



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	↓ <i>died naturally, but animated after death (intentionally) to rise as zombies</i>	religious cult members buried in known place of pure evil
10		royal + servants in tomb which desecrated location when it was built
11		graveyard/cemetery inhabitants: paupers & peasants
12		graveyard/cemetery inhabitants: freemen (e.g., merchants, traders, farmers)
13	↓ <i>died naturally, but animated after death (intentionally) to rise as zombies</i>	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		residents of small village
24	↓ <i>infected by zombie-creating disease; victims did not die before becoming undead*</i>	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)	

