

Gregorius21778: 20 Zombie Encounters



...for the irradiated, weird, post-apocalyptic future

Version 1.2; written by Kai Pütz

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How to use this supplement:

20 Zombie Encounters provides (guess what?) 20 encounters with the walking, running, shambling and/or crawling (un)dead for use in your old-school, weird, science-fantasy post-apocalyptic RPG... or any other OSRPG where you have use for retro-scifi mutant encounters of the undead kind.

The actual encounters reign in at 3504 words (encounter titles included), with the individual entries covering everything from “small scene” over “strange happenstance including one or more zombies” all the way down to the good ol’ “random monster attack”. Most feature the regular run-of-the-mill zombies but four of them have a slightly different breed (or is it “reek”?) included. All entries are **Mutant Future(tm)** compatible, but every GM worth his title will be able re-write the rules provided to match the game system he and his players currently stick to.

And now... let's get things growling!

01# Buffet and Entourage

The characters run into 1d6+2 zombies and as soon as they are close the PC will quickly notice the thick cloud of flies around them, who drone loudly (these zombies cannot Surprise anybody). The rotting, walking dead are a buffet for those thick flies, and the shambling bodies are riddled with maggots (-3 hit points). Characters that fight the zombies in melee will suffer a (-1) penalty due to the insects getting into the eyes and about everywhere else. Characters that suffer wounds in the fight (or have untended, open wounds prior to it) will have mutated flies landing on them, both to feed on the blood as well as to immediately lay eggs. If the wounds are not cleaned (with medical supplies, alcohol or by cauterization) the characters will end up with an infection (1d4 dice of damage; half of it after a successful Saving Throw against Poison) that might cost the character a limb or life (Saving Throw vs. Death).

02# Dead Cargo

The characters come across an old box truck in the middle of nowhere. It is obvious that the vehicle was jury-rigged back into function a while ago (the tires do not match, the cabin sports make-shift armor attachments, the windshield was replaced with wire-mesh, etc.) but the seats in the cabin are empty and nobody seems to be around. If the PC start to search the vehicle or sneak around it, somebody will start to bang against the inside of the cargo area. At first, it is just one loud thud, but moments later another is heard, and then another. Soon it will sound like multiple people are hammering against the container from the inside. When the characters open up the doors, they are at once attacked by 1d6+2 zombies that will all throw themselves at the nearest targets.

This vehicle once belonged to a group of survivors. Two of their numbers were wounded by zombies and turned into undead during the journey. The driver panicked as he heard the fight and screams from within the cargo section and did not dare to open it, but left the box truck behind. Inside the truck, the characters will find rotten food supplies, 1d6 gallon-sized water jugs (still good) and the equipment of the former passengers (including some primitive melee weapons).

03# Half-Dead

The characters move through an area with high grass (or a lot of thorny bushes) as they hear a rustling. They have enough time to prepare themselves before 2d6 zombies close in to attack. They drag themselves about by their arms (or walk on them) while their legs, and sometimes the complete lower body, are missing (half their hit dice). Those creeps had stumbled upon a nearby minefield, and there is a 10% chance that the PC will stumble upon that minefield, too. The small craters from the mines that went off due to the zombies are a dead giveaway.

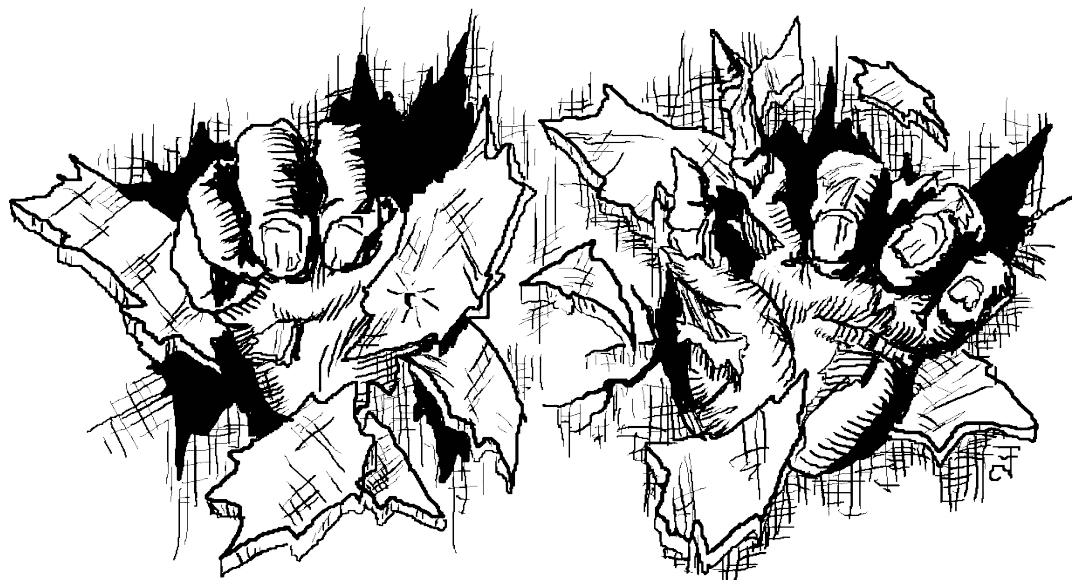
04# Cat in the Tree

Not far from them the characters see a group of $1d6+5$ undead gathered around a large tree. They groan and snarl while they reach up, some even try to climb but fail. Something must be up in the tree top that they want to devour. If the PC approach, they will spot a humanoid figure up between the branches. It is a mutant human with the features of a cat that rescued himself up to that position, but is now surrounded by zombies. If the characters attack the zombies the ML makes a Reaction Roll for the cat-mutant: on a result of 8+ it will simply try to flee, on any other result the mutant will join the characters in the fight and stay to thank them (if he survives). He calls himself Ashrik (a name matching the ash gray color of his fur coat) and is a 3rd level mutant with great skill in climbing trees, night vision and padded feet that help him with sneaking. He wears a back pack with three meager rations and a water bottle, and is armed with a very long knife. The spear he used to have broke off in one of the zombies as he tried to fight them. He owes his life to the characters and is willing to assist them in their current adventure.

05# King of Zombies

The characters will encounter a strange mutant human clad in a tattered blue overall with a large backpack strung over his shoulders. His skin has the color of fading purple, his eyes sit deep in his skull and his forehead is grotesquely swollen. The mutant is accompanied by a group of $1d6+4$ zombies, that for some reason just shamle along instead of attacking him. When the mutant notices the characters he will point at them with a triumphant laughter *“Ha Ha HA HA! YOU! Surrender now and pay tribute to the King of Zombies! Give me tribute now or my minions shall devour you!”* As he speaks the undead turn as one toward the characters and start growling.

The self-proclaimed King of Zombies is a 4th level mutant human with 36 hit points and AC:8., his mutant powers allow him to control the undead and to evoke the *Damage Turning power*. If the characters pay him tribute (any item with at least some value will do), the “King of Zombies” will let them pass. Otherwise, he will have his minions attack and flee when half of his zombies have been destroyed. If the characters manage to rob him of his belongings, they will find $1d4+2$ rations of food in the backpack, a large flask of water and 5d6 gp in mundane trinkets as well as a folded one-person tent, a blanket, a survival knife and other minor personal items.



06# Lake Dead

During their travel the PC come across an isolated lake with a steep sloped bank (perhaps an old crater that filled with water) on which numerous thickets with tiny, yellow flowers grow. Insects buzz over the surface of the murky, stagnant water but no other wildlife can be seen. If the characters want to check the water, they will find that it must be filtered and cooked before consumption but should then be fine. If a character stays to take water out of the lake, a roll for surprise is called for. Unbeknownst to the PC, 1d4+1 zombies have fallen into the lake and were too clumsy to get out again, and now wander the bottom of it. The movement at the water's surface attracts at least one of them that tries to jump up to grab the living being above it so it can drag it down into the lake. A character that is surprised will be dragged down by a zombie. Otherwise, a successful **Ability check vs. Dexterity** will save the PC from this fate. PC who try to fight the zombie in the water will quickly learn that they are at a disadvantage against a beast that can stay submerged as it does not need to breathe (-1 penalty) and that long melee weapons like swords or axes are hard to swing in water (-2 or -4 penalty in total if anything larger than a knife is used). The other zombie/s in the lake will join the fray after 1d4+1 rounds of combat. Reduce the hit points of each zombie by -3 (their stay in the water was not good for them).

07# Zombie Warriors of the Future

A project to "cryo store" future cyborg warriors has gone wrong and now 1d6 recently released zombie cyborg commandos stumble through the ruins and badlands of the post-apocalypse. Their cybernetic limbs and dermal armor are obvious, as is their rotten state as they shamble on, their implants whizzing, clicking and groaning. The Future Zombie Warriors have 6 hit dice and AC:6. If attacked with ranged weapons, their programming will help them to "remember" their implanted laser weapon (6d6), just as they will "remember" their electric charge attack implant (4d6, ignores metallic armor). When they are down to less than 10 hit points, they will make use of a radioactive ray emitter (an attack equal to class 6 radioactivity). Due to their long exposure to cold, the next to freeze-dried walking bodies have the equivalent of the mutant power *Reflective Epidermis (Cold)*

08# Zombie Carriage

The characters become witness to a most unusual sight: an open topped carriage, similar to those who are drawn by horse or by oxen, with four of the walking dead used as draft animals. The stinking zombies have gags in their mouth, but their hands are free from the leather straps which used to bind them to the yoke. Each still wears a harness around the torso and they still drag the small carriage. A coachman is nowhere to be seen.

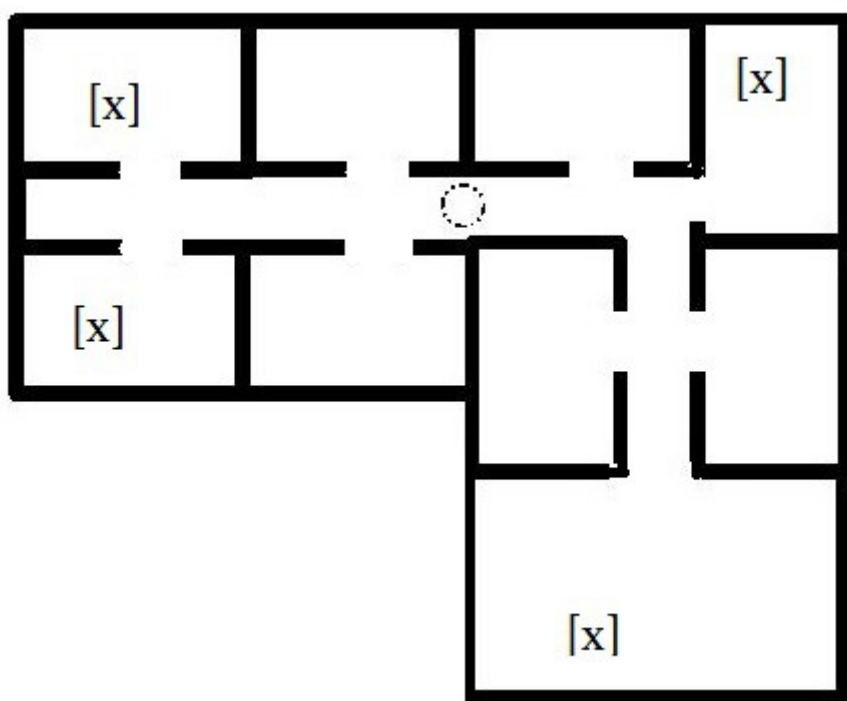
If the characters do not leave the scene the zombies will note them after a while and drag themselves and the carriage into their direction, but dealing with the bound zombies is rather easy. The carriage must have toppled at some point, because the side is stained with dirt and next to nothing may be found inside but a black powder pistol secured by clamps next to the coach box and a ragged overcoat made of wool that entangled itself at a nail that stands out.

09# Torn of Head and Helmet

As they search through a beasts lair, the characters will find a full helmet (perhaps a modern motorcycle helmet or a scifi trooper helmet with full face plate/visor) but with a rotten head still inside. This is the head of a zombie. It is still “alive” and when a character tries to remove it in a way that involves fingers actually touching the head, roll a d20. On a result of 1, the character gets bitten.

10# Unearthed

The characters will find an access hatch in the ground. It is rusted shut, but can be opened with a successful check for *Forcing Doors*. A wash of stale and unwholesome air rises to the characters, below in the opening they will see a ladder that leads down for a couple of meters through a round shaft before it ends in what seems to be a corridor. It is dark down there, but the PC recognize that the walls and the floor are made of concrete.



The characters uncovered an old fallout shelter made by some survivalist before *the End of the World*. Calls into the dark will not be answered, and not a mice may be heard. The occupants of the shelter have turned into the walking dead decades and decades ago. Locked into the dark and unable to escape, the zombies fell into a nigh catatonic state: if no character sets foot into the old shelter, the zombies ($2d6+2$ of them, who are scattered throughout the rooms marked with an X) will slowly come back to “life” after about 10 minutes as the change of air and the noise they have heard slowly works through their un-minds. The process quickens immensely (to $1d6$ combat turns) if a character is in the same room as a zombie or if one of them hears another undead groaning and wailing. A zombie that is disturbed by a character (e.g. touched, light shining directly into their eyes, shot at, etc.) will come back to “life” after one round of combat. Two old revolvers and a shotgun (each with $1d6$ bullets/shots) can be found in the bunker, as well as an old radio, a diesel generator and empty, rusting diesel tanks, a water pump, assorted junk and rubbish and $2d6$ rations of ultra-preserved food. Nobody should drink the water from the pump...

11# The Horde

Their moaning can be heard from afar and if the wind is right, it carries the sweet stench of decay: a immense group of zombies, clearly more than 50 of them, marches towards the characters. Everybody will need to pass a successful *Ability Check vs. Dexterity* to turn and leave quickly and quietly. If tests are failed, it is time to run as the undead notice prey and give chase. Wherever the characters were heading, they will now need to flee, get rid of their pursuers and double back later. Unless of course, they have the martial prowess to deal with $3d6+50$ of the walking dead.

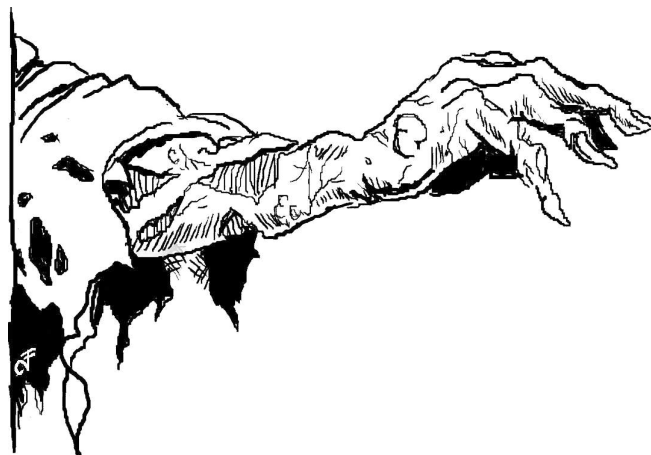
12# Zombie Crows

A murder of crows occupies the ground ahead of the characters. The birds cark, hop, flutter up and land again. A PC might notice that all of the crows seem to be in a bad condition: the feathers are ruffled or are missing in patches, some seem to have broken wings or mangled legs. As soon as they note the characters, their carking will swell into an angry choir and all of them will at once flutter and hop towards the PC: none of them seems to be able to fly for more than a few seconds. Only as the mangy birds come close will the characters learn that they are facing a murder of zombie crows! The swarm counts $3d6+12$ undead birds, each of them has one hit point, fights as a 0 HD monster with an AC:7 and the *Confuse* ability. The ML is encouraged to roll attacks for groups of three to four crows. If successful, they will *Confuse* a character and inflict 1 point of damage. If an attack of a group of zombies crows shows a natural [20] on the attack roll, a crow gets into the characters face and the PC in question will need to pass a *Saving Throw vs Death* or will lose an eye (unless the eyes are protected somehow).

13# A Frozen Hell

The characters find an access hatch to a large, rectangular underground chamber. The chamber is icy cold and filled with rows of cryo cylinders that contain human bodies, a total of 80 of them. At the one far end, there is a closed door (that leads into robotic med bay meant to treat de-cryorized clones) and at the other there is a staircase leading down (into the maintenance level where the final two functioning robot drones (formerly: 12) take care of a small reactor and the cooling systems).

Most of the clones in the cryo tubes died and are now freeze dried corpses. $1D6$ of them are alive (and can be released via the control panel in the med bay) and $2d6$ of them turned into cryo-zombies [Walking Dead with the *Reflective Epidermis (Cold) mutation*] that will break out of their cryo tubes 10 minutes after the characters passed them.



14# Let no good deed go unpunished

On their way the characters encounter a lone female. Her clothes are rags, she staggers but clutches a machete. If the PC get closer it becomes clear that she glistens with sweat and is splattered with blood. The woman is in the throws of a fever but means no harm, and will not resist against what ever the characters do to her. That she shows signs of dehydration might tell the characters that she must have been wandering for more than a day. Besides the rags and the machete, she wears three broken digital watches, a hip holster for a pistol (none to be found, but one spare energy cell for a Mk. I laser pistol with 2d6 shots left) and a ballistic vest under her other clothes (AC:5).

The woman has numerous bite and scratch wounds all over her arms. If the characters check them, they might identify those as wounds that were caused by something humanoid with a successful *Ability Check vs. Wisdom*. Any character who knows a zombie bite will identify them as such. The woman will collapse a few moments after the PC found her and become completely unresponsive. If the characters take her with them (or stay with her) to nurse her, the transformation into a zombie will occur during the next night, and the new zombie will attack the nearest person at once.

15# Spider Chow

After the PC had an encounter with a giant spider (or found her dead husk near her net, as she became the prey of another mutated predator a day ago) they will note movement in one of the large cocoons that are her food storage. The cocoon will be the size and shape of a human, but if they open it up the characters will cut free a zombie that will immediately try to attack them. Fortunately the digestive secretions of the spider already did half of the job (half the zombies hit points, and have it lose 1d4 further hit points per round as it comes apart more and more).

16# Child in the Well

The characters come across a deserted village of a small survivor community. If they search the village, the PC will hear sounds coming from the well at the center of it, a shoddy construct with a very low wall. Inside, they will find a child splashing around in the water, its skin pale and its voice completely hoarse from screaming. The rope with the bucket is missing, but if one looks really hard one can see the bucket drifting next to the kid who just roars hoarsely and flails his limbs like mad, reaching up to the characters. When the PC somehow pull the child up, they will quickly learn that they just released a zombie child that had fallen into the well as a horde of zombies went through the deserted village (the villagers had been warned by a scout, packed up and left).



17# The Cache

As the PC group searches through some ruins they hear a growl just before they enter a building. Out of the shadows a zombie storms at them, his hoarse shouts underpinned by a metallic rattle. The PC will quickly notice that the creature is chained to the ground somewhere inside the ruins by a long, sturdy metal chain attached to a collar around its neck. A roaming group of bandits has secured a cache in this place in a strongbox they have a key to. They managed to capture a zombie “alive” and chained him into the room by bolting the chain to a metal plate into the floor. Whenever they want to access the cache, they bring a captive from a raid along and throw the poor soul into ruin. When they hear the zombie munching, they know that they now have enough time to access the cache. The grisly remains of these feedings are strewn inside the ruin. The cache contains diverse metal jewelry (both made recently and those of the time before the End of the World) worth a total of 2d6 x50 GP.

18# Octo-Zombie

The group encounters a strange zombie mutant whose lower body is made up of eight thick tentacles, each of them covered in suckers and more than two meters long. The undead mutant pulls itself over the ground by them and is even able to scale vertical surfaces up to a height of two meters.

Alignment: Chaotic	Movement: 40' (10')	Armor Class: 8
Hit Dice: 6 HD	Attacks: Grabbing* (4), Rend & Bite* (1)	Damage: Grab*; 2d6
Save: L4	Morale: 2	

The Octo Zombie will attack with its tentacles first to grab characters, and later pull them in unless they succeed on a *Forcing Doors* test next round and break free. Characters that are pulled in have their AC increased by +2. A tentacle can be served by doing 4+ hit points of damage in one round.

19# Undead from Above

In the open the characters are attacked by a giant, two-headed zombie vulture that descends to make one of them its next meal (PC need to check for *Surprise*).

Alignment: Chaotic	Movement: 120' (40')	Armor Class: 8
Hit Dice: 4 HD	Attacks: 2 (beak)	Damage: 1d6
Save: L4	Morale: 2	

20# Not even dead Marauders are good Marauders

The characters will stumble upon a group of 1d6+2 post-apocalyptic marauders that turned into zombies. They are blood smeared and at first, the characters may mistake them for cannibalistic raiders. All of them are clad in studded leather armor (AC:7), one of them even wears a Ballistic Nylon vest with metal inserts (AC:5), another one of them has an automatic pistol in his hip holster (1d10 shots left) and another has a sub machine gun slung over his back (no ammo left).

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