



d30 Zombie Encounters

ZOM1: ZOMBIE ENCOUNTER VARIATIONS

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

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

** zombies will be clothed/armed and carrying treasure as indicative of their former lives

ZOM2: NUMBER APPEARING

| | | Number of Zombies | | | | | Add'l High-Level Zombies* |
|-------------|----|-------------------|----|----|----|-------------------------------|---------------------------|
| Roll on d30 | 1 | 2 | 3 | 4 | 5 | — | |
| | 6 | 7 | 8 | 9 | 10 | +1 3HD zombie | |
| | 11 | 12 | 13 | 14 | 15 | +2 3HD zombies | |
| | 16 | 17 | 18 | 19 | 20 | +3 3HD zombies | |
| | 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 | |
| 9 leg (move:5) | |
| 0 both legs (move:2) | |

