted, but is naïve and a bit of a chauvinist.



Johnny

STR	11	HP	12	
CON	11	Locations:		Head 4
DEX	14			Chest 4
SIZ	12			Abd 4
INT	12			Arm 3
POW	11			Leg 4
CHA	13			
DM	0			

Skills: Dodge (40%), Driving (60%), Fast Talk (50%), Guns (Handgun) (35%), Guns (Rifle) (40%), Humanities (Philosophy) (40%), Influence (50%), Law (55%), Navigate (30%), Notice (50%), Wrestle (33%)

Background: Johnny is Barbara's older brother. He is a clown, and a spoiled brat. He became a lawyer partly because he likes to make money, but also because he came from a working-class background and is trying to prove something. He doesn't like to take orders, and he likes to argue for the sake of arguing. However, he is fiercely loyal to Barbara and will defend her with his life.



Judy

STR	9	HP	13	
CON	14	Locations:		Head 4
DEX	13			Chest 5
SIZ	11			Abd 4
INT	12			Arm 3
POW	9			Leg 4
CHA	12			
DM	-1d2			

Skills: Climb (50%), Craft (Tailor) (45%), Dodge (50%), Driving (45%), First Aid (50%), Hear (55%), Natural Lore (35%), Riding (60%), Swimming (45%), Throwing (41%)

Background: Judy is Tom's girlfriend. She is training to be a nurse, and hopes that she and Tom will get married soon and buy a country house. She is slightly weak-willed, and prone to panic. She is also a bit selfish, and will look out for herself and Tom at others' expense.

ZOMBIES

This section is for GM eyes only! Here we present GORE™ statistics for the typical “slow” zombie from NotLD. In addition, there are a few alternatives offered to give the zombies different characteristics. Changing the nature of the zombies might have some interesting consequences for how the scenario plays out.

Slow Zombie

These zombies have very low INT, POW and CHA, as they have virtually no intelligence, will or personalities of their own.

STR	3d6	(10)
CON	1d6+3	(6)
DEX	1d6+3	(6)
SIZ	3d6	(10)
INT	1d3	(2)
POW	1d3	(2)
CHA	1d3	(2)

Movement: 4

Skills: Unarmed (50%), Wrestle (25%)

Description: The range of attributes presented above is for the “generic” zombie. Specific characters who become zombies will retain the same STR and SIZ as they had in life. In the scenario presented in NotLD, all people who die will rise as a zombie in 1d6 minutes. In addition, if a character is bitten by a zombie, the bite will ultimately prove fatal.

These zombies can only be killed when all hit points are lost from the head.

Infectious Bite: Any character who takes damage from the bite of a zombie becomes infected with a POT 14 zombie disease. Beginning two hours after the bite, and every hour thereafter, a character must engage in an Opposition Test with his CON versus the POT of the disease. If the character succeeds, his STR, CON, and DEX each lose one attribute point permanently. If he fails, each of the Attributes losses 1d6 points.

When any Attribute falls below 4, the character dies and will rise as a zombie in 1d6 minutes.

Variations

The following variations, in any combination, can be used to add a little spice to the zombie apocalypse.

Fast Zombies

These zombies are like the Slow Zombies, but have life-like Movement of 8. They have an annoying tendency to run everywhere they are going. This increased agility gives them a life-like DEX of 3d6. Characters who become Fast Zombies will retain the DEX they had in life.

Fresh Meat

These zombies are intelligent and articulate, but still cannibalistic, when they are freshly risen. They will have their life-like Attributes at first, but will lose 1d3 Attribute points from CON, DEX, INT, POW, and CHA per hour until they level out at the typical Slow Zombie Attribute levels. They will lose 1 point of Movement each hour, and lose 10% from each skill. If using Fast Zombies, they will not lose DEX or Movement.

Night Sight

Normally, zombies can see no better at night than living people, but this ability allows the zombies to treat partial darkness as illuminated and complete darkness as near dark.

Projectile Vomit Zombies

These zombies have a disgusting spittle that has a range of 10 feet (40%), and can be expelled from the mouth once every 3 rounds. When this spittle touches the skin of a character, he will suffer the effects of a POT 9 radiation exposure, following the rules for radiation on page 24 in GORE™.

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SHED



N



1 SQUARE = 5 FEET



GROUND FLOOR

SECOND FLOOR



CELLAR

