

BLOOD AND BRAINS: THE ZOMBIE HUNTER'S GUIDE

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FOR MY DAD, A TRUE ZOMBIE.

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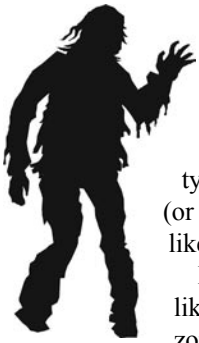
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From Michael: I'd like to thank Shane O'Connor for his original critique of the first version of this document.



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INTRODUCTION

So you want to hunt zombies, eh?

Zombie hunting is a bit different than other types of hunting. Nobody complains if you kill (or perhaps that's "re-kill") a zombie. *Nobody* likes zombies. Not even other zombies.

Perhaps it's that zombies ate someone you like. That's fair, we can understand. Killing zombies is definitely a noble task. Unless, of course, someone you like has become a zombie.

Then there's a lot of crying and weeping and angst before you blow its head off.

Or maybe it's that you're really bored and want to shoot people without getting arrested. Zombies are about as close to moving targets as you can get. Just make sure everyone knows that it's a zombie's brains you just spattered across your backyard fence.

Or maybe the world just went down the crapper and you're the last person alive. May as well take out a few zombies on the way down, right?

The Zombie Hunter's Guide is a rules supplement for d20 games. For more information on the d20 system, see Section 15 of the Open Gaming License. Our professionals at the National Center for Reanimation Prevention and Control (NCRPC) have done all the hard work so you don't have to—chopping, hacking, chainsawing, and blasting the bloody gibbets off of the shambling undead, all to make your life a little easier. If you've got a case of the zombie blues, this book's the cure.

WHAT THE HELL IS IT?

What is a zombie, precisely?

Short answer: dead people who don't stay dead.

But that answer could encompass vampires, ghouls, ghosts, and a lot of other things, so let's dig a little deeper, shall we?

The dictionary has several definitions of the word "zombie":

Zombie (ZOM-bee): 1. A snake god of voodoo cults in West Africa, Haiti, and the southern United States. 2. A supernatural power or spell that according to voodoo belief can enter into and reanimate a corpse. 3. One who looks or behaves like an automaton. 4. A tall mixed drink made of various rums, liqueur, and fruit juice.

Tales from Reality... One Man's Encounter with Zombie Definition #4

A sailor, while on shore leave somewhere in Latin America, decided to prove to his buddies just how tough he really was. They went to the local bar, where he promptly downed not one, not two, but THREE ZOMBIES in a span of a few minutes.*

"See?" He said triumphantly. "No problem at all." His friends were amazed. The conversation continued

while the sailor sat there, his palm propping up his face.

Eventually, the other sailors noticed that their drinking buddy hadn't said anything in a while.

"You okay?" one of them asked.

When the sailor attempted to speak, his tongue dangled from his mouth like a worm on a fishhook. He sputtered "ThHBBHHTHTHTH" and promptly collapsed onto the floor.

One hospital trip later, the sailor understood that liquid zombies are the most dangerous zombies of all.

**Any resemblance to family members of the author is most assuredly due to a zombie conspiracy.*

"Zombie" is possibly derived from a Caribbean French and English Creole word, "zumbi," which refers to a ghost or departed spirit. That word in turn has its roots in the Congo word "nzambi," which also means "spirit of a dead person."

The word "zombie" came into use by 1830 and was used in the vernacular by 1929, after the publication of William B. Seabrook's *The Magic Island*. Or maybe a wave of zombies descended upon the Earth at about that time, making the term much more common.

Zombies first appeared in 1920s media as typical voodoo undead. They didn't spread their condition, they didn't moan or stumble around, and for the most part they pretty much did what they were told. In essence, they could have been standard onscreen thugs, except for the fact that early movie zombies usually had glazed looks on their faces. At this stage, zombies weren't really dead so much as dazed.

In the 1950s, everything changed. Zombies were no longer mindless and drugged-up natives from a foreign land. The enemy was us—corporate zombies in suits and ties. Recently discovered nuclear technology became the new excuse for zombies. Zombies were not contagious, but they were powered by strange and unique power sources: atomic energy, mad scientists, and aliens.

In the 70s, zombies began to take on the modern characteristics we know and hate. It was only then that zombies began to show signs of rot (TV censorship will do that to you). Now they were truly the living dead.

With their new attributes came one vulnerability and one horrible side effect. As everyone knows, piercing a zombie's brain supposedly kills it.

Let us, the zombie hunting experts, go on record stating that this is not always true. Sometimes, a zombie hunter hits a zombie in the head so hard that it goes down—but then, if you hit *anything* hard enough (like, say, with a bazooka), it will stop moving. Sometimes, zombies like to pretend they're dead... and then get back up. And sometimes it really is true (see the blue zombie in the Monsters chapter). Zombie hunters who assume things about the undead make a zombie "ass" out of "u" and... oh forget it, you get the idea.

This one, rare zombie vulnerability came at a terrible price. Fear about sexually transmitted diseases in the 80s carried over to zombie infestations. Not only might a zombie eat you, it could "get zombie on you."

With the number of zombies in the world, and the amount

of communicable diseases you can catch from playing with corpses as well as other human beings, it's not hard to understand why nobody likes zombies.

WHO THE HELL ARE YOU?

You are the last hope of mankind.

Only you know just how fragile the borders between our reality and hell are. Only you know the sort of thing that lurks in the dark. And only you are mad enough to level a shotgun at said monstrosity and blow its screeching head off.

If you're fond of doing this sort of thing, you're probably more than a little crazy. After looking into the pulsating, pustule-ridden heart of evil, how can anyone stay sane?

And yet zombie hunters battle on. Insanity is common—zombie hunters are likely to be pushed to the brink of madness just by dealing with the forces of evil. Then they fall off the edge, smash into the bottom of the gorge, and the cliff falls on top of them. And they *still* keep fighting.

For all their eccentricities, zombie hunters are just normal Joes. They make bad decisions, run screaming in the face of Ultimate Evil, and get cocky when loaded down with a lot of firepower. Zombie hunters don't always do the right thing, don't always cast the right spell, and sometimes miss the bad guys even with carefully aimed shotgun blasts. But they do what they have to, because nobody else will.

If you've ever screamed, "Why don't you get a gun and SHOOT IT!" at the pathetic victims of any horror movie... this is the game for you.

WHERE THE HELL ARE WE?

The Zombie Hunter's Guide is a frenetic, action-packed battle with the forces of the dead that never lets up. A zombie hunting campaign can be macabre and terrifying or darkly comic. Zombies never give up—they keep coming and coming and coming until somebody drops (and then rises up again as another zombie).

Zombie hunting is disgusting. These are *zombies* we're talking about. Eyeballs fly, guts spew, blood gushes, and heads explode. People get their eyes smashed in, hands chopped off, and throats slashed. Zombie hunting has a high body count.

But zombie hunting has another side. Zombie hunting doesn't always take itself too seriously. How could anyone take the living dead seriously when they moan, shuffle, stumble, and bump into each other?

The level of zombie threat varies depending on the kind of campaign you're playing. There are four levels of zombie encounters:

Level One: This is the one-off zombie menace, often featuring zombies who cannot transmit their undead condition or who were recently animated from a local graveyard. In these situations, the undead rarely number more than 20 or so zombies, usually less. These kinds of outbreaks are easily covered up by local officials and are manageable by citizens with the right tools. If the zombies

are capable of transmitting their condition, it's not long before it becomes...

Level Two: This is an outbreak in a populated area. The zombies can number up to 100 or more. The incidence of infection is generally high due to the density of the nearby population. If the zombie plague strikes a rural area, it can be quite a while before anyone with heavy firepower shows up. Therefore, zombie hunters are advised to go on the defensive rather than the offensive—the zombie population density means that the infection rate is simply too high for anyone without serious firepower to effectively stop.

Level Three: By the time a zombie plague hits Level Three, the world is beginning to go down the toilet. The zombie population has spread as far as it can; the infected area can range from an entire city to a whole continent. When zombie levels become this high, government officials and the military take notice. And since zombies don't contribute (much) to any political coffers, said military and government officials react with extreme prejudice. When they're not sending in tanks, flamethrowers, or grenades, they drop nuclear weapons to "clean out the infection." For a zombie hunter on the same side as the military, it's a wet dream; for a zombie hunter who happens to be in the wrong place at the wrong time... it's a really bad place to be.

Level Four: If the government wasn't able to take out the zombies at Level Three, this is what happens next: All Zombies, All the Time! At this point, humanity is outnumbered; zombies rule the world. For zombie hunters with the technology, fleeing into outer space is advisable. For zombie hunters who can't... save one bullet for yourself.

CHAPTER 1: CHARACTERS



CHAPTER ONE: CHARACTERS

This chapter examines the backgrounds, classes and occupations of those who would fight zombies—or if they're unlucky, wind up as zombies themselves. Additionally, it details the National Center for Reanimation Prevention and Control (NCRPC), the code name for America's daring, highly trained special mission force. Its purpose: to defend human freedom against ZOMBIE, an evil organization determined...

Oh wait, that's somebody else. NCRPC pretty much just kills zombies and then covers it up.

OCCUPATIONS

BOY SCOUT

Boy scouts are trained to survive in any situation. Their knowledge of mushrooms and how to use them in creative ways makes for interesting den meetings.

Prerequisite: Age 18-.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Climb, Craft (pharmaceutical), Jump, Knowledge (earth and life sciences), Navigate, Survival, Swim, Treat Injury.

Bonus Feat: Select one of the following: Athletic, Guide, or Medical Expert.

CHEERLEADER

Cheerleaders are known for their good looks, loose morals, and tight-fitting clothes. On the field, they are known for their acrobatics and the ability to shout phrases at the top of their lungs. In the bedroom, they are known for their acrobatics and the ability to shout phrases at the top of their lungs. And oh yeah—cheerleaders are hot.

Prerequisite: Age 18-, female.

Skills: Choose one of the following skills as a permanent class skill. If the skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art), Diplomacy, Disguise, Perform (act, dance, or sing).

Reputation Bonus Increase: +2.

JOCK

Jocks are exceptionally good at one sport, and that's about it—unless you count abusing their girlfriends or having sex as sports. They have physical prowess in their favor, but as everyone knows, that's useless against zombies.

Prerequisite: Age 18-, Strength 13 or Dexterity 13, male.

Skills: Choose three of the following skills as permanent

class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Reputation Bonus Increase: +1.

Bonus Feat: Athletic.

MENTAL PATIENT

Being a mental patient sucks. It especially sucks when nobody believes that a psychotic zombie in a hockey mask was the real killer. Even the other mental patients make fun of you for your lack of originality. Most mental patients eventually escape, which explains their propensity for criminal skills.

Prerequisite: Age 18-.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Stealthy.

NCRPC EMPLOYEE

National Center for Reanimation Prevention and Control employees are survivalists; they know how to live on their own in the worst conditions and are rarely fazed by much of anything—not even the walking dead. Each and every NCRPC employee shares this attitude and confidence; even desk clerks are trained to employ the most extreme tactics should a facility be overrun by zombies.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Demolitions, Drive, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Navigate, Pilot, Research, Survival.

Bonus Feat: Select one of the following: Armor Proficiency (light), Brawl, Combat Martial Arts, or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

NERD

Nerds are students who have difficulty fitting in with everyone else. They also happen to be the most well-read of zombie victims, which sometimes gives them an edge. Sometimes. They are particularly fond of role-playing games, which is like a homing beacon for zombies looking to hack them up into little dice-sized pieces. Hey, wait a minute...

Prerequisite: Age 18-.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (writing), Decipher

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NATIONAL CENTER FOR REANIMATION PREVENTION AND CONTROL

OVERVIEW

The Center for Disease Control and Prevention (CDC) is recognized as the leading federal agency for protecting the health and safety of citizens at home and abroad. The CDC provides reliable information to those making important health decisions, and works tirelessly to promote good health through strong partnerships. The CDC serves as the national focus for developing and applying disease prevention and control, environmental health, and health promotion and education activities designed to improve the health of the people of the United States.

The 12 centers, institutes, and offices of the CDC are well known. What is *not* common knowledge is the existence of a 13th center—the National Center for Reanimation Prevention and Control (NCRPC). The NCRPC prevents death and reanimation caused by infectious diseases in the United States and around the world. The NCRPC is often referred to by its much easier-to-pronounce nickname, the Zombie Squad.

To accomplish its goal, NCRPC staff members work in partnership with other federal agencies, with reanimation experts from academic and clinical practices, and with international and public service organizations. They pursue their mission by conducting surveillance, specialized training, epidemic investigations, epidemiological and laboratory research, and other clandestine programs intended to develop, evaluate, and promote prevention and control strategies for reanimation.

Uncontrolled reanimation has the ability to destroy lives, strain community resources, and even threaten nations. In today's global

environment, reanimation contagions have the potential to spread across the world in a matter of days or even hours, making early detection and action more important than ever. The NCRPC plays a critical role in controlling these reanimations, traveling at a moment's notice to investigate and suppress outbreaks abroad or at home.

MOTTO

The NCRPC motto is "First, Fast, and Final."

CORE VALUES

The NCRPC strives for excellence in all aspects of its control and prevention activities. In pursuing this vision, the NCRPC and its employees exemplify the following core values:

- Personal and organizational integrity
- Teamwork throughout the NCRPC and with other government organizations
- Fast, effective response to all reanimation outbreaks

HEADQUARTERS

NCRPC Headquarters is currently located in Holbrook, NJ. The Special Agents and support personnel who work at Headquarters organize and coordinate NCRPC activities around the world. Headquarters personnel determine investigative priorities, oversee major cases, and manage the organization's resources, technology, and personnel. Headquarters also has a role in gathering and distributing information. If a Special Agent in Detroit has information that would help an Agent in New York City solve a case, Headquarters is

responsible for making sure the information gets from Detroit to New York.

Headquarters plays a key role in fighting reanimation outbreaks. It is the focal point for intelligence not only from around the United States, but from other countries as well. Headquarters analyzes the intelligence information it collects and sends it to field offices, state and municipal police departments, and other federal agencies such as the Department of Homeland Security.

INTERNATIONAL OFFICES

In addition to its field offices across the United States, the NCRPC has 45 offices known as Legal Attachés or "Legats" located around the world. Legats are the first line of defense outside U.S. borders. Their goal is simple—to identify and stop reanimation outbreaks as far from American shores as possible.

To accomplish this goal, each Legat works with law enforcement and security agencies in their host country to coordinate investigations of interest to both countries. Some Legats are responsible for coordination with law enforcement personnel in several countries in the same geographic region. The purpose of these Legats is strictly *coordination*; they do not conduct foreign intelligence gathering or counterintelligence investigations. The rules for joint activities and information sharing are generally spelled out in formal agreements between the United States and the Legat's host country. A Special Agent in Charge located at NCRPC Headquarters oversees the entire worldwide Legat program.

Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Studious.

PREP

Preps, or preppies, are rich. They're popular because they're the only ones who can afford the beer. Preps make a point of dressing in a way that indicates they have lots of money. They're usually quite obnoxious, which is why nobody feels bad when zombies kill them.

Prerequisite: Age 18-.

Skills: Choose one of the following skills as a permanent class skill. If the skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

SCREAM QUEEN

Scream queens have it tough. They are faithful to their boyfriends, traumatized by the murder of family members, and never quite fit in despite their hot bodies and tight-fitting clothes. Some horrible incident in their past has scarred them for life but made them true survivors, capable of withstanding even zombies (for at least one or two sequels, anyway).

Prerequisite: Age 18-, female, must have experienced personal trauma.

Skills: Choose one of the following skills as a permanent class skill. If the skill the character selects is already a class skill, she receives a +1 competence bonus on checks using that skill. Computer Use, Gather Information, Investigate, Knowledge (streetwise), Research, Search, Sense Motive.

Bonus Feats: Select either Iron Will or Run.

STONER

Stoners are dudes who know how to have a good time. And by that, we don't mean sex; we mean the other good time:

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drugs. Be it pot or ecstasy or whatever kids take to get high these days, stoners do it all. They're popular because they bring the fun stuff to parties. Unfortunately, their favorite hobby makes them useless in a crisis. In their favor, stoners rarely freak out when faced with the supernatural.

Prerequisite: Age 18-

Skills: Choose one of the following skills as a permanent class skill. If the skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Knowledge (streetwise), Sleight of Hand.

Reputation Bonus Increase: +1.

Y-MART EMPLOYEE

Being a Y-Mart employee is something to be proud of. Y-Mart produces some of the hardest, most self-sufficient employees this side of your local hardware store.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (electronic, mechanical, or structural), Disable Device, Drive, Repair.

Bonus Feat: Select one of the following: Builder, Cautious, or Hardware.

ADVANCED CLASSES

Despite the seemingly endless variety of zombie types already at large, there's always some crazy fool who wants to create his very own zombie. Some do it for power, some do it for revenge, and some do it because they need to get out more. This section might also be called "Zombies and the Men Who Love Them," except for the Zombie Hunter class, which most definitely does *not* love the undead.

BOKOR

Bokors are spellcasters who have chosen to associate themselves with Zombi, the fiendish Loa of serpents and the undead. These evil cultists give up advancement in their former callings in exchange for the ability to gain complete mastery over true zombies (although a few study arcane magic instead of zombie lore).

Requirements

To qualify to become a Bokor, a character must fulfill the following criteria.

Allegiance: Evil.

Skills: Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Special: Must kill a loved one for the sole purpose of animating that person as an Okokiyat zombie.

Class Information

The following information pertains to the Bokor advanced class.

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the Bokor attains a new level in this class.

Class Skills

The Bokor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 5 + Int modifier.

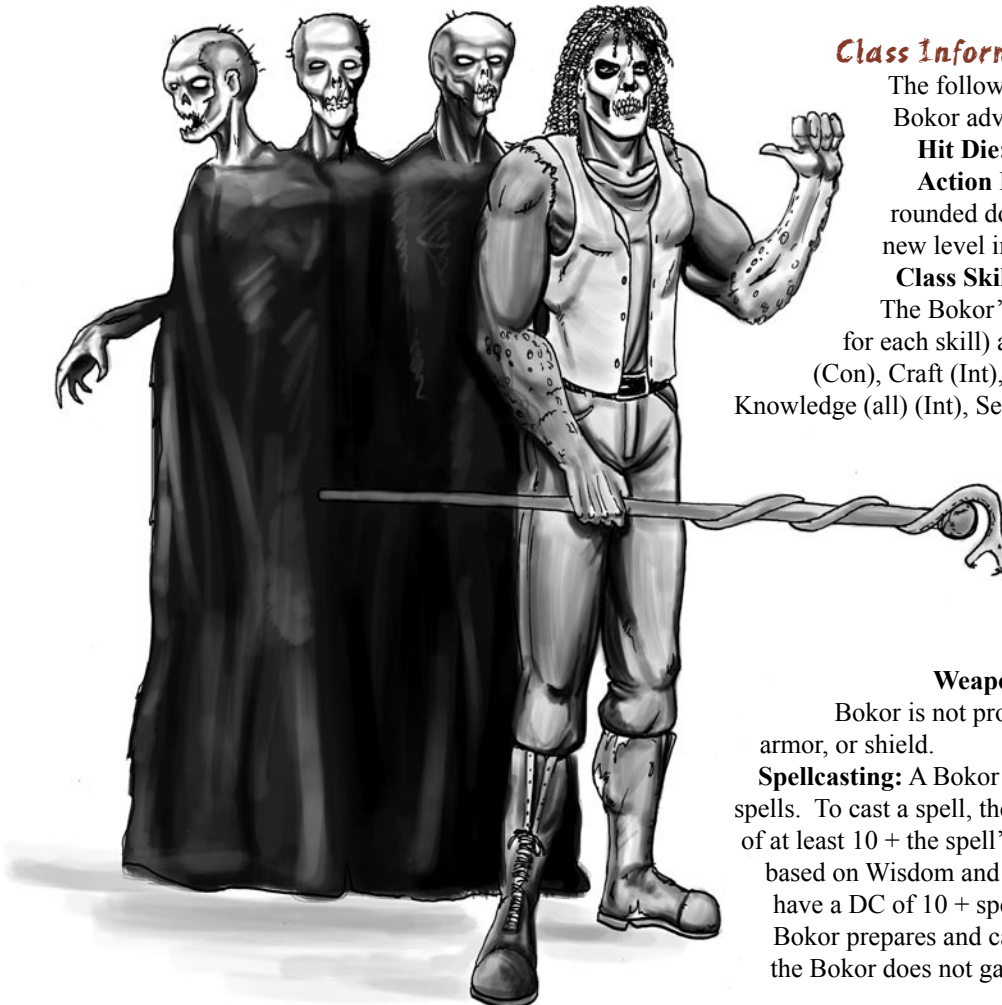
Class Features

The following features pertain to the Bokor advanced class.

Weapon and Armor Proficiency: The

Bokor is not proficient in any sort of weapon, armor, or shield.

Spellcasting: A Bokor gains the ability to cast divine spells. To cast a spell, the Bokor must have a Wisdom score of at least 10 + the spell's level. Bokor bonus spells are based on Wisdom and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. A Bokor prepares and casts spells as a divine caster, though the Bokor does not gain any of the other special abilities



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TABLE 1-1: THE BOKOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Create Zombi	+1	+1
2nd	+1	+0	+0	+3	Zombie powder	+1	+1
3rd	+1	+1	+1	+3	Rebuke undead	+2	+1
4th	+2	+1	+1	+4	Extra domain	+2	+2
5th	+2	+1	+1	+4	Zombi mastery x3	+3	+2
6th	+3	+2	+2	+5	Eyes of Zombi	+3	+2
7th	+3	+2	+2	+5	Extra domain	+4	+3
8th	+4	+2	+2	+6	Scales of Zombi	+4	+3
9th	+4	+3	+3	+6	Fangs of Zombi	+5	+3
10th	+5	+3	+3	+7	Zombi mastery x4	+5	+4

of a divine caster. Spells listed in *italics* are from *Arcana*; spells in **bold italics** are new spells (see the FX chapter for more details).

0-level Bokor Spells: ***Depression, Gloom***, Inflict Minor Wounds, ***Ray Of Clumsiness, Ray Of Weakness***

1st-level Bokor Spells: Bane, ***Cause Fear, Curse Water, Deathwatch, Detect Zombie, Doom***, Inflict Light Wounds

2nd-level Bokor Spells: ***Curse Water, Create Okokiyat, Darkness, Death Knell***, Inflict Moderate Wounds

3rd-level Bokor Spells: Animate Dead, Bestow Curse, Inflict Serious Wounds, ***Speak With Dead***, Status, ***Toxicity***

4th-level Bokor Spells: ***Crawling Carpet, Death Ward***, Inflict Critical Wounds, ***Phantasmal Killer, Unholy Blight, Via Negativa***

5th-level Bokor Spells: ***Create Zombie***, Inflict Light Wounds (Mass), Insect Plague, ***Nightmare, Possess Zombie, Slay Living, Zombie Blight***

Create Zombi: When casting *animate dead*, the Bokor can choose to create Okokiyat zombies instead of normal zombies. The Bokor can also cast *animate dead* spontaneously, trading any prepared spell or spell slot of equivalent level or higher for it.

Zombie Powder: At 2nd level, a Bokor can create *zombie powder*, *plague powder*, or *zombie cucumber* at ½ the usual XP cost and ½ the usual DC. The Bokor must still meet the prerequisites for creating the items.

Rebuke Undead: At 3rd level, a Bokor gains the abilities Rebuke Undead, Command Undead, Dispel Turning and Bolster Undead as a divine caster of a level equal to two less than his Bokor level. If the Bokor already has these abilities from another class, all relevant levels stack when determining the effectiveness of this ability.

Extra Domain: At 4th level and again at 7th level, a Bokor gains access to a domain from the following list: Death, Evil, Trickery. If the Bokor already has access to one of these domains, then he gains a new domain power and the ability to choose domain spells from the new domain in addition to the other domains he already knows. If he does not already have use of these domains, then he gains the listed domain ability and the ability to substitute one domain spell for one prepared spell or spell slot of the indicated level.

Zombi Mastery: At 5th level, a Bokor can control up to triple his level in Hit Dice of Okokiyat zombies or normal zombies when casting *animate dead* or *create okokiyat*,

TABLE 1-2: BOKOR SPELLCASTING

Bokor Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	3	2	—	—	—	—
2nd	4	3	—	—	—	—
3rd	4	3	2	—	—	—
4th	5	4	3	—	—	—
5th	5	4	3	2	—	—
6th	5	4	4	3	—	—
7th	6	5	4	3	2	—
8th	6	5	4	4	3	—
9th	6	5	5	4	3	2
10th	6	5	5	4	4	3

TABLE 1-3: BOKOR BONUS SPELLS

Wisdom	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

rather than only double his level. At 10th level, this increases to quadruple his level.

Eyes of Zombi: At 6th level, the Bokor gains the Blindsight ability with a range of 30 feet, allowing him to sense others through the body heat they emit. The Bokor is unable to use the Blindsight to target any creature that doesn't radiate body heat (including most undead and constructs and certain elementals).

Scales of Zombi: At 8th level, the Bokor begins to take on some of Zombi's reptilian appearance. The Bokor develops scales that provide a +2 natural bonus to AC. These scales never cover the face or hands and can be hidden under clothing.

Fangs of Zombi: At 9th level, the Bokor develops poisonous fangs. These fangs can be folded back when not in use and are not readily apparent. The Bokor can deliver a poisonous bite attack for 1d4 points of damage. In addition, the fangs deliver a poison that inflicts 1d6 points of primary Strength damage and 1d6 points of secondary Strength damage. The DC for the Fortitude save is 15 + the Bokor's Constitution bonus. This attack is subject to all the usual rules affecting natural weaponry.

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TABLE 1-4: THE MAD SCIENTIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Smart defense	+0	+0
2nd	+1	+0	+0	+3	Mad Science	+1	+0
3rd	+2	+1	+1	+3	Bonus feat	+1	+1
4th	+3	+1	+1	+4	Skill mastery	+1	+1
5th	+3	+1	+1	+4	Jury rig +2	+2	+1
6th	+4	+2	+2	+5	Bonus feat	+2	+2
7th	+5	+2	+2	+5	Smart survival	+2	+2
8th	+6	+2	+2	+6	Smart offense	+3	+2
9th	+6	+3	+3	+6	Bonus feat	+3	+3
10th	+7	+3	+3	+7	Jury rig +4	+3	+3

MAD SCIENTIST

Mad Scientists fill the role of necromancers in modern societies. They put things in bodies that don't belong there, take things out of bodies that they need, and play with corpses way more than anyone should. Most mad scientists are rarely identified by their Mad Scientist Credit Cards™—but heck, they're all nutty as squirrels, so some of them probably have those cards. If that doesn't give them away, the cackling, giggling, chortling, prancing, bug-eyed behavior probably will.

Requirements

To qualify to become a Mad Scientist, a character must fulfill the following criteria.

Skills: 6 ranks in Research plus 6 ranks each in any two of the following: Craft (chemical), Craft (electronic), Knowledge (physical sciences) and Knowledge (technology).

Class Information

The following information pertains to the Mad Scientist advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half character level, rounded down, every time the Mad Scientist attains a new level in this class.

Class Skills: The Mad Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device

(Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Occupation (Wis), Repair (Int), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Mad Scientist advanced class.

Smart Defense: A Mad Scientist applies both his Intelligence and Dexterity bonuses to his Defense. Any situation that would deny the Mad Scientist his Dexterity bonus to Defense also denies the Intelligence bonus.

Mad Science: A Mad Scientist can create just about anything he can conceive; unfortunately, what he conceives usually involves reanimating the dead. After drafting his mad plan, the mad Scientist spends 1 action point and makes the appropriate Knowledge check (DC 15). If the Mad Scientist does not have a Knowledge skill directly related to the task at hand, the DC is 20. A failed check means the scientist cannot attempt to create another gadget for the rest of the day. A natural roll of "1" means the Mad Scientist gains 1 point of Madness (see chapter 2 for more information on Madness).

If the check is successful, the Mad Scientist can now create the item. For every five points of Madness he has, the Mad Scientist receives a +1 bonus to the check. He makes the appropriate Craft check against the device's relative DC, determined by the Gamemaster. If the roll is successful, the item is built in the time indicated. For every 5 points rolled

TABLE 1-5: MAD SCIENCE

DC	Description	Item	Base Time
10	Repair device	Fix a jammed shotgun	10-60 minutes
15	Slight improvement	Soup up a car	1-5 hours
20	Major improvement	Dart gun that fires zombie antibodies	1-10 hours
29		Animate ultrasonic zombie	1-10 hours
30	New use of cutting edge technology	Animate atomic zombie	1-6 days
31		Animate blue zombie	1-6 days
32		Animate astro zombie, formaldehyde zombie	1-6 days
36		Animate Nazi zombie	1-6 days
40	New technology that flaunts logic	Zombie potion	1-4 weeks
50	New technology that defies natural laws	Zombie ray	1-6 months

CHAPTER 2: ZOMBIE HUNTING

over the DC, the construction time is halved.

Bonus Feats: At 3rd, 6th, and 9th level, the Mad Scientist gets a bonus feat. The bonus feat must be selected from the following list, and the Mad Scientist must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Skill Mastery: At 4th level, a Mad Scientist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Mad Scientist may take 10 even if stress and distractions would normally prevent him from doing so.

Jury Rig: The Mad Scientist gets a +2 competence bonus on Repair checks to perform temporary repairs on gadgets or other technological gear. This bonus only applies to Craft checks to repair existing devices of a mechanical nature; it does not assist him in actually building gadgets and gizmos. It increases to +4 at 10th level.

Smart Survival: A Mad Scientist of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Offense: At 8th level, the Mad Scientist selects one weapon that he is proficient in and can use with one hand. With the selected weapon, the Mad Scientist can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

NECROMANCER

If the Mad Scientist uses technology to mess with dead people, the Necromancer uses good old-fashioned superstition and a lot of ill will. While Mad Scientists tend to be white-coated, surgical glove-wearing freaks, Necromancers are painfully trendy types in black trench coats, black eye makeup, and black everything else. Did we mention Necromancers wear black?

They may not be vampires, but it never hurts to check with a well-placed shotgun blast.

Requirements

To qualify to become a Necromancer, a character must fulfill the following criteria.

Allegiance: Any evil.

Skills: Craft (chemical) 6 ranks, Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

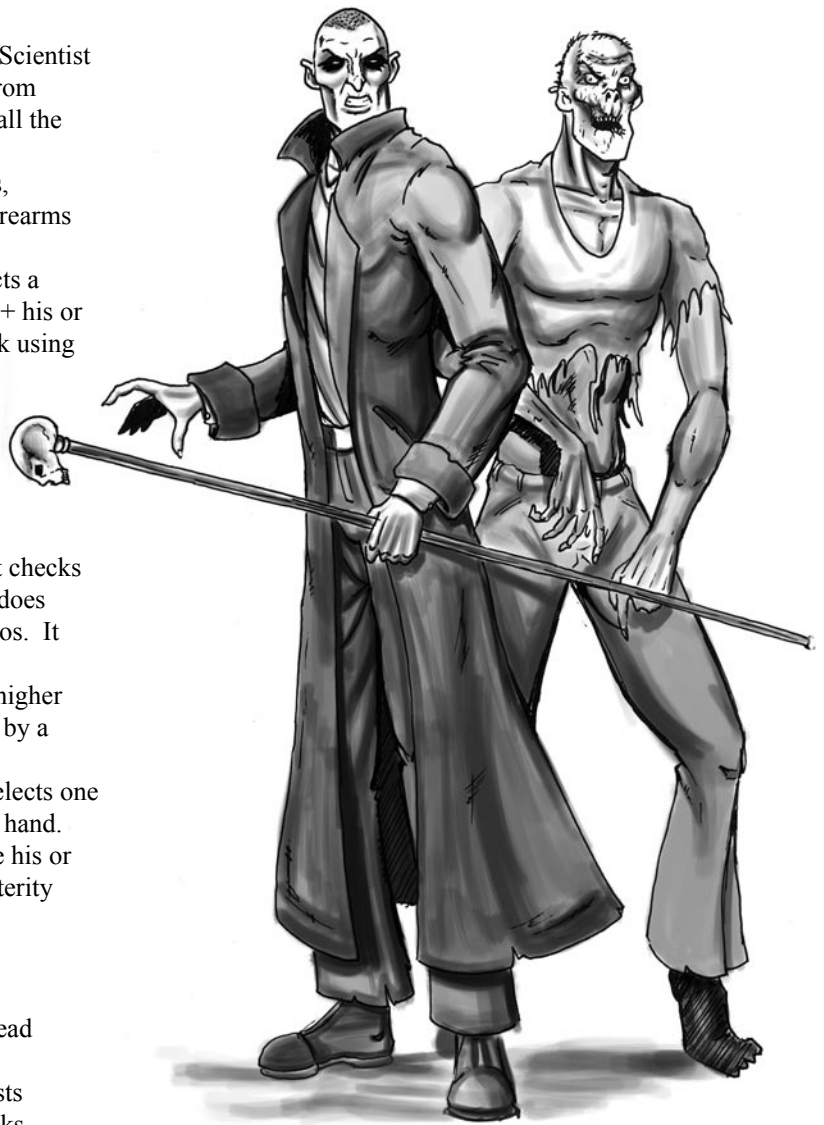
Special: Must possess a book of spells.

Class Information

The following information pertains to the Necromancer advanced class.

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the Necromancer attains a new level in this class.



Class Skills: The Necromancer's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Craft (visual arts) (Int), Craft (writing) (Int), Decipher Script (Int), Investigate (Int), Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Necromancer advanced class.

Weapon and Armor Proficiency: The Necromancer is not proficient in any sort of weapon, armor, or shield.

Spellcasting: A Necromancer gains the ability to cast arcane spells. To cast a spell, the Necromancer must have an Intelligence score of at least 10 + the spell's level.

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TABLE 1-6: THE NECROMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Command undead	+1	+1
2nd	+1	+0	+0	+3	Increased control	+1	+1
3rd	+1	+1	+1	+3	Increased animation	+2	+1
4th	+2	+1	+1	+4		+2	+2
5th	+2	+1	+1	+4		+3	+2
6th	+3	+2	+2	+5	Bolster undead	+3	+2
7th	+3	+2	+2	+5	Faster animation	+4	+3
8th	+4	+2	+2	+6		+4	+3
9th	+4	+3	+3	+6	Mass animation	+5	+3
10th	+5	+3	+3	+7		+5	+4

Necromancer bonus spells are based on Intelligence and saving throws against these spells have a DC of 10 + spell level + Intelligence modifier. A Necromancer has access to any necromancy spell on the arcane spells list. A Necromancer prepares and casts spells as an arcane caster. Spells listed in *italics* are from *Arcana*; spells in ***bold italics*** are new spells (see the FX chapter for more details).

0-level Necromancer Spells: Daze, Mage Hand, ***Ray Of Boils, Touch Of Fatigue***

1st-level Necromancer Spells: Cause Fear, ***Clammy Touch, Detect Zombie, Ray Of Enfeeblement***, Ray Of Fatigue

2nd-level Necromancer Spells: ***Blindness/deafness, Command Zombie***, Darkvision, ***False Life***

3rd-level Necromancer Spells: ***Gentle Repose, Grayfire, Halt Undead, Ray Of Exhaustion, Zombie Belch, Zombie Touch***

4th-level Necromancer Spells: Animate Dead, Bestow Curse, ***Enervation***, Fear, ***Zombie Belch, Zombie Fever***

5th-level Necromancer Spells: ***Blight, Control Zombie, Create Zombie, Magic Jar, Waves Of Fatigue***

Command Undead: The Necromancer can command

undead as an evil divine caster equal to his Necromancer level.

Increased Control: With each level a character takes in the Necromancer advanced class, he can control more HD of undead. At 2nd level and thereafter, a Necromancer can control a number of undead equal to 2 HD of undead per caster level multiplied by his Necromancer level. For example, a 15th level character who has 5 levels in Necromancer can control 75 HD of undead.

Increased Animation: The Necromancer can create one extra HD of undead for each level he has in Necromancer when he casts *animate dead*. For example, a 30th level character with 10 levels in Necromancer can animate 40 HD of undead in total with a single casting of *animate dead*.

Bolster Undead: The Necromancer can bolster undead (but not dispel turning) as an evil divine caster equal to the Necromancer's level.

Faster Animation: The Necromancer can cast *create zombie* in 10 minutes rather than an hour.

Mass Animation: Beginning at 9th level, the Necromancer can cast multiple undead animation spells with a single casting. The Necromancer can cast any undead animation spells (*create greater zombie, create zombie, and animate undead*) simultaneously, with combined spell levels equaling the Necromancer's level multiplied by 2. For example, a 10th level Necromancer could cast four *animate dead* (at 5th level each, for a total of 20 levels) simultaneously. The spells are otherwise cast as normal and disappear from the Necromancer's spell allotment for the day.

TABLE 1-7: NECROMANCER SPELLCASTING

Necromancer Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	3	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	3	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

TABLE 1-8: NECROMANCER BONUS SPELLS

Intelligence	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12-13	—	1	—	—	—	—
14-15	—	1	1	—	—	—
16-17	—	1	1	1	—	—
18-19	—	1	1	1	1	—
20-21	—	2	1	1	1	1
22-23	—	2	2	1	1	1

PSYCHOKINETIC

Psychokinetics are rare human beings who tap into their raw psychic potential. Psychokinetics are usually young women in their teens that are struggling with feelings of isolation and with the existence of their awesome powers. Although often uncertain and hesitant in social situations, psychokinetics can be truly fearsome opponents when enraged.

Requirements

To qualify to become a Psychokinetic, a character must fulfill the following criteria.

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TABLE 1-9: THE PSYCHOKINETIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic skills, Psionic powers	+1	+0
2nd	+1	+0	+0	+3		+1	+0
3rd	+1	+1	+1	+3		+2	+1
4th	+2	+1	+1	+4		+2	+1
5th	+2	+1	+1	+4		+3	+1
6th	+3	+2	+2	+5		+3	+2
7th	+3	+2	+2	+5		+4	+2
8th	+4	+2	+2	+6		+4	+2
9th	+4	+3	+3	+6		+5	+3
10th	+5	+3	+3	+7		+5	+3

Occupation: Scream Queen.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent.

Class Information

The following information pertains to the Psychokinetic advanced class.

Hit Die: 1d4.

Action Points: 6 + one-half character level, rounded down, every time the Psychokinetic attains a new level in this class.

Class Skills: The Psychokinetic's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following features pertain to the Psychokinetic advanced class.

Psionic skills: At 1st level, the Psychokinetic gains access to the Autohypnosis, Concentration, and Psicraft skills.

Psionic powers: The Psychokinetic's key talent is her ability to use psionic powers. A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Psychokinetics don't have spellbooks and they don't prepare powers ahead of time. A Psychokinetic's level limits the number of power points available for manifesting powers. In addition, a Psychokinetic must have a key ability score equal to at least 10 + the power's level to manifest a particular power. Each Psychokinetic specializes in a primary psionic discipline, which is chosen at 1st level.

At 1st level, the Psychokinetic acquires two 0-level powers (also called talents) and zero 1st-level powers. In addition, she receives one extra power per power level, provided that this extra power is chosen from the character's primary discipline. At each level, the Psychokinetic discovers one or more previously latent powers and increases the number

TABLE 1-10: PSYCHOKINETIC POWERS

Psychokinetic		Powers Discovered by Level						
Level	Pts/Day	0	1	2	3	4	5	
1st	2	3	1	—	—	—	—	
2nd	3	3	2	—	—	—	—	
3rd	4	3	3	—	—	—	—	
4th	7	4	3	1	—	—	—	
5th	10	4	3	2	—	—	—	
6th	15	4	3	2	1	—	—	
7th	20	5	4	3	2	—	—	
8th	27	5	4	3	2	1	—	
9th	34	5	4	3	3	2	—	
10th	43	6	4	3	3	2	1	

TABLE 1-11: BONUS POWER POINTS

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

of power points available to her per day, as indicated on the table below.

The DC for saving throws to resist a Psychokinetic's powers is 1d20 + the power's level + the Psychokinetic's Charisma modifier. The 1d20 roll is made by the attacking Psychokinetic when the power is manifested.

A Psychokinetic can manifest a certain number of powers per day based on her available power points. She just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table 1-11. This number can be increased by bonus points determined by the Psychokinetic's Charisma score, as shown on the table below.

Note: A Psychokinetic may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement. If a Psychokinetic chooses to learn a lower-level power instead of her first discipline power for a particular power level, the substitute lower-level power must be in the Psychokinetic's primary discipline.

Below are listed the powers available to Psychokinetic characters. Powers listed in *italics* can be found in the *Arcana*. Powers listed in ***bold italics*** are new powers and are described in FX Chapter of this book.

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0-level Psychokinetic Powers (Talents): Daze, Far Hand, Far Punch, Missive.

1st-level Psychokinetic Powers: Combat Precognition, Control Object, Create Sound, *Identify*, Lesser Mindlink, Object Reading,

2nd-level Psychokinetic Powers: Clairaudience/clairvoyance, Combat Prescience, Concussion, Sensitivity To Psychic Impressions, ***Sever The Tie***

3rd-level Psychokinetic Powers: False Sensory Input, Mindlink, ***Undead Sense***

4th-level Psychokinetic Powers: *Fate Of One*, Force Mindlink, *Inertial Barrier*, Telekinesis

5th-level Psychokinetic Powers: ***Awaken The Dead***, *Mind Probe*, *Sending*

Zombie Hunter

Zombie Hunters are the coolest, smartest, fastest killing machines around. They hack zombies up with style, can hit targets from 100 feet away while blindfolded, and are great in bed. If you're a hot babe who's looking for a real stud, hook up with a Zombie Hunter today. If you're not, then give the next Zombie Hunter you meet your wallet.*

*We're not biased. Really.

Requirements

To qualify to become a Zombie Hunter, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skill: Investigate 6 ranks, Listen 6 ranks, Survival 6 ranks.

Feat: Track.

Class Information

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Zombie Hunter's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Occupation (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Zombie Hunter advanced class.

Zombie Hunting (Ex): At 1st level, the Zombie Hunter receives a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks against undead. This bonus also applies to damage rolls, though ranged attacks only gain the bonus when the Zombie Hunter is within 30 feet of the target. This ability stacks with similar abilities. At 5th and 10th level, this bonus increases to +2 and +3 respectively.

Improved Track (Ex/Su): Zombie Hunters are accomplished trackers and receive several bonuses to their tracking ability. At 1st level, they receive a +1 competence bonus to all Track checks. At 3rd level, they receive an additional +1 bonus to all Track rolls and gain the scent special quality when tracking undead. Scent grants a +10 synergy bonus to all Track rolls; this scent bonus is reduced by -2 for every hour after the trail grows cold and an additional -2 per hour of rain. At 6th level, Zombie Hunters receive an additional +1 bonus to all Track rolls and the penalty for tracking while moving at full speed drops to -2 when tracking undead. At 9th level, Zombie Hunters receive an additional +1 bonus to tracking and are no longer affected by special abilities that conceal an undead's trail. This counts as a supernatural ability.

Bonus Feats: At 3rd, 6th, and 9th level, the Zombie Hunter gains a bonus feat. The bonus feat must be selected from the following list, and the Zombie Hunter must meet all the prerequisites of the feat to select it. Feats listed in **bold** are new feats described in the Feats chapter of this book.



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TABLE 1-12: THE ZOMBIE HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Zombie hunting +1, improved track +1	+1	+1
2nd	+1	+0	+2	+2		+1	+1
3rd	+2	+1	+2	+2	Bonus feat, improved track +2/scent	+2	+1
4th	+3	+1	+2	+2	Penetrating blow +1d4+1	+2	+2
5th	+3	+1	+3	+3	Zombie hunting +2	+3	+2
6th	+4	+2	+3	+3	Bonus feat, improved track +3/-2 full speed	+3	+2
7th	+5	+2	+4	+4	Fearless	+4	+3
8th	+6	+2	+4	+4	Penetrating blow +1d6+2	+4	+3
9th	+6	+3	+4	+4	Bonus feat, improved track +4/immunity	+5	+3
10th	+7	+3	+5	+5	Zombie hunting +3	+5	+4

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, **Improvised Implements**, **Improvised Weapon Damage**, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Penetrating Blow (Ex): When fighting an undead, the Zombie Hunter may make a strike that exploits the zombie's weaknesses, causing extra damage. At 4th level, this ability adds 1d4+1 damage; at 8th level, the extra damage rises to 1d6+2. This ability only affects one melee attack per round, and the Zombie Hunter must declare that he is using this ability before the attack roll is made. If the attack misses, the penetrating blow cannot be used again until the next round.

Fearless (Ex): At 7th level, a Zombie Hunter is no longer affected by certain extraordinary, supernatural, or spell-like abilities that invoke fear. Any such fear-invoking abilities that are used by creatures with a CR equal to or less than twice the character's Zombie Hunter levels have no effect on the Zombie Hunter. Zombie Hunters are still affected normally by fear-causing spells.

FEATS

Any damn fool can pick up a weapon and clock a zombie. But it takes a special kind of fool to be able to do it with style. In this section lie the tricks of the trade—all the zombie-hunting techniques that the cool kids use to kill zombies.

BACKHAND SLASH

You can attack an opponent behind you with a slashing weapon.

Prerequisites: Dexterity 13+, Combat Reflexes.

Benefit: If an opponent is behind and adjacent to you and you are wielding a slashing weapon, you can immediately make a free attack of opportunity against that opponent. You can't take a 5-foot step before making this extra attack.

BRING IT ON

You're so crazy, you're sane. Or to put it another way: somewhere along the line your sanity-meter has gone tilt. You've seen so much blood, guts, zombies, and horror that

you're no longer fazed by any of it.

Prerequisites: Cool, First Impression, Iron Will.

Benefit: All Madness Rating increases suffered are halved (round down).

CHAINSAW IMPALE

You can impale your foes on the end of your chainsaw and lift them off the ground as it churns up their guts. Yum!

Prerequisite: Str 15+, Power Attack.

Benefit: When you inflict a critical hit against a corporeal creature while wielding a chainsaw, you can shove it deep into your target's body (this feat affects creatures that are normally immune to critical hits). Each round that it is kept planted in your foe, the chainsaw automatically inflicts normal (non-critical) damage unless your opponent makes a successful opposed Strength check against your Strength. The impaled creature can attempt this Strength check each round; success indicates that the chainsaw is pulled out, but the victim suffers normal damage in the process. A victim skewered by the saw is considered entangled until it manages to free itself. You may take no other actions apart from holding the chainsaw in place in order to keep the victim skewered. If you break your hold, the chainsaw comes free and inflicts normal damage as it is removed.

COOL

You are able to perform calmly under pressure.

Prerequisite: Iron Will.

Benefit: You receive a +4 competence bonus to Concentration checks.

FIRST IMPRESSION

You can impress primitives with your shotgun by firing it into the air.

Prerequisites: Personal Firearms Proficiency, Intimidate 9 ranks.

Benefit: When the character fires a shotgun into the air, all opponents within 10 feet who have fewer levels than the character does must make a Will save (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, suffering a –2 penalty on attack rolls, saving throws, and skill checks for a

CHAPTER 1: CHARACTERS

number of rounds equal to 1d6 + the character's Charisma modifier. The character can use this feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower. If the character has the Renown feat, the DC of the Will saving throw increases by 5.

HARDWARE

When you're not spattering zombie brains across the wall, you have a day job. And that day job is in the hardware department. You work hard to keep prices low. Always.

Prerequisites: Builder, Madness Rating 5+, Craft (mechanical) 9 ranks.

Benefit: All Craft (mechanical) check DCs are reduced by a number equal to your character level, and the time required to create a mechanical item from scratch is reduced by one-half.

IMPROVISED IMPLEMENTS

You wield a mean fork.

Benefit: You suffer no penalties for using skills without the proper tools. You can perform surgery with a pocketknife and a ballpoint pen. However, all skill checks made without the proper tools take twice as long.

Normal: If you try to use skills that require tools without the proper equipment, you suffer a -4 penalty to your skill check (-2 if impromptu tools are used).

IMPROVISED WEAPONS

You are a walking disaster area. In a fight, you can use anything you touch as a weapon.

Prerequisite: Brawl.

Benefit: You can use any improvised weapon in combat with no penalty to your attack roll. You must still learn how to use items *designed* as weapons in the normal way.

Normal: Using an improvised weapon incurs a -4 penalty to your attack roll.

IMPROVISED WEAPON DAMAGE

You can kill a man with a credit card. Or a feather duster.

Prerequisites: Improved Implements, Improved Weapons.

Benefit: The character's attacks with improvised weapons deal more damage. Improvised weapons used in this way are treated as one size category larger than their actual size for the purpose of determining the damage dealt.

OVER THE SHOULDER

You're so good with a shotgun that you can fire it over your shoulder at bad guys behind you without even looking.

Prerequisites: Wisdom 13, Dead Aim, Far Shot.

Benefit: When firing over your shoulder, if you miss your target due to concealment, you can reroll the concealment miss chance once to see if you actually hit.

Normal: Targets behind you have total concealment, and ranged attacks directed against them have a 50% chance of missing.

RIFLE SPIN

You can cock a rifle one-handed as a free action.

Prerequisites: Dexterity 13+, Personal Firearms Proficiency.

Benefit: You can cock a lever-action rifle one-handed as a free action without having to make a Reflex save.

Normal: Cocking a rifle one-handed is a move-equivalent action and provokes an attack of opportunity. Cocking a lever-action rifle usually requires two hands to cock as a free action. You can cock a lever-action rifle one-handed as a free action with a successful Dexterity check (DC 15). If the check fails by more than 5, you drop the rifle.

SLAPSTICK

You know all sorts of dirty tricks to use in a knock-down-drag-out brawl. Whether it's throwing dirt in an opponent's eyes, biting his ear, yanking his hair, or kicking him in the crotch, you'll do it.

Prerequisites: Combat Martial Arts, Base Attack Bonus +1.

Benefit: Anytime you use the full attack option in hand-to-hand combat while unarmed or during a grappling attack, you inflict an additional 1d4 points of damage (real or nonlethal). In addition, the target must make a Fortitude save (DC equals 10 plus the damage inflicted). If he fails, the victim suffers a -4 penalty to his attack roll on his next action. This feat only works against living creatures with discernable anatomies.

STUD

Men are jealous of you, women adore you. Your personal charisma is difficult to resist, especially after you've spattered a zombie across the wall.

Prerequisites: First Impression, Charisma 13+.

Benefit: Any member of the opposite sex who witnesses you kill a zombie or outsider must make a successful Will save (DC equal to your level) or have his or her attitude shifted to Helpful. This feat does not affect onlookers who already have an attitude of Unfriendly or lower.

SUCK ON THIS

You can shove a shotgun directly into a zombie's face and let the rest come naturally.

Prerequisites: Personal Firearms Proficiency, Point Blank Shot.

Benefit: When wielding a shotgun against a zombie in melee combat, you can deliver a coup de grace, even if the zombie is immune to critical hits.

Normal: You can only deliver a coup de grace to a helpless target, and cannot attempt it on a creature that is immune to critical hits.

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VIRGIN

So long as you're pure, you have a real chance at surviving.

Prerequisites: If you don't know, ask your parents.

Benefit: So long as the character retains his or her virginity, he receives a +2 morale bonus to all saving throws. Characters who lose their virginity immediately lose this feat... and become zombie bait.

WHATEVER

You've seen it all—nothing fazes you. As a result, frightening or other potentially debilitating conditions have less effect on you.

Prerequisite: Cool, Iron Will.

Benefit: When you would normally be panicked, you are only frightened instead. When you would be frightened, you are only shaken. When you would be shaken, you are unaffected.

CHAPTER 2: ZOMBIE HUNTING



CHAPTER TWO: ZOMBIE HUNTING

TOOLS OF THE TRADE

Okay, so you've got the training and the moves to take out zombies. But do you have the firepower? Nine out of ten zombie hunting expeditions fail because the zombie hunters forgot to carry enough ammunition. Whether your weapon of choice is a flamethrower, a chainsaw, or a shotgun, this section describes how to get it, use it, and abuse zombies with it. And if you should happen to lose a limb to zombie hunting

(a common occurrence), it also details what you can put on your shiny new stump.

ASSAULT RIFLE

Assault rifles are like bolt-action rifles on steroids. Although bulkier than submachine guns, they're a lot more lethal and a lot more hyperactive. Switch the rifle to "puree" and spray yourself a zombie-clear path to freedom.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses this setting without the feat, he or she makes a normal attack and the extra two bullets are wasted.

BUZZSAW

Sort of like a chainsaw, except it's a spinning wheel rather than an oval-shaped blade. Buzzsaws spin faster and inflict more damage as a result. The chainsaw's still cooler—they didn't call it the "Buzzsaw Massacre," did they?

CHAINSAW

Every Y-Mart employee knows a chainsaw can be used to cut down cumbersome tree branches, chop up firewood, and decapitate charging zombies in slow motion. What—you didn't know that? That's right, chainsaws are messy, but they get the job done fast and effectively. Just remember to keep the thing gassed up.

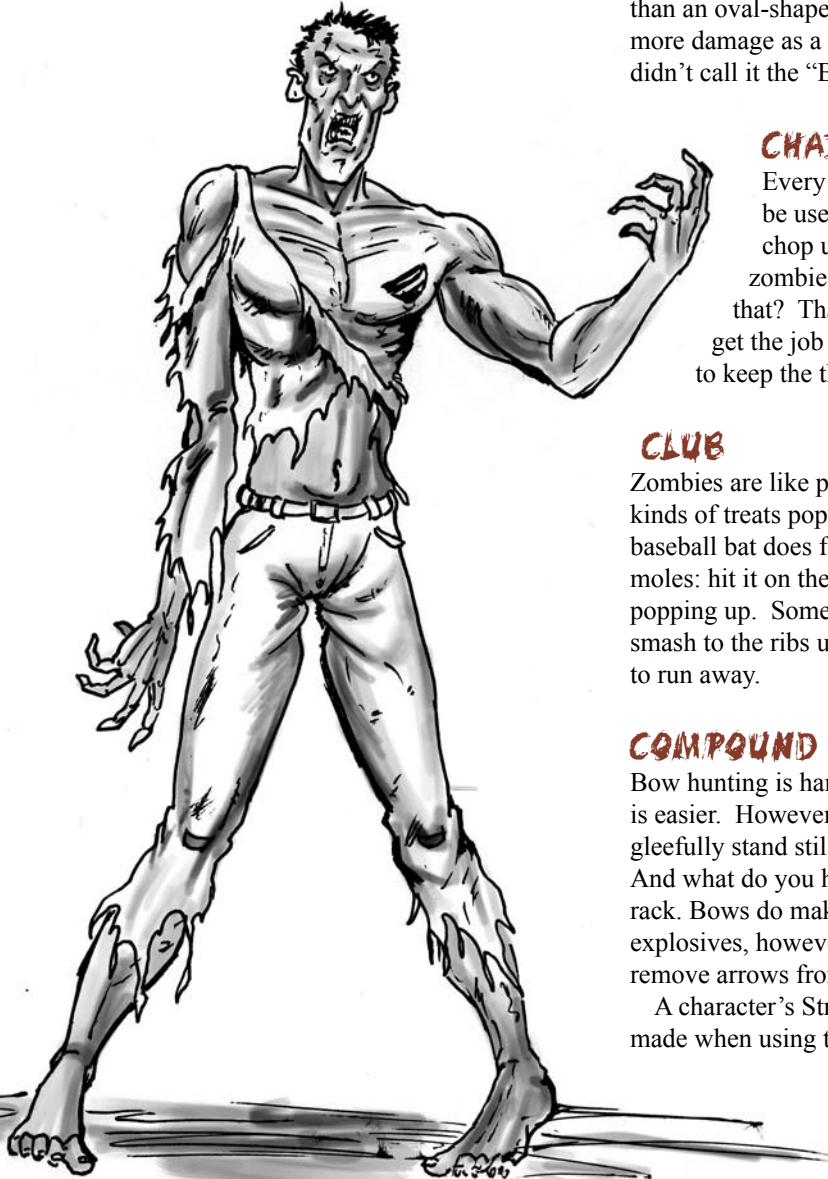
CLUB

Zombies are like piñatas—hit them hard enough and all kinds of treats pop out. So it's no surprise that your average baseball bat does for zombies what mallets do to whacking moles: hit it on the head hard enough and the zombie stops popping up. Sometimes. At a minimum, a bone-crushing smash to the ribs usually slows a zombie down long enough to run away.

COMPOUND BOW

Bow hunting is hard. Theoretically, zombie bow hunting is easier. However, zombies don't run when shot at; they'll gleefully stand still as arrow after arrow thuds into them. And what do you have then? One pissed off zombie coat rack. Bows do make excellent delivery systems for fire and explosives, however—few zombies have the wherewithal to remove arrows from their body.

A character's Strength modifier applies to damage rolls made when using this weapon.



LONGENBAUGH

CHAPTER 2: ZOMBIE HUNTING

TABLE 2-1: WEAPONS

Weapon	Damage	Crit	Type	Range	ROF	Magazine	Size	Weight	DC
Archaic Melee (require the Archaic Melee Weapon Proficiency)									
Hatchet	1d6	20	Slashing	10 ft.	—	—	Small	4 lb.	4
Machete	1d6	19–20	Slashing	—	—	—	Small	2 lb.	5
Sickle	1d6	20	Slashing	—	—	—	Small	3 lb.	4
Trench Spike	1d6	19–20	Piercing	—	—	—	Small	4 lb.	11
Archaic Ranged (require the Archaic Melee Weapon Proficiency)									
Compound Bow	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10
Exotic Melee (each requires a specific Exotic Melee Weapon Proficiency)									
Buzzsaw	5d6	20	Slashing	—	—	—	Large	10 lb.	18
Chainsaw	3d6	20	Slashing	—	—	—	Large	10 lb.	9
Shaolin Spade	1d8	19–20	Pierce/Slash	—	—	—	Large	9 lb.	15
Explosive									
Dynamite	2d6	—	Concussion	10 ft.	1	—	Tiny	1 lb.	12
Molotov Cocktail	1d6	20	Fire	10 ft.	1	—	Small	1 lb.	6
Handgun (require the Personal Firearms Proficiency)									
Handgun	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15
Heavy Ranged (each requires a specific Exotic Firearms Proficiency)									
Launcher	Varies	—	—	70 ft.	1	1 int.	Large	7 lb.	14
Gatling Gun	2d6+1	19–20	Ballistic	30 ft.	A	12 box	Med.	5 lb.	20
Longarm (require the Personal Firearms Proficiency)									
Assault Rifle, Ak-47	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15
Rifle, Winchester 94	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15
Shotgun, Remington 700	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17
Submachine Gun, Hk Mp5	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20
Other Ranged									
Flamethrower (none)	1d6/shot	—	Fire	Spec.	1	1 int.	Med.	25 lb.	17
Crossbow (simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9
Simple Melee (require the Simple Melee Weapon Proficiency)									
Club	1d6	20	Bludgeoning	10 ft.	—	—	Med	3 lb.	4
Crowbar	1d6	19–20	Blud/Pierce	—	—	—	Med	4 lb.	5
Knife	1d4	19–20	Piercing	10 ft.	—	—	Tiny	1 lb.	5
Metal Baton	1d6	19–20	Bludgeoning	—	—	—	Med	2 lb.	8
Pistol Whip	1d4	20	Bludgeoning	—	—	—	Small	—	—
Rifle Butt	1d6	20	Bludgeoning	—	—	—	Large	—	—
Shovel	1d6	20	Bludgeoning	—	—	—	Large	6 lb.	4

CROSSBOW

Crossbows are useful because even wimpy zombie hunters who aren't manly enough to pull a bow can still shoot bolts of death at the living dead. Still, nothing beats a rifle.

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

CROWBAR

Crowbars have all sorts of uses. They can pry open doors. They can break through windows. They can stab right through the eye of the shambling dead. This doesn't usually do much, unless the zombie stops functioning when its brain is "sharply massaged" (as the professionals in the industry call it). We like to call it "leveraging best practices."

Crowbars bestow a +2 bonus to all Strength-based checks when the crowbar's leverage can be appropriately utilized.

DYNAMITE

One of the most common and straightforward explosives, dynamite is very stable under normal conditions.

A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick (5 ft.), increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the check is successful, the

CHAPTER 2: ZOMBIE HUNTING

damage or the burst radius of the explosion increases by 50% (character's choice).

Dynamite is sold in boxes of 12 sticks, and is considered a simple explosive for the purpose of using a Craft (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

FLAMETHROWER

We love the smell of burning zombie in the morning, and you will too after you've tried out this highly child-unsafe toy. However, flamethrowers are not all they're cracked up to be, or else everyone would be running around with one. They're hard to purchase, harder to use, and they blow up real good if someone happens to shoot them. Lucky for you, zombies are bad shots. Most of them, anyway.

The flamethrower's galvanized fuel tank is filled with alcohol stored under high pressure. When the trigger of the stock is pulled, the alcohol shoots out and is lit by a flint and steel. When filled with alcohol, a flamethrower has 30 "shots" in its holding tank. Every time the user depresses the trigger, he fires 1 to 6 shots (character's choice). It shoots a 15-foot-wide, 60-foot long cone of flame that deals 1d10 points of fire damage (multiplied by the number of shots used) to all creatures and objects in its path. An attack roll is necessary for every target in the cone's path.

GATLING GUN

A gatling gun can be reloaded with a special speed-load cylinder manufactured specifically for it.

Because it is an automatic weapon, it can be used to create suppressive fire. The gatling gun requires the Advanced Firearms Proficiency to use and is always considered to be set on autofire.

HANDGUN

It's rare that the good guys get their hands on a weapon like a handgun. This is due at least in part to the fact that handguns fire wussy bullets that tend to make squishy meaty sounds in zombies but otherwise have little effect.

HATCHET

This light axe is a chopping tool that deals slashing damage when employed as a weapon. Remember, the only way to stop some zombies is to dismember them. So make like Washington, pronto.

KNIFE

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when

not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

LAUNCHER

This simple weapon is a single-shot launcher that can fire dynamite or Molotov cocktails.

Attacking with a launcher is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the launcher and throwing an explosive lie in the range of the weapon (which far exceeds the distance an explosive can be thrown) and the fact that the launcher requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (launcher) feat applies to this weapon.

MACHETE

When pressed closely together, zombie limbs are a lot like thick foliage. Need we say more?

METAL BATON

There's nothing quite like taking out your frustrations on somebody by beating the living piss out of them. That's why God invented metal batons and police officers. Put these two babies together, stand back, and watch the magic happen. Now you too can re-enact infamous beatings with this shiny extendable baton. Use it on a zombie today—beat all you want, we'll make more.

MOLOTOV COCKTAIL

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag.

A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

PISTOL WHIP

Using a handgun as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the handgun used.

RIFLE BUTT

The butt of a rifle can be used as an impromptu club.

RIFLE, WINCHESTER 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

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Shotguns are more impressive, but a big ‘ole hunting rifle does the job in a pinch.

SHAOLIN SPADE

The ancestor of the modern zombie hunter is the Shaolin Monk. Shaolin Monks were so good at dealing with the undead that they turned this six-foot agricultural tool into a de-zombifying weapon. It has a flat-bell-shaped blade on one end and a crescent blade on the other. The crescent blade can pierce zombies to keep them at bay while the bell-shaped blade is great for decapitation.

A Shaolin spade can be used to strike opponents 10 feet away, but can’t be used against an adjacent foe. A character can fight with a Shaolin spade as if fighting with two weapons, but if he or she does, all the normal attack penalties associated with fighting with two weapons apply, as if the character was using a one-handed weapon and a light weapon.

SHOTGUN, REMINGTON 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s. Whether it’s zombies, doors, or more zombies, shotguns get the job done. They blow through everything, make a lot of noise, and are especially useful for silencing a room. Shotguns: the last word in witty repartee.

SHOVEL

So you’ve just hacked up your zombie girlfriend. Now what, hotshot? Bury her, of course. But what are you gonna bury her with, hmm? We’ve got your answer right here. And just in case she, say, happens to come back as a pirouetting corpse of zombie goodness, the shovel can remove five pounds of ugly ex-girlfriend head. Digging graves, decapitation—there’s nothing a good Y-Mart shovel can’t do.

SICKLE

This weapon is like a farmer’s sickle, but is strengthened for use as a weapon. You might have heard some rumor that sickles are for cutting grain or tall grass. Don’t listen to that crazy talk—sickles were made for slicing up zombie like fine ham.

SUBMACHINE GUN, HK MP5

While the gatling gun certainly has its appeal, there’s something to be said for firing thousands of bullets into shambling zombies at close range. Since zombies tend to swarm, this is a Good Thing™. It may not have much finesse, but the submachine gun gets the job done.

Due to its high quality of manufacture, the HK MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only

TABLE 2-2: AMMUNITION

Type (Quantity)	Purchase DC
Armor Piercing (20)	5
Explosive (20)	8
Incendiary (20)	10
Shrapnel (20)	6

three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

TRENCH SPIKE

Trench spikes are aptly named, practical weapons. A trench spike is a set of brass knuckles topped by a seven-inch steel spike at the top. It originally saw use in World War I, when soldiers struggled in the muck of the trenches and needed to dispatch the enemy with a quick blow to a helmeted head. What’s that? Not sure what to do with a trench spike? Here’s a hint: most zombies don’t wear helmets.

Trench spikes allow the wielder to deal lethal damage with an unarmed strike (instead of nonlethal). A strike with a trench spike is otherwise considered a normal unarmed attack. When used by a character with the Brawl feat, trench spikes increase the base damage dealt by an unarmed strike by +1d6 and turn the damage into lethal damage.

AMMUNITION

ARMOR PIERCING

Armor piercing rounds increase the damage of a weapon by +1. This damage cannot be reduced by armor.

EXPLOSIVE

Explosive rounds increase the damage of a weapon by +3.

INCENDIARY

Incendiary rounds shatter on impact and ignite, spreading fire over any target. Incendiary rounds deal an additional 1d6 points of fire damage when they strike a target. The fire damage has an area effect of 5 feet and continues to burn for 1d6 rounds, causing an additional 1d6 points of fire damage every round until extinguished.

SHRAPNEL

Shrapnel rounds can only be used in a shotgun and increases the damage of the weapon by +2.

PROSTHETICS

Okay, so you screwed up. A zombie took a chunk out of you. The part of your body connected to that chunk took on a mind of its own. So you did what any reasonable person would do... you hacked it off.

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TABLE 2-3: PROSTHETICS

Prosthetic	Hit Points	Hardness
Hook	30	10
Metal hand*	50	10

The downside is that you'll probably go into shock and bleed to death. The upside is that if you survive the experience, you can fashion yourself a really keen set of attachments filled with zombie-slaying goodness.

If the remaining hand is your "off" hand, you can apply only one-half of your Strength bonus to your damage rolls.

So what do you put on top of that nasty stump? Glad you asked!

CAP

A leather cap or something like it covers the stump at the wrist.

You cannot use any tools or weapons requiring two hands, although you can strike opponents with your stump as if it were a fist. Reloading time for all guns is doubled, due to the difficulty of manipulating the weapon and holding it firmly in place (see the Feats section for how to get around this problem). Climb and Swim checks suffer a -4 penalty.

HOOX

Arr matey! So ye wants a hook like the pirates, do ye? Okay freak, fine.

Hooks are considered exotic melee weapons that inflict 1d6 points of piercing damage (x2 damage on a critical hit). You can use a two-handed hafted weapon (but not a sword) at a -4 penalty. Reloading time for all guns is doubled, due to the difficulty of manipulating the weapon and holding it firmly in place (see the Feats section for how to get around this problem). Climb checks suffer a -2 penalty and Swim checks suffer a -4 penalty.

INTERCHANGEABLE

The best kind of prosthesis—indeed, interchangeable attachments are the reason it's worth hacking your hand off. With a convenient hole bored into the covering of the stump, a series of attachments can be mounted and locked with a twist.

Creating an interchangeable prosthesis requires a Craft (mechanical) check (DC 20). Once the prosthetic is completed, you can use just about any tool or one-handed weapon that has been modified to mount onto the stump. This modification adds 50% to the cost of the tool or weapon. Because you still don't have the use of your wrist, most tools and all non-missile weapons suffer a -2 penalty to use.

METAL HAND

On a successful Craft (mechanical) check (DC 30), you can create a fully functional hand made of metal. The hand is sturdier than a normal hand and can be used to block

weapons, grab hot objects, and punch zombie faces inside out. It inflicts lethal instead of nonlethal damage in combat, has 50 hit points and a hardness of 10, and can be used to block weapons by adding a +1 bonus to the character's Defense as if it were a shield.

COMBAT TECHNIQUES

It's one thing to be able to fire a gun. It's entirely another to unload a full round of ammunition into a zombie's head one-handed and blindfolded. These rules won't help you do any of that, but they'll give your Gamemaster some guidelines for discouraging your foolhardy zombie slaying antics.

Except for the Critical Damage to Undead table. We're pretty sure that table actually encourages people to lay the smackdown on the living impaired.

RELOADING, ONE-HANDED

Cocking a rifle one-handed is a move-equivalent action and provokes an attack of opportunity. Cocking a lever-action rifle usually requires two hands to cock as a free action. You can cock a lever-action rifle one-handed as a free action with a successful Dexterity check (DC 15). If the check fails by more than 5, you drop the rifle.

SHOTGUNS

Shotguns and sawed-off shotguns fire a shell that contains a dozen or so .32 caliber bullets. This shot spreads out rapidly as it leaves the barrel, covering a larger area the further from the barrel the shot travels.

A character firing a shotgun gains a +1 bonus to his ranged attack roll and an additional +1 for each range increment beyond the first, to a maximum bonus of +3. This represents the widening spread of the shot pattern. Normal range modifiers still apply, although the shotgun's spread pattern bonus can help to offset range penalties.

However, a shotgun's damage is reduced the further from the barrel the target is.

Range	Damage	Attack Bonus
Touching	4d6	0
First increment	3d6	+1
Second increment	2d6	+2
Third increment and beyond	1d6	+3

Due to the spread of the shot, a shotgun is ineffective beyond six range increments. Because of the nature of the spreading shot, the Far Shot feat does not provide any bonus to a character firing a shotgun loaded with buckshot.

SHOTGUNS, DOUBLE-BARRELED

Double-barreled shotguns have two barrels (that's why they call it "double" barreled, get it?). Each barrel is loaded with a single shell, with a separate trigger and hammer for each barrel. A character can fire both barrels in one attack, inflicting double damage against a single target. A character

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with two or more attacks per round may attack two separate targets by firing one barrel at each.

SHOOTING, ONE-HANDED

Any attempt to shoot a rifle or full-sized shotgun one-handed causes a -4 penalty to attack rolls. Sawed-off shotguns are a little easier to control with one hand, so they only incur a -2 attack penalty. Loading any firearm one-handed doubles the normal reloading time for that gun and requires a Reflex save (DC 10); on a failed save, the shooter drops his weapon and ammunition.

SHOOTING, OVER THE SHOULDER

You can fire over your shoulder at a target directly behind you without looking. Targets behind you are considered to have total concealment, and thus ranged attacks directed against them have a 50% chance of missing. This tactic is most often used when a zombie is at point-blank range and right behind you.

SUPPRESSIVE FIRE

Suppressive fire doesn't work on zombies—they're too stupid to dodge, too mean to duck, and too numb to feel the bullets. Zombies just keep coming (although they jerk around like meaty marionettes when hit by automatic fire).

CRITICAL DAMAGE TO UNDEAD

Yeah, yeah, we know: undead are immune to critical hits. But everybody knows that's not true—they know it when they bash a zombie's head right off with a shovel or when they blow a zombie's face off with a shotgun.

Is the zombie in pain? No.

Will the zombie be modeling for the latest in jeans fashion? Definitely not.

So critical hits do, in fact, affect zombies and other undead. Upon a critical hit against the living dead, instead of resolving critical hit damage normally, roll 1d100 and use the table 2-4 to see what's left of the zombie. After determining the d100 result, roll again on the indicated sub-table (1d4, 1d6, 1d8, or 1d10 as appropriate) to find the specific critical damage effect. On a roll of 100, the zombie's head is obliterated and (depending on the zombie) the creature is instantly destroyed.

Any critical hit roll over 40 indicates a spurt of blood from the zombie. Depending on the type of zombie, this may spread the infection. To dodge the zombie's spurt of blood, anyone within 10 feet of the zombie must make a Reflex save (DC 10 + CR of zombie). Failure means the subject gets splattered with zombie blood (which may require additional saving throws or have no effect, depending on the type of zombie). The results indicated on this critical hit chart are used instead of the normal effects of a critical hit.

Alternately, the Gamemaster can decide that a zombie continues to be animated until it is at 0 hit points. For every point of damage below 0, the Gamemaster checks the below

table.

For example, if a zombie suffers enough damage to put it at -10 hit points; the Gamemaster consults the table and rolls 1d4. The zombie suffers a damaged knee (-4 Dexterity and -30 speed).

The zombie will continue to take damage until an attacker achieves a critical hit with a piercing weapon or it suffers over 100 points of damage – in game terms, that's a terminal blow to the zombie's head.

FEAR AND LOATHING

The zombie hunter who tells you he's not afraid is a big, fat, stinky liar. Zombie hunters who survive learn to master their fear, but they're still afraid. The ones who don't get a handle on their fear begin to fall apart at the seams, piece by piece, until they go loco and start shooting everybody. After all, a living human is just a "zombie that ain't happened yet." Sanity and trust: two precious commodities in a mad, mad world.

MADNESS

Sometimes, the people you have to worry about most aren't the ones who are stumbling around moaning. It's the hyperactive guy with a belt full of dangling grenades and one AK-47 in each arm that hasn't had any sleep for the past three days. Zombies tend to be slow and, well, dead. The warm-blooded folks with the itchy trigger fingers are often not above shooting everything with two arms and legs, "just to be sure."

It's enough to make a man go mad. These rules will just make things worse.

All characters begin with a Madness Rating (MR) of 25 minus their Wisdom. When a character's Madness Rating (MR) reaches 25, the character goes insane. A rating of 0 is a normal, well-adjusted person.

A character must make a Madness Check anytime one of the following happens:

Injury: Whenever a character loses 50% or more of his hit points to a single attack.

Death: Any time a character witnesses the death of a party member or loved one.

Supernatural: Any time a character sees an FX used or encounters a monster.

The Gamemaster may also call for a Madness Check anytime the character witnesses a horrifying or disturbing sight or event, or if the character suffers an experience that has the potential to rattle or unhinge his or her sanity (such as being trapped in a pitch-black closet for hours while hungry zombies outside moan and hammer on the door). Each event that triggers a Madness Check is given a Madness Rating that reflects the severity of the horrifying experience; if the character fails the Madness Check, the event's Madness Rating is added to the character's own Madness Rating. An event with a Madness Rating of 1 might be a mildly frightening or scary experience, whereas

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TABLE 2-4: CRITICAL HITS

D100	Sub-Table	Description	Effect
01-10	1	Damaged leg tendons	-1 Dexterity, -10 Speed
	2	Damaged ankle	-2 Dexterity, -20 Speed
	3	Spinal damage bends torso	-3 Dexterity, -40 Speed
	4	Damaged knee	-4 Dexterity, -30 Speed
11-20	1-2	Nose damaged	-3 Charisma
	3-4	Eye damaged	-2 Charisma
	5-6	Head wound	+1d4 damage, stunned and flat-footed for 1d4 rounds
	1-2	Hand damage	-1 Strength, -1 Dexterity
21-30	3-4	Arm damaged	+1d4 points of damage, -4 attack penalty to all rolls made with wounded arm for 1d6 rounds unless healed. Immediately drop anything held in that arm
	5-6	Thigh damaged	+1d4 damage, base speed is halved, -4 to Climb and Swim checks for 1d6 hours
	7-8	Spine damage	-3 Dexterity
	9-10	Fingers damaged	-2 Dexterity
31-40	1-2	Deep stomach wound	+1d4 damage, suffer an additional 1d6 damage every half hour for 5d6 hours unless healed
	3-4	Intestinal wound	Staggered, may only take partial actions for 1d6 rounds unless healed
	5-6	Damaged throat	+1d6 damage, stunned and flat-footed; attacker must make Fort save (DC damage inflicted) or suffer a -4 penalty to avoid blood spurt
	1	Concussion	-2 Wisdom
41-50	2	Head wound	Concentration check required to use any Int-based skill
	3	Depth perception damaged	-2 penalty to ranged attacks
	4	Multiple cuts to face	-2 Charisma
	1	Leg severed	-4 penalty to Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim, Tumble, Use Rope checks, Reflex saving throws, and Dexterity checks, speed reduced by 2/3
51-60	2	Broken ankle bones cause limping	-4 Dexterity, -20 Speed
	3	Spinal damage	-6 Dexterity, -40 Speed
	4	Shattered knee that cannot bend	-8 Dexterity, -30 Speed
	1-2	Nose sliced away	-6 Charisma
61-70	3-4	Lose eye	-4 Charisma
	5-6	Ear severed	-2 to Listen checks, initiative checks
	1-2	Hand severed	-2 Strength, -2 Dexterity
	3-4	Slab of arm muscle cut away	-4 Strength
71-80	5-6	Chunk hewn from thigh	-4 Strength, -4 Dexterity
	7-8	Spinal nerve damage	-6 Dexterity
	9-10	Fingers severed	-4 Dexterity
	1-2	Punctured lungs	-6 Charisma
81-90	3-4	Deep stomach wound	-8 Charisma
	5-6	Intestinal wound	-10 Charisma
	7-8	Punctured kidneys	-2 Charisma
	9-10	Punctured liver	-4 Charisma
91-92		Vocal-cord severed	Mute, no verbal casting, use Bluff to speak through sign language
93-94		Nerve damage	-3 Dexterity in one arm
95-96		Severed arm	-6 Dexterity
97-98		Nerve damage to both arms	-4 Dexterity in both arms
99		Awful mutilation	-3 Charisma, -3 Dexterity
100		Head destroyed	Destroyed, or at -4 Charisma, -4 Dexterity, -4 Strength if the zombie has Damage Reduction 10/Piercing

a Madness Rating of 10 represents a truly mind-shattering, sanity-shaking nightmare. There are plenty of opportunities to make a character go bonkers, and unfortunately zombies are just chock full of mind-snapping goodness. Below are just a few examples of events that can trigger a Madness Check, along with their Madness Ratings:

Watching a friend or loved one eaten by a zombie (GM's option, typically 1 to 5 MR).

Watching a friend or loved one become a zombie (GM's option, typically 5 to 10 MR).

Listening to zombie moaning (+1 MR/hour).

A Madness Check consists of a Will save (DC 6 + MR modifiers). This roll is modified by circumstances and the character's current Madness Rating, as detailed in the table 2-6. A character who fails his Madness Check is pushed closer to the edge of insanity and goes temporarily mad; he adds the triggering event's Madness Rating to his own Madness Rating and rolls 1d100 on the Madness Effect table 2-5 below to determine the type and effect of his temporary madness.

The effects of madness can be quite severe. If a character's Madness Rating ever reaches 25, or if his Dexterity, Constitution, or Charisma is reduced to 0,

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TABLE 2-5: MADNESS EFFECTS

D100	Madness	Ability Drain	Effect
01-10	Combat Shock	--	The character must make a Will save (DC current MR) when under stress or be Dazed for 1d4 rounds.
11-30	Hysteria	-1d4 Wisdom	The character must make a Will save (DC current MR) when under stress or begin laughing hysterically as the hideous laughter spell.
31-50	Hemophobia	-1d4 Wisdom	The character must make a Will save (DC current MR) at the sight of blood or run screaming for 1d4 rounds in a random direction.
51-55	Delusions	-1d4 Charisma	The character is randomly affected by figments, as per the illusion spell.
56-60	Withdrawal	-1d4 Charisma	The character must make a Will save (DC current MR) when under stress or Cower for 1d4 rounds.
61-70	No Sleep	-1d4 Constitution	The character must make a Will save (DC current MR) each day or be Fatigued
71-75	Mental Exhaustion	-1d4 Dexterity	The character must make a Will save (DC current MR) each day or be Exhausted.
76-85	Lethargy	-1d4 Dexterity	The character must make a Will save (DC current MR) or immediately go to Sleep.
86-90	Panic	-1d4 Wisdom	The character must make a Will save (DC current MR) during stressful situations or act as per the confusion spell for one round.
91-95	Mania	-1d4 Charisma	The character must make a Will save (DC current MR) during stressful situations or lash out at the nearest victim in a rage as per the barbarian rage ability.
96-100	Catatonia	-1d4 Charisma	The character must make a Will save (DC current MR) or immediately become Unconscious.

he goes completely insane; at that point, control of the insane character reverts to the Gamemaster. Similarly, if a character's Wisdom ever drops to 0 or below as a result of madness-related ability loss, he has lost all perspective and will to live, and immediately commits suicide with the nearest weapon. Madness Effects and related ability losses are cumulative.

Fortunately, this madness is not permanent. A character's Madness Rating decreases over time. For every hour that a character spends in relative peace and quiet (that is, without having to make any further Madness Checks), his Madness Rating decreases by 1. For every 3 points that his Madness Rating decreases in this manner, the character regains 1d4 ability points lost to madness and can remove his most recent Madness Effect. The character's Madness Rating can never drop below his starting Madness Rating. Characters whose Madness Ratings are reduced to their starting levels recover any remaining ability losses at the rate of one point per full day of rest. A character with a Madness Rating of 25 or higher is hopelessly insane and cannot reduce his Madness Rating by resting; nothing short of a miracle (like powerful magic or divine intervention) can bring him back from the depths of true insanity.

TABLE 2-6: MADNESS MODIFIERS

Condition	Madness DC Modifier
Character has recently killed a zombie or other monster	-1/CR of monster
Character has recently acquired a weapon	-Max damage/2
Character leaves area that triggered check	-5
Character Madness Rating: 0-2	+4
Madness Rating: 3-5	+2
Madness Rating: 6-8	+1
Madness Rating: 9-10	0
Madness Rating: 11-12	-2
Madness Rating: 13-14	-4
Madness Rating: 15-17	-6
Madness Rating: 17-19	-8
Madness Rating: 20-21	-10
Madness Rating: 22-24	-12
Madness Rating: 25+	N/A
Monster	+1/CR of monster
FX	+1/FX level

TRUST

Zombies are ultimately us—just slower, smellier, and a lot less conversational. When a zombie contagion is about, it becomes increasingly difficult to distinguish the good guys from the brain-slurping bad guys. That's when *trust* comes into play.

Normally, it's assumed that all party members and allied NPCs trust each other. After all, they have no reason not to. But when word gets out that anyone could turn into a zombie once they've been bitten or sneezed at, trust starts to break down. Allies begin to wonder if their buddy is hiding a zombie bite... or if maybe you can contract zombie fever just by touching them!

TABLE 2-7: TRUST

Trust	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

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Diplomacy can be used to influence an NPC's trust. The GM chooses the NPC's initial trust level based on the immediate circumstances and the way the PCs present themselves. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial level of trust. The accompanying table 2-7 describes the five basic levels of trust that dictate an NPC's attitude towards the PCs. If a character attempts to improve an NPC's trust level, he must succeed at a Diplomacy check using the DC listed for the NPC's current trust level. If the Diplomacy check succeeds, the NPC's trust increases by one level (e.g. from "hostile" to "unfriendly," or "friendly to helpful"). If the check fails, the NPC is unmoved; failure by 5 or more may (at the Gamemaster's discretion) actually *decrease* the NPC's trust level.

Certain actions and circumstances, such as those listed on Table 2-8, can modify Diplomacy checks made to influence an NPC's trust level.

TABLE 2-8: TRUST MODIFIERS

Modifier	Action
+1	Give ammunition to an NPC
+2	Heal NPC
+3	NPC witnesses PC attack a hostile zombie
+4	NPC witnesses blood test
+max damage	Give weapon to NPC
+CR	Kill a zombie
-1	During an attack with an enemy, PC fails to take part
-2	PC accidentally harms an ally during combat
-3	Take an NPC's weapon away from him
-4	Use a taser on an NPC to calm him down
-5	Force an NPC to do something through coercion
-6	PC intentionally harms an ally.
-7	NPC witnesses an ally intentionally murdered

CHAPTER 3: ZOMBIE FX



CHAPTER THREE: ZOMBIE FX

Necromancers, bokors, and psychokinetics all have a knack for animating the dead. These spells and powers are how they do it. And if you don't happen to be any of the above but figure you can cast spells anyway... hey, knock yourself out. But don't come crying to us when you turn all your neighbors into zombies...

SPELLCASTING & MAGIC DEVICES

Spellcasting is a complex task. It's not something the uninitiated should enter into lightly. Those guys casting fireballs are professionals, kids, so don't try this at home.

But of course, you're going to try anyway. And you won't have a clue what to do with the spell you're reading out loud, or exactly how to pronounce the words. That's okay, "neckie" or "niktoo," it's all the same, right?

Wrong. While a normal Joe is welcome to try casting a spell by reciting an incantation or reading from a spellbook, the consequences for failure can be painful at best.

A non-spellcaster can attempt to cast a spell by using the Spellcraft skill to cast a spell with verbal components only. Since only spellcasting classes can actually buy ranks in the Spellcraft skill, this skill is used untrained. Alternatively, a non-spellcaster can also read from a spell or spellbook by making an untrained Use Magic Device skill check.

Failing either check by 5 or more causes the character to suffer a backlash of glowing red magical bolts of energy. Although he is not harmed, he's stunned for one round, and the spell isn't cast.

Failing the check by 10 means the spell has a negative, unintended effect. It's usually something opposite to the intended effect, except in an instance where the caster might benefit from such a mishap. In the latter case, it's some other awful effect that occurs. The sky's the limit with what can happen.

NEW POWERS

Each time the manifester uses one of the powers described below, his Madness Rating increases by a number equal to the level of the power manifested. At the manifester's discretion, he can choose to make a Madness Check instead to avoid the increase in MR. Success means he suffers no Madness Rating increase or other ill effects; failure means he gains the appropriate MR *and* a randomly rolled insanity (see the chapter 2 for more details on insanity).

Some powers automatically require a Madness Check on

the part of the manifester or the victim, in addition to the Madness Rating increase described above.

AWAKEN THE DEAD

Psychokinesis (Con)

Level: Psychokinetic 5

Display: Visual

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One dead creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

This power allows the manifester to animate the dead. The manifester can animate one HD of an undead corpse per manifester level. If the targeted being has no body, it reanimates as a ghost. If it has only bones, it reanimates as a skeleton. If it has flesh, it reanimates as a zombie.

If an undead being was killed but its corpse is still intact, this power reanimates the undead being and restores it to full strength. Created undead are not automatically under the control of their animator. If the manifester is capable of commanding undead, the manifester may attempt to command the undead creature as it forms.

Using this power requires a Madness Check on the part of the manifester.

SEVER THE TIE

Psychokinesis (Con)

Level: Psychokinetic 5

Display: Audible

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All undead creatures within a 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

This power disrupts an undead creature's tie to the Negative Energy Plane, damaging or destroying the creature. *Sever the Tie* deals 3d8 points of damage to all undead within the targeted area. Undead that are brought to 0 hit points or below by use of the power fall limply and molder into dust (if corporeal), or slowly disperse (if incorporeal).

UNDEAD SENSE

Clairsentience (Wis)

Level: Psychokinetic 3

Display: Visual

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Spread of 25-ft.-radius + 5 ft./2 levels, centered on you

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Duration: 10 minutes/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 5

The manifester senses the presence of undead. While the duration lasts, the manifester becomes aware of the presence and general location of undead within the affected space. The type of undead is not revealed, but numbers are.

NEW SPELLS

These new spells work like the new powers—each time the caster casts one of the below spells, his Madness Rating increases by a number equal to the level of the spell cast. At the caster's discretion, he can choose to make a Madness Check instead to avoid the increase in MR. Success means he suffers no ill effects; failure means he gains the appropriate MR *and* a randomly rolled insanity (see the chapter 2 for more details on insanity).

Some spells automatically require a Madness Check on the part of the caster or the victim, in addition to the Madness Rating increase described above.

BLIGHT

Necromancy
Level: Arcane 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per caster level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

BLINDNESS/DEAFNESS

Necromancy
Level: Arcane 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You call upon the powers of unlife to render the subject blind or deaf (your choice).

CLAMMY TOUCH

Necromancy
Level: Arcane 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Targets: Creature or creatures touched (up to one/level)
Duration: Instantaneous
Saving Throw: Fortitude partial or Will negates; see text
Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to once per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

A living creature that dies from this spell's damage rises as a cryonoid zombie 1d6 rounds later. It is not under the control of the caster but can be controlled through spells or the command undead ability.

COMMAND ZOMBIE

Necromancy
Level: Arcane 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One zombie
Duration: One day/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell allows you some degree of control over a zombie. Assuming the zombie is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the zombie orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded zombie never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A non-intelligent zombie gets no saving throw against this spell. When you control a mindless zombie, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Non-intelligent zombies won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded zombie (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The zombie must be able to hear you.

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Material Component: A shred of raw meat and a splinter of bone.

CONTROL ZOMBIE

Necromancy

Level: Arcane 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of zombies, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command zombies for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled zombies do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent zombies remember that you controlled them.

Material Component: A shred of raw meat and a splinter of bone.

CREATE GREATER ZOMBIE

Necromancy [Evil]

Level: Arcane 5, Divine 5

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Much more potent than *animate dead*, this evil spell allows you to create more powerful sorts of zombies. The type (or types) of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Zombie Created
11th or lower	Templar Zombie
12th–14th	Fog Zombie
15th–17th	Revenant Zombie
18th or higher	Zombie Lord

You may create less powerful zombies than your level would allow if you choose. Created zombies are not automatically under the control of their animator. If you are capable of commanding zombies, you may attempt to command the zombie as it forms. This spell must be cast at night.

Casting this spell requires a Madness Check on the part of the caster.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on

a dead body. You must place a black onyx gem (purchase DC 15 + 1 per 1 HD of the zombie to be created) into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

CREATE OKOKIYAT

Necromancy [Evil]

Level: Divine 2

Components: V, S, M

Casting Time: Attack action

Range: Touch

Target: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bodies of dead creatures into okokiyat zombies that follow the caster's spoken commands. The okokiyat zombies can follow the caster, or can remain in a specified area and attack any creature (or just a specific type of creature) entering the place. The okokiyat zombies remain animated until they are destroyed. (A destroyed okokiyat zombie can't be animated again.)

A single casting of *create okokiyat* can't create more HD of okokiyat zombies than twice the caster's level.

The okokiyat zombies created by this spell remain under caster's control indefinitely. No matter how many times the caster uses this spell, however, he or she can control only 4 HD worth of okokiyat zombies per caster level. If the caster exceeds this number, all the newly created okokiyat zombies fall under his or her control, and any excess okokiyat zombies from previous castings become uncontrolled (the caster chooses which okokiyat zombies are released). Okokiyat zombies the character commands through other means (if the character has the ability to command or rebuke undead) do not count toward the limit.

Casting this spell requires a Madness Check on the part of the caster.

Material Component: Purchase DC 15 + 1 per 2 HD of the undead. This item manifests itself as an ouanga—if it is destroyed, the zombie is destroyed.

CURSE WATER

Necromancy [Evil]

Level: Divine 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders in the same way holy water damages undead

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and evil outsiders.

Material Component: 5 pounds of powdered silver (purchase DC 5).

DEATH KNELL

Necromancy [Death, Evil]

Level: Divine 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

Using this spell requires the caster to make a Madness Check.

DEATHWATCH

Necromancy [Evil]

Level: Divine 1

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

DEPRESSION

Necromancy

Level: Arcane 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This cantrip causes the target to fall into a momentary depression. A depressed creature suffers a –1 penalty to Will saves for 1 minute.

DETECT ZOMBIE

Divination

Level: Arcane 1, Divine 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds zombies. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of zombies.

2nd Round: Number of zombies in the area and the strength of the strongest zombie present.

3rd Round: The strength and location of each zombie aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a zombie's aura is determined by the HD of the zombie, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: A zombie aura lingers after its original source is destroyed. If *detect zombie* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect zombies in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

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DOOM

Necromancy [Fear, Mind-Affecting]
Level: Divine 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

ENERVATION

Necromancy
Level: Arcane 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray of negative energy
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell releases a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. *Enervation* is cast by pointing your finger in the desired direction and uttering the incantation.

If a subject struck by the ray has at least as many negative levels as HD, it dies. Each negative level incurs a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level for each negative level suffered. Negative levels stack.

Assuming the subject survives, it loses the negative levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently reducing the victim's level, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

FALSE LIFE

Necromancy
Level: Arcane 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 hit point per caster level (maximum +10).

Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

GENTLE REPOSE

Necromancy
Level: Arcane 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Corpse touched
Duration: One day/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

GLOOM

Necromancy
Level: Arcane 0
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Drawing upon the power of shadow, this cantrip pulls shadows closer to the subject. It grants an enhancement bonus of +4 to all Hide checks for the duration of the spell.

GRAYFIRE

Conjuration (Creation) [Fire]
Level: Arcane 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets or Effect: One grayfire bolt/four levels
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

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This spell shoots colorless bolts of flame at enemies. The caster must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of fire damage (Reflex save for half damage). If the caster creates more than one bolt (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other. The bolts do not set anything on fire. If the bolt strikes an undead creature, the creature receives 4 temporary hit points per four caster levels (maximum 24 temporary hit points).

MAGIC JAR

Necromancy

Level: Arcane 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. You can then attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may return to the jar at will (thereby returning any soul trapped therein to its body) and attempt to possess another body. The spell ends when you return your soul to your own body, leaving the receptacle empty.

To cast the spell, the object you intend to serve as the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures; you can only sense the presence of life forces. If more than one life force is present, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You can choose to take over either a stronger or a weaker creature, but in the event that multiple creatures share the same strength, which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Possession attempts are blocked by *protection from evil* or similar wards. Failure to possess the host leaves your life force in the *magic jar*, and the target automatically succeeds on saving throws against future possession attempts by the same caster.

If the possession is successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. Possessing a body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within spell range, sending the trapped soul back to its body. The spell ends when you shift from the jar back to your own body.

If the host body is slain, you return to the *magic jar* if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with no original body to which it can return is considered slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die, if your body is out of spell range or has been destroyed). If the spell ends while you are in a host, you return to your body (or die), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Use of this spell requires a Madness Check on the part of both the caster and the recipient.

Focus: A gem or crystal (purchase DC 10).

NIGHTMARE

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Divine 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. It also triggers a Madness Check on the part of the recipient.

The subject can make a Will save to negate *nightmare*'s effects; the difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. The following charts list the bonuses or penalties to be applied to the subject's saving throw.

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Knowledge	Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil* caster.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed at a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance (you automatically fail any saving throw, for example).

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

PHANTASMAL KILLER

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Divine 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject by forming the fears of the subject's subconscious mind into an illusionary monster that its conscious mind can perceive. Only the spell's subject can see the phantasmal killer; the caster sees only a vague shape. When *phantasmal killer* is cast, the target gets a Will save to recognize that the image is unreal. If that save fails, the phantasm touches the subject, and the subject must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. The victim must make a Madness Check.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

POSSESS ZOMBIE

Enchantment (Compulsion) [Mind-Affecting]

Level: Divine 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One zombie of Medium-size or smaller

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster's body is transformed into a magical essence that flies into the animated corpse of a Medium-size or smaller zombie. The caster possesses the zombie and forces the undead's essence out of its body unless the zombie succeeds at a Will save. If the zombie fails its Will save, the caster's life force occupies the corpse.

The caster keeps his or her Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, hit points, and natural and mental abilities (such as regeneration). Possession of a body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The zombie's spells and spell-like abilities do not stay with the body.

When the spell ends, the caster's body bursts out of the zombie, wherever it may be, destroying the zombie completely. Casting this spell requires the caster to make a Madness Check.

RAY OF BOILS

Necromancy

Level: Arcane 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A ray springs from the character's hand. The character must succeed at a ranged touch attack to strike a target. The subject suffers a -1 enhancement penalty to Charisma. The subject's Charisma score cannot drop below 1.

RAY OF CLUMSINESS

Necromancy

Level: Arcane 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

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Saving Throw: Fortitude negates
Spell Resistance: Yes

A ray springs from the caster's hand. The caster must succeed at a ranged touch attack to strike a target. The subject suffers a -1 enhancement penalty to Dexterity. The subject's Dexterity score cannot drop below 1.

RAY OF ENFEEBLEMENT

Necromancy
Level: Arcane 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from the caster's hand. The caster must succeed at a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

RAY OF EXHAUSTION

Necromancy
Level: Arcane 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A black ray projects from the caster's pointing finger. The caster must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

RAY OF WEAKNESS

Necromancy
Level: Arcane 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 minute/level

Saving Throw: Fortitude negates
Spell Resistance: Yes

A ray springs from the caster's hand. The caster must succeed at a ranged touch attack to strike a target. The subject suffers a -1 enhancement penalty to Strength. The subject's Strength score cannot drop below 1.

SLAY LIVING

Necromancy [Death]
Level: Divine 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You can slay any one living creature. You must succeed at a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds at its save, it instead takes 3d6 points of damage +1 point per caster level.

SPEAK WITH DEAD

Necromancy [Language-Dependent]
Level: Divine 3
Components: V, S, DF
Casting Time: 10 minutes
Range: 10 ft.
Target: One dead creature
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the spell duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

Casting this spell triggers a Madness Check in everyone who witnesses the conversation, including the caster.

If the corpse has been subject to *Speak with Dead* within the past week, the spell automatically fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted

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knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

TOUCH OF FATIGUE

Necromancy

Level: Arcane 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

TOXICITY

Necromancy

Level: Divine 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 caster level + caster's Wis modifier).

A living creature that dies from this spell's damage rises as a toxic zombie 1d6 rounds later. It is not under the control of the caster but can be controlled through spells or the command undead ability.

UNHALLOW

Evocation [Evil]

Level: Divine 5

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has two major effects.

First, all checks made to turn undead suffer a -4 penalty, and checks made to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

Second, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *detect magical aura*, *discern lies*, *dispel magic*, *freedom of movement*, *invisibility*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Material Component: Herbs, oils, and incense (purchase DC 20 + 1 per level of the spell to be tied to the *unhallowed* area).

WAVES OF FATIGUE

Necromancy

Level: Arcane 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

ZOMBIE BELCH

Conjuration (Creation) [Death]

Level: Arcane 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

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Duration: Instantaneous

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

A bank of yellowish green poisonous gas billows out from the caster's mouth or other orifice. The cone's vapors kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, are nauseated (Fortitude negates), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated character can take is a single move (or move-equivalent action) per turn.

ZOMBIE BLIGHT

Evocation [Evil]

Level: Divine 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread

Duration: Instantaneous (1d4 rounds); see text

Saving Throw: Will partial

Spell Resistance: Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures that are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

ZOMBIE DRAIN

Necromancy

Level: Arcane 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). If you succeed at a melee touch attack, you gain temporary hit points equal to the damage you deal.

However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

ZOMBIE FEVER

Necromancy [Evil]

Level: Arcane 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts zombie fever, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *zombie fever*'s normal save DC for the initial saving throw).

An afflicted humanoid must make subsequent Fortitude saves (DC 12) to resist further damage (secondary damage 1d3 Con and 1d3 Dex) per the normal disease rules. If the subject dies of zombie fever, it rises as a zombie at the next midnight. It is not under the control of the caster (unless controlled with a spell or other ability), but it hungers for the brains of the living.

FX ITEMS

Magic occasionally sticks around in The Real by manifesting itself in common items. Some of these items are used to mop up zombie hordes; others are used to create them. The *shotgun of zombie slaying* and the *chainsaw of sharpness* are the holiest of holies, the most sacred items that every zombie hunter hopes to one day claim.

And then sell on the Internet for millions of dollars. Hey, nobody ever said zombie hunting was profitable.

SHOTGUN OF ZOMBIE SLAYING

This +1 *shotgun* is the bane of all zombies. Any zombie damaged by this weapon must succeed at a Fortitude save (DC 14) or be destroyed.

Type: Weapon (magic); *Caster Level:* 10th; *Purchase DC:* 25; *Weight:* 8 lb.

CHAINSAW OF SHARPNESS

This +3 *chainsaw* threatens a critical hit on a natural roll of 19 or 20 (a normal chainsaw has a threat range of 20).

Type: Weapon (magic); *Caster Level:* 10th; *Purchase DC:* 39; *Weight:* 10 lb.

PLAGUE POWDER

Made from a variety of filthy substances, this black powder infects those who breathe it with a sickening disease. *Plague powder* is not consumed by the user but is released into the

CHAPTER 3: ZOMBIE FX

air for others to breathe. It creates a 5-foot-radius cloud either directly in front of the user (if blown at a target) or at the point of impact (if thrown). Using *plague powder* is dangerous and requires a Concentration check (DC 5) to avoid inhaling it. *Plague powder* can be created to hold any disease. Any living being exposed to *plague powder* must immediately make a Fortitude save vs. the DC listed for the disease or contract it immediately.

Type: Potion (magic); *Caster Level:* 5th; *Purchase DC:* 25; *Weight:* 0 lb.

ZOMBIE POWDER

Bokors go through a complicated process to create zombies. Living zombies are created by the ingestion of a particular kind of poison—*zombie powder*—that puts the victim into torpor, following which the bokor administers a *zombie cucumber* (see below) to complete the zombification process. The ingredients for *zombie powder* include:

Secretions of a bouga toad (bufogenin and bufotoxin)

Ground millipedes

Ground tarantulas

Skin of poison white tree frogs

Four types of puffer fish

Tcha-tcha seeds from the albizzia lebbeck tree

Consigne seeds from a mahogany tree

Leaves from the pomme cajou

Leaves from the bresillet tree

Maman guepes and mashasa

Dieffenbachia seguine needles

Upon ingesting the powder, the victim must make a Fortitude save (DC 20) or begin suffering the below effects, one each round. On a successful save, the victim suffers 3d6+10 points of damage but no other ill effects.

1. The victim becomes dazed and experiences pallor, dizziness, malaise, and numbness. He can take no actions, but has no penalty to AC. He loses 2d6 Dexterity points.
2. The victim begins to salivate uncontrollably and experiences fatigue. He can neither run nor charge and takes a –2 penalty to Strength and Dexterity.
3. The victim begins to sweat, suffer exhaustion, and experiences headache and chills. Exhausted victims move at half speed and suffer a –6 penalty to Strength and Dexterity.
4. The victim's blood pressure decreases and his pulse becomes weak and rapid. He loses an additional 1d4 Constitution.
5. The victim begins to experience nausea, vomiting, diarrhea, and gastric pain. He is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

6. The victim's pupils constrict, then dilate, and then lose all control. He cannot see. He takes a –2 penalty to Defense, loses his Dexterity bonus to Defense (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance).
7. The victim's lungs slow down to an almost imperceptible rhythm. Lose 1d4 Constitution.
8. The victim's lips, extremities and entire body turn blue. Lose 1d4 Constitution.
9. The victim twitches crazily, then becomes completely paralyzed. He has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions.
10. The victim's eyes glaze over and he falls into a coma, helpless. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. The attacker automatically hits and scores a critical hit. If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die. Delivering a coup de grace provokes attacks of opportunity.

For all intents and purposes, the victim appears dead. A Heal/Treat Injury check (DC 30) is necessary to recognize that he is in a coma. Otherwise, the victim will be treated as if he were dead by the locals—fear those cultures that burn their dead! The victim is conscious and aware of everything the entire time, from his funeral to his burial. The effects last for 1d4+10 hours.

Of course, if the victim isn't particularly sturdy to begin with, he may just die anyway, bumming out bokors everywhere who go through a lot of trouble to make sure their zombies rise up again.

Type: Potion (magic); *Caster Level:* 9th; *Prerequisites:* *animate dead*, *slay living*, 1 rank in Knowledge (nature); *Purchase DC:* 30; *Weight:* 0 lb.

ZOMBIE CUCUMBER

While the victim is still interred, the bokor returns to dig him up and administer a hallucinogenic known as a “zombie cucumber.” Zombie cucumber is actually *datura stramonium* (AKA thorn apple and jimson weed). *Datura* causes delusions, mental confusion, disorientation, amnesia (loss of memory) and an impenetrable stupor, all typical characteristics of zombies. *Datura* needs to be continuously administered to the zombie to maintain its zombie status. A zombie created through this method is usually easily controlled and directed by the bokor.

Type: Potion (magic); *Caster Level:* 5th; *Prerequisites:* *animate dead*, 1 rank in Knowledge (nature); *Purchase DC:* 15; *Weight:* 0 lb.

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CHAPTER FOUR: ZOMBIE HUNTER'S FIELD GUIDE

On the surface, one moaning, shambling corpse may look just like all the others. But the truth of the matter is that there are all kinds of zombies, ranging from the fast and dangerous to the slow and really dumb. A good zombie hunter knows his zombies and reaches for the shotgun at the first sign of zombie-ness.

It's important to note that zombies come in all shapes and sizes—some aren't even actually even animated corpses. And don't be fooled by the old "shoot them in the head" chestnut—that's just one kind of zombie.

BLOODSUCKING WIND

Huge Outsider (Air, Native)
Hit Dice: 24d8+96 (204 hp)
Initiative: +15
Speed: Fly 100 ft. (perfect) (20 squares)
Defense: 27 (–2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple: +18/+32
Attack: Slam +27 melee (2d8+6)
Full Attack: 2 slams +27 melee (2d8+6)
Space/Reach: 15 ft./15 ft.
Special Attacks: Air mastery, create spawn, energy drain
Special Qualities: Damage reduction 10/–, darkvision 60 ft., invisibility
Saves: Fort +18, Ref +25, Will +16
Abilities: Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills: Listen +29, Spot +29
Feats: Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse^B
Organization: Solitary
Challenge Rating: 11
Allegiance: Chaos
Advancement: 25–48 HD (Huge)
Level Adjustment: —

The air is filled with a rustling hiss; an inhuman screeching that seems to come from everywhere and nowhere at once.

A bloodsucking wind sucks blood and is windy. It comes from outer space. It has a death wish but cannot easily experience death, so it drains the life out of human beings and then enjoys the act of dying vicariously. Then, to spread some more death around, the bloodsucking wind sends its undead victims out to kill more people so that it can continue to experience more death, ad infinitum.

Combat

Bloodsucking winds don't waste time engaging in melee and prefer to send their minions after their opponents, instead remaining invisible most of the time. Their thirst for the experience of death is boundless and most bloodsucking winds welcome any creature that can actually destroy them once and for all. Pitiful creatures, really.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a bloodsucking wind's energy drain rises as a bloodsucking zombie (see the Bloodsucking Zombie entry) 1d4 days after burial. The new bloodsucking zombie is under the command of the bloodsucking wind that created it and remains enslaved until its master's destruction. At any given time, a bloodsucking wind may have enslaved bloodsucking zombies totaling no more than twice its own Hit Dice; any bloodsucking zombie it creates that would exceed this limit is created as a free-willed bloodsucking zombie.

Energy Drain (Su): Living creatures hit by a bloodsucking wind's slam attack gain two negative levels. For each negative level bestowed, the bloodsucking wind gains 5 temporary hit points. A bloodsucking wind can use its energy drain ability once per round.

Invisibility (Su): Bloodsucking winds are always invisible and have all the benefits associated with invisibility.

Air Mastery (Ex): Airborne creatures suffer a –1 penalty on attack and damage rolls against a bloodsucking wind.

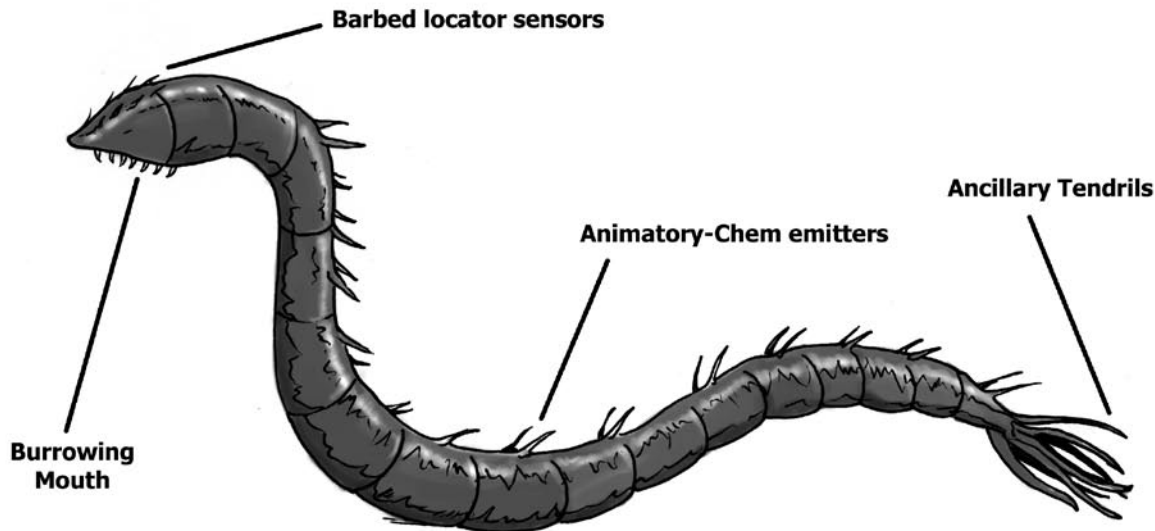
CREEP

Fine Vermin
Hit Dice: 1/4d8 (1 hp)
Initiative: +1 (Dex)
Speed: 5 ft
Defense: 18 (+8 size)
Attacks: Slam +4 melee
Damage: Slam 0
Face/Reach: 1/2 ft by 1/2 ft/0 ft
Special Attacks: Burrow, leap
Special Qualities: Vermin, tremorsense
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 2, Dex 10, Con 10, Int —, Wis 10, Cha 1
Skills: Jump +3, Hide +19
Organization: Swarm (5-20)
Challenge Rating: 1/10
Allegiance: None
Advancement Range: 1 HD (Fine)
Level Adjustment: —

This long, black worm undulates slightly as if it were being brushed by an invisible wind.

Creeps are 1-inch long alien vermin from beyond space. They are known throughout the universe as a horrible plague, except on Earth, where they are generally ignored until zombies start popping up.

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Combat

Creeps immediately head for the brain of any victim and attempt to inhabit it so they can breed. They are also capable of animating corpses in this fashion. They have a short life cycle—approximately 24 hours. They take over the brain's functions, turning the victim into a creep zombie with the sole purpose of spreading its contagion by spitting creeps into other bodies.

Leap (Ex): A creep can leap up to 10 feet and attack at its full attack bonus in the same round.

Burrow (Ex): A creep infests its victims in one of two ways: it either attacks and burrows into a target, or is spit into a victim's mouth by a creep zombie. Regardless of the infestation method, once inside, it begins to burrow. A burrowing creep deals 2d6 points of temporary Constitution damage each round. At Constitution 0, the victim dies and becomes a creep zombie. The creeping zombie then animates and moves to the nearest populated area, where its head explodes and releases more creeps. During the first two rounds of infestation, a burrowing creep can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the creeps. After the second round, only *remove disease* can kill the creeps as they burrow to the victim's brain and devour it (still dealing 2d6 points of temporary Constitution damage each round).

Tremorsense (Ex): Creeps can automatically sense the location of anything within 20 feet that is in contact with the ground.

Vermin: Creeps are immune to all mind-influencing effects.

HSING-SING

Large Magical Beast (Cold)

Hit Dice: 5d8+13 (35 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 15 ft.

Defense: 15 (−1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+13

Attack: Claw +8 melee (1d6+6)

Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Intelligence drain, malevolence, psionics, rend

Special Qualities: Low-light vision, cold subtype, scent

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 22, Dex 15, Con 14, Int 20, Wis 12, Cha 7

Skills: Climb +14, Listen +5, Move Silently +4, Spot +6

Feats: Alertness, Toughness

Organization: Solitary

Challenge Rating: 5

Allegiance: Evil

Advancement: 6–15 HD (Large)

Level Adjustment: —

This large, ape-like beast has vaguely human features. It is covered in long, stringy hair. Hateful red eyes peer out from beneath its tresses.

Hsing-sings were once peaceful ape-like beasts that lived alone in the Himalayas. Their peaceful existence was abruptly ended when a parasitic alien life form infected the entire race. Hsing-sings stand about 9 feet tall and weigh between 800 and 1,200 pounds.

Combat

Hsing-sings attack other beings with their intelligence drain ability, attempting to discover a means of escaping the planet. Unfortunately, not many astronauts dig up frozen apes.

Intelligence Drain (Su): This special attack drains 1d6 Intelligence, range 30 feet, Fortitude save (DC 15) negates. Humanoids who die from this attack are transformed into brainless zombies 1d4 rounds after death (see the Brainless

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Zombie entry). The save DC is Charisma-based.

Psionics (Sp): At will—*detect thoughts* (DC 15), *awaken the dead*, *mind probe*. Effective caster level 8th. Save DCs made to resist these powers are Charisma-based.

Rend (Ex): A hsing-sing that hits with both claw attacks latches onto its opponent's body and tears into its flesh. This attack automatically deals an extra 2d6+12 points of damage.

Malevolence (Su): Once per round, a hsing-sing can leave its body and attempt to merge its essence with a creature on the Material Plane. This ability is similar to the *magic jar* spell (caster level 10th or the hsing-sing's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the hsing-sing must be adjacent to the target. The target can resist the attack with a successful Will save (DC 15 + hsing-sing's Cha modifier). A creature that successfully saves is immune to that same hsing-sing's malevolence for 24 hours. If the save fails, the hsing-sing's essence possesses the target's body and its original body falls to the ground dead.

Skills: Hsing-sings have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

KYOSHI

Small Outsider (Evil, Extraplanar)

Hit Dice: 4d10+3 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Defense: 18 (+3 Dex, +1 size, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +2/+5

Attack: Bite +8 melee (1d8+3)

Full Attack: Bite +8 melee (1d8+3) and 2 claws +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: kyoshi fever, improved grab

Special Qualities: +2 turn resistance, darkvision

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 17, Dex 17, Con 10, Int 13, Wis 14, Cha 6

Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Feats: Multiattack, Toughness

Organization: Solitary or gang (2–4)

Challenge Rating: 3

Allegiance: Chaos, evil

Advancement: 5–8 HD (Medium)

Level Adjustment: —

This diminutive creature is hunched over and naked, covered only by its black, slimy skin. It hisses and squeals like a delighted child as its mouth and claws twitch in anticipation of biting into a fresh victim.

Kyoshi are little demonic children who enjoy biting people. They see the zombies they create as big dolls and are fond of playing house with them. Utterly warped and completely malign, they're very dangerous when accompanied by "play dates" in groups of two or more.

Combat

Kyoshi try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Kyoshi Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of kyoshi fever rises as a kyoshi spawn at the next midnight. A humanoid that becomes a kyoshi spawn in this way retains none of the abilities it possessed in life. It is not under the control of any other kyoshis, but it hungers for the flesh of the living.

Slaying a Kyoshi: Reducing a kyoshi's hit points to 0 or lower incapacitates it, but doesn't always destroy it. However, certain attacks can slay kyoshis. Driving a wooden stake through a kyoshi's heart instantly slays the monster.

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SUMATRAN RAT MONKEY

Tiny Animal
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 30 ft.
Defense: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/-12
Attack: Bite +4 melee (1d3-4)
Full Attack: Bite +4 melee (1d3-4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Rat-monkey fever
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats: Weapon Finesse
Organization: Solitary
Challenge Rating: 1/6
Allegiance: Evil
Advancement: 2-3 HD (Small)
Level Adjustment: —

This bizarre, ugly animal looks like a cross between a rat and a monkey. It has the head and overall shape of a rat, but closer inspection reveals it has opposable thumbs and monkey-like legs.

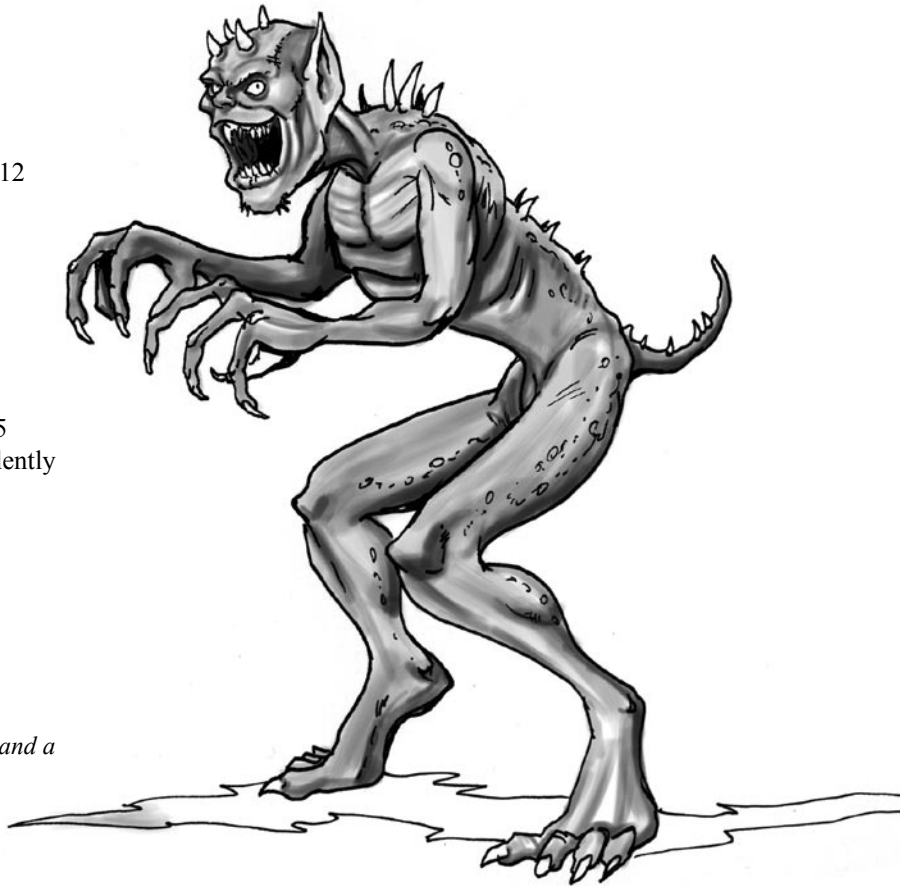
Rat monkeys are nature's way of telling the rest of the world to flip off. A twisted combination of one of the most intelligent wild animals with one of the most disgusting, the rat monkey embodies everything that sucks about rats and monkeys. (If you're unsure about whether or not monkeys deserve a bad rap, ask yourself: have you ever seen a monkey fling poo?)

Combat

Rat-monkeys are angry little beasts that bite at the slightest provocation.

Rat-Monkey Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of rat-monkey fever rises as a zombie in 1d6 rounds. A humanoid that becomes a zombie in this way retains none of the abilities it possessed in life. It is not under the control of the rat-monkey, but it hungers for the flesh of the living.

Skills: Rat-monkeys have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb and Swim checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb and Swim checks. A rat-monkey has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



TRILLIAN

Medium Outsider (Native)
Hit Dice: 7d8+21 (52 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Defense: 21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple: +7/+8
Attack: Claw +8 melee (1d4+1)
Full Attack: 2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gas ray, destructive harmonics
Special Qualities: Sonic resistance, damage reduction 15/ piercing, darkvision 60 ft., spell resistance 27, create ultrasonic zombie
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills: Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats: Alertness, Combat Casting, Dodge
Organization: Solitary
Challenge Rating: 10
Allegiance: Law, evil
Advancement: By character class
Level Adjustment: +7

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The being before you is only vaguely humanoid. It wears a dirty-yellow jumpsuit with large, bulky boots. Its oversized head is encased in polished metal with strange protrusions and vague slits that might indicate eyes.

Trillians are aliens from beyond who take over other worlds for their own inscrutable reasons.

Combat

Trillians attack using gas warfare to kill all living beings in the target area, then reanimate the corpses with sonics.

Gas Ray (Su): Trillians can emit a 10-foot cone of corrosive gas from their fingertips once every 2d4 rounds. It inflicts 2d6 acid damage, Reflex DC 13 for half damage. The save DC is Constitution-based.

Sonic Resistance (Su): Trillians are immune to sonic damage.

Destructive Harmonics (Su): A Trillian can blast sonic energy in a cone up to 80 feet long from its hands. Alternatively, it can use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets as described below. All save DCs are Charisma-based.



Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A Trillian can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a Trillian chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have less than 30 hit points are potentially affected by this attack.

Create Ultrasonic Zombie (Su): Any victim killed by a Trillian's gas ray can be animated by the Trillian at will as an ultrasonic zombie.

ZOMBIE

Template Traits

"Zombie" is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to Hit Dice appropriate to its type.

Speed: If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.

Defense: A zombie's natural armor bonus to Defense increases to a value based on the zombie's size (but use the base creature's natural armor bonus, if it's higher): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A zombie may retain any or all of the base creature's extraordinary abilities, at the GM's discretion.

Allegiances: A zombie loses any previous allegiances.

Saves: A zombie's saving throw modifiers are based on Hit Dice and given in Table 8-2: Creature Saves and Base Attack Bonuses in D20 Modern, p. 217.

Action Points: A zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Reputation Bonus: A zombie has a +0 Reputation bonus.

Ability Scores: A zombie has no Constitution score.

Human Zombie: CR 1/2; Medium-size undead; HD 2d12 plus 3 (Toughness feat); hp 16; Init -1; Spd 30 ft.; Defense

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Table 4-1: Zombie Attributes

D100	Type	CR	Description
01-10	Normal	0	The zombie has the same type that it had in life.
11-80	Undead	+2	The zombie is a member of the living dead.
81-95	Construct	+1	The zombie is a patchwork construct similar to a flesh golem.
96-100	Plant	+1	The zombie is actually a form of plant life that has formed around bones and animated them.
Senses			
01-40	Normal	0	The zombie has the same senses that it had in life.
41-70	Scent (Ex)	+1	The zombie can smell brains. This special quality allows a zombie to detect living enemies, sniff out hidden foes, and track by sense of smell. Zombies with the scent ability can identify familiar odors just as humans do familiar sights. The zombie can detect living opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. The zombie can take a move action to note the direction of the scent. Whenever the zombie comes within 5 feet of the source, the zombie pinpoints the source's location. A zombie with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of living creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Zombies tracking by scent ignore the effects of surface conditions and poor visibility.
71-90	Lifesense (Su)	+1	The zombie notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also automatically senses the strength of their life force, as if it had cast deathwatch.
91-100	Tremorsense (Ex)	+1	The zombie is blind. However, it is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground up to 60 feet away.
D100	Defenses	CR	Description
1-10	Normal	0	The zombie has the same defenses it had in life.
11-30	Damage Reduction (10/piercing)	+1	The zombie is immune to most damage. The only way to really harm it is to use piercing weapons. Bludgeoning doesn't do much to zombies—they bounce around like blow-up dolls. Slashing cuts them up, but the zombie remains animated until the brain is pierced. Firearms and piercing weapons must penetrate the brain case to truly de-animate a zombie. At the GM's option, zombies can be de-animated with a critical hit to the head (see the Combat Techniques chapter for more information).
31-40	Damage Reduction (10/silver)	+1	The zombie is immune to most damage. The only way to really harm it is to use silver-tipped weapons.
41-50	Immune to Acid	+2	The zombie is immune to acid damage.
51-60	Immune to Cold	+2	The zombie is immune to cold damage.
61-70	Immune to Electrical	+2	The zombie is immune to electrical damage.
71-80	Immune to Fire	+2	The zombie is immune to fire damage.
81-90	Immune to Sonic	+2	The zombie is immune to sonic damage.
91-94	Resistant to Turning	+1	The zombie is considered to be double its Hit Dice for the purposes of turning.
95-100	Roll Twice		
D100	Movement	CR	Description
01-20	Normal	0	The zombie retains the normal movement it had in life.
21-50	Shamble (Ex)	-2	The zombie has poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.
51-60	Burrow (Su)	+1	The zombie can tunnel through dirt at 30 feet per round, but not through rock. Zombies cannot charge or run while burrowing.
61-70	Hop (Su)	+1	The zombie can hop vertically or horizontally up to 30 feet per round without making Jump checks. It has a +8 racial bonus on any Jump check to perform some special action or avoid a hazard. The zombie can always choose to take 10 on a Jump check, even if distracted or endangered. The zombie can use the run action while jumping, provided it jumps in a straight line.
71-80	Swim (Ex)	0	The zombie can move through water at 30 feet per round without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The zombie can always choose to take 10 on a Swim check, even if distracted or endangered. The zombie can use the run action while swimming, provided it swims in a straight line.
81-85	Silent (Su)	+1	The zombie can move at 30 feet per round without making Move Silently checks. It has a +8 racial bonus on any Move Silently check to perform some special action or avoid a hazard. The zombie can always choose to take 10 on a Move Silently check, even if distracted or endangered. The zombie can use the run action while Moving Silently, provided it moves in a straight line.
86-95	Fly (Su)	+1	The zombie can fly supernaturally at 30 feet per round with a maneuverability of clumsy.
96-97	TV Travel (Su)	+2	The zombie can travel through TV sets that are turned on, entering "TV land." For every minute the zombie spends moving through TV, it can re-emerge into the real world through another TV up to five miles away. Thus, a zombie can use this power to travel rapidly by physically entering the TV world, moving the desired distance, and then stepping back into the real world through another TV. The zombie knows where it will emerge in the real world. It cannot enter or exit a TV set that isn't turned on.

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98	Fog Form (Su)	+2	Most of the time a zombie is solid, but it can assume fog form at will. It can switch forms once per round as a free action and can spend up to 20 rounds per day in fog form. A zombie in fog form can fly at a speed of 50 feet (perfect). This ability is otherwise similar to a gaseous form spell (caster level 7th).
99	Roll Twice		
100	Roll Thrice		
D100	Hunger	CR	Description
01-30	None		The zombie isn't hungry at all and doesn't feed on anything.
31-60	Brains (Ex)	+2	The zombie craves brains. On a successful grapple check, the zombie can attempt to crush and crack open the victim's skull. The victim must succeed at a Fortitude save (DC 15) to avoid this attack. If the victim fails his or her save, the zombie then spends 1 round munching on the victim's brain (an activity that is usually fatal to the victim).
61-80	Blood Drain (Ex)	+1	The zombie can suck blood from a living victim by making a successful grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the zombie gains 5 temporary hit points.
81-90	Life Force (Su)	+2	A zombie with this ability can sap a living opponent's vital energy with a successful melee attack. A successful melee attack automatically drains energy from the victim, bestowing one negative level. If an attack that includes an energy drain scores a critical hit, it bestows two negative levels. The zombie gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. An affected opponent takes a -1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 zombie's racial HD + zombie's Cha modifier). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.
91-100	Fear (Su)	+1	The zombie is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within a 60-foot radius of the zombie that look at it must succeed at a Will save or be affected as though by a fear spell from a sorcerer of the zombie's level. A creature that successfully saves cannot be affected again by the same zombie's fear aura for 24 hours.
D100	Vulnerability	CR	Description
1-10	Normal		The zombie has the same vulnerabilities it had in life.
11-20	Daylight Powerlessness (Ex)	-2	The zombie is utterly powerless in natural sunlight (not merely a daylight spell) and flees from it.
21-30	Darkness Powerlessness (Ex)	-2	The zombie is utterly powerless in darkness (natural or magical) and flees from it.
31-40	Vulnerable to Acid	-2	The zombie takes half again as much (+50%) damage as normal from acid, regardless of whether a saving throw is allowed, or if the save is a success or failure.
41-50	Vulnerable to Cold	-2	The zombie takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.
51-60	Vulnerable to Electrical	-2	The zombie takes half again as much (+50%) damage as normal from electrical attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure.
61-80	Vulnerable to Fire	-2	The zombie takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.
81-85	Vulnerable to Holy Water	-1	The zombie takes half again as much (+50%) damage as normal from holy water (4d4 points of damage).
86-90	Vulnerable to Sonic	-2	The zombie takes half again as much (+50%) damage as normal from sonic attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure.
91-95	Fear of Mirrors (Ex)	-1	The zombie cannot tolerate mirrors and will not knowingly enter an area with a mirror in it. Mirrors don't harm the zombie; they merely keep it at bay by causing it to recoil in fear. A recoiling zombie must stay at least 5 feet away from a creature holding the mirror and cannot touch or make melee attacks against the creature holding the mirror as long as the creature wields the mirror. Holding a zombie at bay with a mirror is a standard action.
96-99	Memories of Past Life (Ex)	-1	The zombie is driven into a rage by the fear and loathing inevitably directed toward it by the living. If a living humanoid treats the zombie like a normal person with a successful Bluff check (DC 20), the zombie takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.
100	Roll Twice		

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D100	Hardiness	CR	Description
01-50	Normal	0	The zombie is just as hardy as it was when it was alive.
51-75	Regeneration (Su)	+2	Damage dealt to the zombie is treated as nonlethal damage. The zombie automatically heals nonlethal damage at a rate of 5 hit points per round. Fire and acid deal lethal damage to the zombie, which can't be regenerated. Attacks that don't deal hit point damage ignore regeneration. Regenerating zombies can regrow lost portions of their bodies and can reattach severed limbs or body parts.
75-95	Ouanga (Su)	+1	The ouanga is a small voodoo doll that stores the zombie's life force. The only way to get rid of a zombie with this power is to destroy its ouanga. Unless its ouanga is located and destroyed, the zombie reappears 1d10 days after its apparent death.
96-100	Gigantism (Su)	0	The zombie bloats up to two size levels larger than its original size.
	High Ability		
01-30	Normal	0	The zombie's attributes remain the same.
31-70	Strong	+1	The zombie's Strength increases by +2.
71-85	Alert	+1	The zombie's Wisdom increases by +2.
86-90	Fast	+1	The zombie's Dexterity increases by +2.
91-95	Cold Beauty	+1	The zombie's Charisma increases by +2.
96-100	Roll Twice		
D100	Low Ability	CR	Description
1-20	Normal	0	The zombie's attributes remain the same.
21-50	Mindless	-2	The zombie has no Intelligence score. The zombie loses all skills and feats.
51-70	Slow	-1	The zombie's Dexterity decreases by -2.
71-85	Horrific	-2	The zombie's Charisma decreases to 1.
86-90	Unobservant	-1	The zombie's Wisdom decreases by -2.
91-95	Weak	-1	The zombie's Strength decreases by -2.
95-100	Roll Twice		
D100	Special Attack	CR	Description
01-20	Normal	0	The zombie has no special attacks other than what it had in life.
31-60	Improved Grab (Ex)	+1	When the zombie hits with its claws, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.
61-90	Constrict	+1	The zombie deals 1d6+2 on a successful grapple check, in addition to the zombie's normal claw damage.
91-98	Rage (Ex)	+1	The zombie flies into a berserk rage after a certain trigger (specified by the Gamemaster) sets it off. On the turn after becoming enraged, the zombie begins clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Defense. The zombie cannot end its rage voluntarily.
99	Corrosive Touch (Su)	+1	The zombie's touch is corrosive. A zombie deals 1d6 points of acid damage to any creature or object it touches. If making an unarmed attack, this damage is in addition to any other damage the zombie deals. If the zombie successfully grapples or pins a foe, the grasp deals 2d6 points of acid damage. If the zombie can entirely enclose an object (or a very small creature) in the grip of both of its hands, it deals 3d6 points of acid damage. The acid denatures 1 round after use, losing all efficacy and the ability to deal damage.
100	Roll Twice		
D100	Contagion	CR	Description
01-20	Not Contagious		
21-80	Zombie Fever (Su)	+1	Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Constitution-based. An afflicted humanoid that dies of zombie fever rises as a zombie at the next midnight. It is not under the control of the zombie that created it, but it hungers for the brains of the living.
81-90	Blood (Ex)	+2	A Successful hit on the zombie with a slashing or piercing weapon requires all creatures within a 10-foot radius to succeed at Reflex save (DC 13) or be sprayed with the zombie's infectious blood. Disease Blood, Fortitude DC 12, incubation period 1 round, damage 1d3 Con and 1d3 Dex. The save DC is Constitution based. An afflicted humanoid that dies of zombie fever rises as a zombie at the next midnight. It is not under the control of the zombie that created it, but it hungers for the brains of the living.
91-94	Radiation (Ex)	+2	The zombie gives off radiation in a 30-foot radius. Anyone within range must make a Fortitude save (DC 18), incubation period 1 day, damage 1d6 Con. The save DC is Constitution-based. An afflicted humanoid that dies of radiation rises as a zombie at the next midnight. It is not under the control of the zombie that created it, but it hungers for the flesh of the living.
95-99	Death Kiss (Ex)	+1	A zombie that makes a successful grapple check can attempt to spit a worm into its victim's mouth. The victim can evade this attempt with a successful Reflex save (DC 15) or have a worm spit into the victim's mouth. It can spit once per round so long as the grapple is maintained. The zombie has 2d4 worms in it. See the "creep" entry for an example of this contagion.

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100	Explode (Ex)	+1	The zombie can cause itself to explode, usually in a populated area. This attack spews worms at every living being within 30 feet. A living target caught within this radius must make a Reflex save (DC 10) to avoid having a particularly well-aimed worm enter an orifice. See the “creep” entry for an example of this contagion.
D100	Origin	CR	Description
01-10	Aliens		Aliens decide that rather than put themselves at risk, they’ll just use the human leftovers (read: corpses) and take over the Earth that way instead. A few rays of extraplanar energy later and VOILA! Instant zombies.
11-15	Cursed Ground		An ancient curse causes all those on a particular spot of ground to turn into zombies.
16-25	Hell		For one reason or another, demonic forces decide to escape hell and prance around on earth in the form of bodies nobody’s using... the dead.
26-30	Lightning		Lightning hits at just the right time, inexplicably reanimating the zombie. Nobody knows why this happens.
31-35	Love		The zombie comes back because he’s really in love with somebody still alive.
36-40	Meteor		A meteor crashes into the Earth, irradiating the surrounding corpses with strange energy that causes them to rise up as zombies.
41-50	Necromancy		An insane necromancer (is there any other kind?) decides to use the undead as cheap labor and begins reanimating people he didn’t like in life to do his bidding.
51-55	Parasite		A strange parasite reanimates corpses as vehicles to find and infect more hosts.
56-60	Plague		Some kind of plague converts living humans into zombies—it might be spread by food, in the water, or even in the air itself.
61-65	Psychic Powers		Through mental willpower alone, the dead are dragged back into life.
66-70	Revenge		The zombie in question gets really mad and comes back to avenge its killer(s).
71-80	Science		Whether it’s experiments gone awry or the creation of a super soldier-program, the zombies are created through man-made science. Nazis are fond of creating undead super-soldiers.
81-85	Toxic Spill		Toxic chemicals dumped into a river overflow into the nearest graveyard, animating the dead.
86-90	Video		Too much TV and videogames turns kids into zombies. No really.
91-100	Voodoo		A malicious bokor reanimates the dead for his own purposes.

11, touch 9, flat-footed 11 (–1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, move or attack action only; AL none or creator; SV Fort +0, Ref –1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1. Skills: None. Feats: Toughness. Possessions: Burial clothes.

Huge Crocodile Zombie: CR 6; Huge undead; HD 14d12 plus 3 (Toughness feat); hp 94; Init +0; Spd 20 ft., swim 30 ft.; Defense 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +5; Grap +22; Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); Full Atk +12 melee (2d8+13, bite), or +12 melee (1d6+13, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ undead, move or attack action only, aquatic, improved grab, low-light vision; AL none or creator; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 29, Dex 10, Con —, Int —, Wis 10, Cha 1. Skills: None. Feats: Toughness.

Designing a Zombie

Zombies come in many different shapes and sizes; the chart below describes in detail the types, vulnerabilities, attacks, origins, and other characteristics of the zombies detailed elsewhere in this chapter. Alternatively, if you’d prefer to design a new type of zombie from scratch (or customize an existing zombie type), you can use table 4-1 to determine the zombie’s characteristics and abilities, rolling 1d100 for each zombie aspect or selecting from the available options. Except where particular attributes contradict each other, a zombie can have as many or as few of these attributes as the Gamemaster deems appropriate. Gamemasters are

encouraged to come up with new zombie attributes with which to surprise and horrify players, using the ones listed here as examples.

ZOMBIE, ATOMIC

Type: Construct
Senses: None
Defenses: Damage Reduction (10/Piercing)
Movement: Normal
Hunger: None
Vulnerability: None
Hardiness: Normal
High Ability: +2 Str
Low Ability: 0 Int, –2 Dex
Special Attack: None
Contagion: None
Origin: Science
CR: +0

This well-dressed zombie wears a suit and tie. It moves mechanically and stares straight ahead. Only the suture across its forehead betrays its origins.

Atomic zombies are reanimated with a brain implant and replacement of bodily fluids with radioactive chemicals. They are powered by radium and must be recharged with it once a day. Their brains eventually disintegrate; atomic zombies are only animated for a week.

Atomic zombies are the poor mad scientist’s astro zombie: not nearly as powerful, but still capable of clubbing your enemies to death.

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Combat

Atomic zombies kill whoever they're told to kill, like good zombies.

ZOMBIE, ASTRO

Type: Construct
Senses: None
Defenses: Damage Reduction (10/Piercing)
Movement: Normal
Hunger: None
Vulnerability: Darkness Powerlessness
Hardiness: Regeneration
High Ability: +2 Dex, +2 Wis
Low Ability: 0 Int
Special Attack: None
Contagion: None
Origin: Science
CR: +2

You see a humanoid wearing a skull-faced mask and dressed in a black bodysuit.

Astro zombies are formerly living humans who have had their minds wiped. Their cells are then reactivated electronically, creating a semi-living but highly malleable servant that is susceptible to thought waves. The skin and vital organs are augmented by cybernetics to make them exceptionally tough. Astro zombies are alert and move quickly, unlike typical zombies.

Combat

Astro zombies are just one step below actual robots. They act like robots too, even in combat. Which amounts to them lumbering around and not hitting much.

ZOMBIE, BLOODSUCKING

Type: Undead
Senses: None
Defenses: Damage Reduction (10/Piercing)
Movement: Normal
Hunger: Blood Drain
Vulnerability: None
Hardiness: Normal
High Ability: +2 Str, +2 Dex
Low Ability: 0 Int
Special Attack: None
Contagion: None
Origin: Alien
CR: +4

This shambling undead is hunched over, with glazed eyes and a feral sneer on its lips.

Created by the bloodsucking wind, these zombies move quickly when they wish. They can speak and are fully interactive—interactive enough that they enjoy drinking the blood of the living.



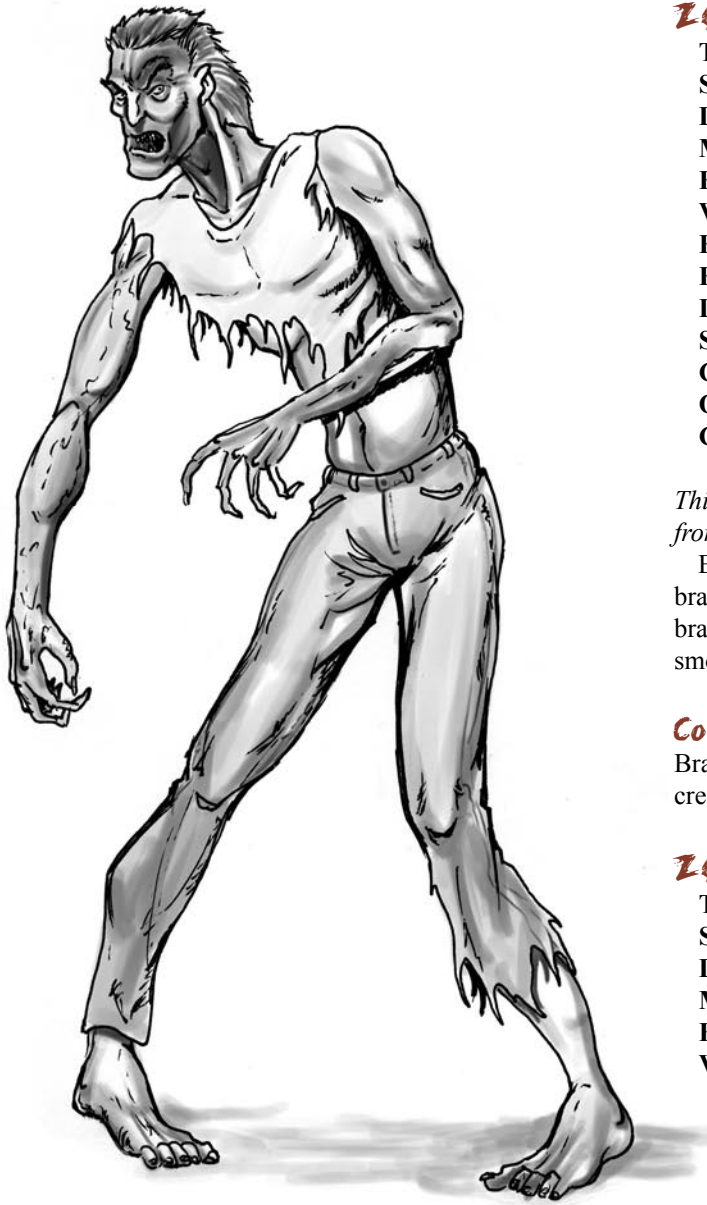
Combat

Bloodsucking zombies run around at high speed, eager to drink whatever slow-moving, blood-filled creature they can get their hands on.

ZOMBIE, BLUE

Type: Undead
Senses: Scent
Defenses: Damage Reduction (10/Piercing)
Movement: Shamble
Hunger: Brains
Vulnerability: Fire
Hardiness: Normal
High Ability: +2 Str, +2 Dex
Low Ability: 0 Int
Special Attack: None
Contagion: Zombie Fever
Origin: Science
CR: +1

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This shuffling, groaning undead has skin tinted with a bluish hue.

Your standard modern zombie, these undead are really slow and difficult to get rid of. There's just one way to do it: a piercing blow, preferably to the head. They last around 10 years before the brain finally just collapses. They crave brains. Delicious, spicy brains. But hey, who doesn't?

Usually, it's a weird military gas that makes blue zombies. In any case, they have no allegiance to anyone and very little memory of their former lives.

Combat

Blue zombies like brains and will walk in a straight line towards the nearest brains they can smell.

ZOMBIE, BRAINLESS

Type: Undead
Senses: Normal
Defenses: Cold
Movement: Shamble
Hunger: None
Vulnerability: Fire
Hardiness: Normal
High Ability: +2 Str
Low Ability: 0 Int, -2 Wis
Special Attack: None
Contagion: None
Origin: Alien
CR: 0

This shambling corpse has white pupils, and blood drips from the corners of its eyes.

Brainless zombies are not particularly intelligent (they're brainless, get it?). An autopsy performed on a destroyed brainless zombie reveals that their brains are completely smooth.

Combat

Brainless zombies act at the behest of the hsing-sing that created them, and thus only attack enemies of their master.

ZOMBIE, CREEP

Type: Undead
Senses: Normal
Defenses: None
Movement: Shamble
Hunger: None
Vulnerability: None
Hardiness: Normal
High Ability: +2 Str, -2 Dex
Low Ability: 0 Int
Special Attack: Improved Grab
Contagion: Spit Worm, Explode
Origin: Alien
CR: +3

This animated corpse stumbles about wildly. Something pulses in its mouth, as if the zombie's tongue had a life of its own.

Creep zombies contain creeps in their brains, and are especially adept at spitting them into other peoples' mouths. Isn't that delicious?

Other creeps create creep zombies, which accounts for more kissing than takes place at most make-out sessions in parents' basements.

Combat

Creep zombies are less combatants than they are physical delivery systems for explosive infestations of creeps. If you see one, it's already too late.

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ZOMBIE, CRYONOID

Type: Undead
Senses: Normal
Defenses: Immune to Electrical
Movement: Shamble
Hunger: None
Vulnerability: Cold
Hardiness: Normal
High Ability: +2 Str
Low Ability: 0 Int
Special Attack: None
Contagion: None
Origin: Lightning
CR: -1

This bald zombie suffers from grievous wounds, has glowing white eyes, and wears a thin, silvery bodysuit.

These zombies are the result of cryogenics gone wrong. When lightning strikes, the zombies are animated.

The circumstances required to create cryonoid zombies are rare—the subject must be dead, cryogenically preserved, and then electrocuted with the strength of a lightning bolt.



Combat

Cryonoid zombies attack everything in sight in revenge for being really cold for a really long time.

ZOMBIE, DEMONIC

Type: Undead
Senses: Normal
Defenses: Damage Reduction (10/Piercing)
Movement: Fly
Hunger: None
Vulnerability: Daylight Powerlessness
Hardiness: Normal
High Ability: +2 Str, +2 Dex
Low Ability: 1 Cha
Special Attack: Improved Grab
Contagion: Zombie Fever
Origin: Hell
CR: +4

This humanoid floats like a demented marionette, its limbs hanging in awkward positions. Its eyes are covered over with white mucus and its skin is translucent, with blue veins pulsing everywhere.

The problem with demonic zombies is that they're not slow, shambling morons. They're fast and smart and bitter about life. In fact, they never shut up.

Combat

Demonic zombies fly like drunken fools, hurling themselves at their nearest foes so they can eat them. They enjoy biting but will use anything they can get their hands on as a weapon. Aim for the head—it may not kill them, but it will stop the endless taunts.

ZOMBIE, FOG

Type: Undead
Senses: Normal
Defenses: Immune to Fire
Movement: Fog Form, Silent
Hunger: None
Vulnerability: None
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex
Special Attack: None
Contagion: None
Origin: Revenge
CR: +7

Out of the fog steps a red-eyed leprous corpse, bloated from its year spent at the bottom of the ocean.

Fog zombies are the victims of a curse. They return to wreak havoc on the ancestors of those who wronged them.

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Combat

Fog zombies are fond of wielding instruments of death typically associated with the sea—belaying pins, fishing hooks, etc.

ZOMBIE, FORMALDEHYDE

Type: Undead
Senses: Normal
Defenses: Immune to Acid, Damage Reduction (10/Piercing)
Movement: Shamble
Hunger: None
Vulnerability: Holy Water
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex, 0 Int
Special Attack: Improved Grab, Constrict
Contagion: None
Origin: Science
CR: +2

You see a pale, bloody corpse that trudges along in hospital robes, twitching as it walks.

Formaldehyde zombies are the result of patients who died in clinical facilities and were reanimated through a twisted embalming process.

Combat

Formaldehyde zombies like brains much more than do other zombies. They crush skulls and pop out the slippery brains to add to their collection.

ZOMBIE, KYOSHI SPAWN

Type: Undead
Senses: Normal
Defenses: Damage Reduction (10/Piercing)
Movement: Shamble
Hunger: None
Vulnerability: None
Hardiness: Gigantism
High Ability: +2 Str
Low Ability: -2 Dex
Special Attack: None
Contagion: None
Origin: Hell
CR: +1

This bizarre undead being has bulging eyes and a massive, twisted form that strains with every step to contain itself from bursting.

Any living being that is killed by a kyoshi becomes a kyoshi spawn. Kyoshi spawn grow two size levels and are mindless killing machines that hunger for human flesh.

Combat

Kyoshi spawn are killing machines. There's nothing they won't kill, stomp, eat, mulch, and did we mention that they eat everything in their path?

ZOMBIE LORD

Type: Undead
Senses: Lifesense
Defenses: Damage Reduction (10/Silver)
Movement: Silent
Hunger: Life Force
Vulnerability: None
Hardiness: Regeneration
High Ability: +2 Str, +2 Wis
Low Ability: 1 Cha
Special Attack: Improved Grab, Constrict
Contagion: Zombie Fever
Origin: Voodoo
CR: +12

This zombie looks just like it did in life, save that its skin has turned the pale gray of death and its flesh has begun to rot and decay. The odor of vile corruption and rotting meat hangs about it; carrion-feeding insects buzz about, dining on

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the bits of flesh and ichor that drop from its body.

The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. The zombie lord seeks out places of death as lairs. Often, they live in old graveyards or on the site of a tremendous battle—any place where there are many bodies to animate and feast upon. The mind of a zombie lord tends to focus on death and the creation of more zombies (go figure). The regions around their lairs are often littered with the decaying bodies—often half-eaten—of those who have tried to confront the foul creature. They seldom devise grandiose schemes, but will frequently plan to take over a small town and turn its entire populace into living corpses.

Combat

Zombie lords make other zombies do their bidding. Many of them are necromancers or bokors themselves.

ZOMBIE, NAZI

Type: Undead

Senses: Normal

Defenses: Immune to Fire, Damage Reduction (10/Piercing)

Movement: Swim

Hunger: None

Vulnerability: None

Hardiness: Normal

High Ability: +2 Str

Low Ability: -2 Dex

Special Attack: Rage

Contagion: None

Origin: Science

CR: +6

Beyond its anachronistic Nazi uniform, this zombie's most noteworthy features are its white pupils and the strips of flesh hanging from its face.

Mad scientists—mad Nazi scientists, to be precise—created Nazi zombies to be the ultimate soldiers, capable of surviving in any environment (especially U-boats). Unfortunately, they are also all quite psychotic, as only the most violent psychopaths were selected for the experiment.

Nazi zombies were (and are) created using “Gamma Gas.” There’s an obvious joke here, but in a rare show of restraint, we will not use it.

Combat

Nazi zombies are cannibalistic and enjoy eating the flesh of the living. They are also smart enough to use military tactics.



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ZOMBIE, OKOKIYAT

Type: Undead
Senses: Normal
Defenses: Damage Reduction (10/Piercing)
Movement: Shamble
Hunger: None
Vulnerability: Fire
Hardiness: Ouanga
High Ability: +2 Str
Low Ability: -2 Dex, 0 Int
Special Attack: None
Contagion: None
Origin: Voodoo
CR: -2

This shuffling zombie is a moldy corpse devoid of any signs of intelligence.

Okokiyat zombies are created through voodoo magic by sculpting an effigy (an ouanga) out of wax or some other substance. The ouanga is then placed in a coffin or some other place of confinement, where the bokor uses it to control the okokiyat zombie.

Combat

Okokiyat zombies don't really fight—they stumble and trip into people. Only the strategic mind of a bokor can put them to effective use.

ZOMBIE, PROTOZOAN

Type: Plant
Senses: Tremorsense
Defenses: Damage Reduction (10/Piercing)
Movement: Swim
Hunger: None
Vulnerability: Fire
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex, 0 Int
Special Attack: None
Contagion: None
Origin: Toxic
CR: -1

This goggle-eyed, reptilian fish-man has green, slimy skin and sharp claws.

Spawned from radioactive waste, these strange zombies aren't typical undead. They are in fact protozoan colonies that have grown on and around the bones of human skeletons, animating them as protozoan zombies. In essence, they're plant people. The average protozoan zombie stands 5 feet tall and weighs 175 pounds.

Combat

Protozoan zombies attack in waves in an attempt to overwhelm their opponents, drag them back into the water, and cleanse their bones for use in creating future protozoan zombies.

ZOMBIE, RADIATION

Type: Undead
Senses: Normal
Defenses: Damage Reduction (10/Piercing)
Movement: Shamble
Hunger: None
Vulnerability: None
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex
Special Attack: None
Contagion: Radiation
Origin: Meteor
CR: +3

This living dead being has splotched and mottled skin, vacant eyes, and sores all over its body as if it was recently cooked. Its eyes glow a sickly bright green.

Radiation zombies are a modern phenomenon that is spawned by large doses of radiation. This radiation can spring from government experiments, a meteor, a nuclear meltdown, or eating too many Twinkies.

Combat

Radiation zombies are usually too fried to have any real combat tactics. Instead, they rely on the hostile nature of their environment and their own radiation auras to bring foes low.

ZOMBIE, REVENANT

Type: Undead
Senses: Lifesense
Defenses: Damage Reduction (10/Piercing)
Movement: Silent
Hunger: None
Vulnerability: Memories of Past Life
Hardiness: Regeneration
High Ability: +2 Str, +2 Dex
Low Ability: None
Special Attack: None
Contagion: None
Origin: Revenge
CR: +8

This zombie's face is pale white, a mannequin mask of vengeance.

Revenant zombies reanimated themselves through sheer force of will. They have but one goal: the death of their murderers.

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Combat

Revenant zombies are as capable as they were in life, only more difficult to destroy. They take advantage of the tactics of the living and may even try to blend into normal society for a time, before their wounds become egregious.

ZOMBIE, TEMPLAR

Type: Undead
Senses: Tremorsense
Defenses: Damage Reduction (10/Piercing)
Movement: Silent
Hunger: Blood Drain
Vulnerability: Memories of Past Life, Fear of Mirrors
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex
Special Attack: None
Contagion: None
Origin: Curse
CR: +4

You face gray-hooded warrior monks wearing white tunics decorated with blood-red ankhs. Beneath the mantle you see leathery flesh and wisps of a beard.

The Templars that returned from the Crusades turned out to be as every bit as heretical as the Inquisition accused them of being. They forsook the cross for the ankh and sacrificed victims to a malignant deity. The local villagers eventually retaliated by stringing them up. Crows plucked out their eyes, leaving them blind even in death.

Combat

Templar zombies are elite combatants and still wield their swords. They also ride zombie horses. No, really.

ZOMBIE, TOXIC

Type: Undead
Senses: Normal
Defenses: Immune to Acid
Movement: Shamble
Hunger: Normal
Vulnerability: None
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex
Special Attack: Corrosive Touch
Contagion: None
Origin: Toxic Spill
CR: +3

This mottled zombie is covered in pustules. Its flesh is rubbery and wet and looks as if it could fall off the skeleton it's attached to at any moment.

Toxic zombies are combative, violent, and bitter about their lot in life. They often try to resume their old lives with little success.



Combat

Toxic zombies are fond of tossing opponents into the same toxic goo that created them.

ZOMBIE, ULTRASONIC

Type: Undead
Senses: Normal
Defenses: Damage Reduction (10/Piercing)
Movement: Shamble
Hunger: Normal
Vulnerability: Sonic
Hardiness: Normal
High Ability: +2 Str

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Low Ability: -2 Dex
Special Attack: None
Contagion: None
Origin: Science
CR: -1

This humanoid has cracked, parchment-like skin and a blank expression.

Ultrasonic zombies are raised from the dead through... well, ultrasonics. A mad scientist can control ultrasonic zombies via sound waves.

Combat

Like many other zombies, ultrasonic zombies rely on strangling their victims.

ZOMBIE, VIDEO

Type: Undead
Senses: Normal
Defenses: Damage Reduction (10/Piercing)
Movement: TV Travel
Hunger: Fear
Vulnerability: Memories of Past Life, Fear of Mirrors
Hardiness: Normal
High Ability: +2 Str
Low Ability: -2 Dex
Special Attack: Rage
Contagion: None
Origin: Video
CR: +5

This strange zombie flickers in and out of reality as if it was a bad transmission from a TV show.

Video zombies manifest from televisions that play far too many crappy horror movies. We told you TV is bad for you!

Combat

Video zombies are mostly likely to appear in malls and other places with lots of televisions.

HARDWARE MAN



HARDWARE MAN

Billy kicked the chair out from under his feet, causing the rope around his neck to tighten as his full weight finally, blessedly, made it possible to hang himself.

Hanging from the center of the room, Billy could feel the blood swirl around the inside of his head. All his eyes could focus on was the clock. Its hands inched along, slower and slower. Or was that his heartbeat? He couldn't tell.

Tick.

The clock didn't tock. It just ticked. Stupid clock, thought Billy. Nothing works around this damn place.

He hoped it would stop. A century passed between the ticks. It occurred to Billy that there were many, many moments within a second. There was a lot of stuff you could do in that space of time.

For God's sake, why can't I kill myself quickly?

The highest roof in his mom's house was in the basement. Which was fine, because Billy lived there.

He was 30 and still living with his mom. Why God hadn't stricken him down already out of sheer disgust at his pathetic existence, Billy wasn't sure. But he was going to fix that little problem. Just another...

Tick.

Good, thought Billy. I'll be dead any second now.

The last straw had been the Killer Robotz competition. Billy, with his pal Gerald—whom everyone nicknamed "Goofus" because he was such a goof—had created the Spatulomatic Supreme, a whirling bot of doom with spatulas for hands. Sharpened spatulas.

It had seemed like a good idea at the time.

It had seemed like a great idea, actually, up until the unimaginatively named "Hackster" hacked Spatulomatic up into tiny metal shards. The crowd cheered. Billy was crushed. Two years. Two goddamn years and he...

Why the hell aren't I dead yet?

Tick.

Three seconds. Come on!

He was descending. For a second, Billy postulated that this was what death felt like. Maybe he was going to hell. Cool.

There was a horrible creak as the beam over Billy's head finally gave up the struggle to bear his entire 258 pounds. With a shriek of defeat, it snapped in half, dumping dust, rat droppings, and the rope Billy had made out of the remaining wires of Spatulomatic unceremoniously into a pile of pasty limbs and electrical parts.

Billy lay there for a while. Maybe he would just die. He'd heard stories about people who thought they were dead and then really died because they believed it so strongly.

It became apparent after a few minutes that that wasn't going to happen. Billy swore and rose up out of the pile, a phoenix rising from the ashes—if the phoenix was a fat, pale-skinned man in a stained shirt that read "Team

Spatulamatic" on the back.

"Hey!" shouted Goofus from the open basement window. "Hey, hey!"

Billy took a deep breath and kicked some of the debris out of the way. He didn't want to hurt Goofus' feelings, but he was beginning to even hate Goofus. His only friend, and he hated him. Billy wanted to kill himself even more.

Goofus was rail thin, a trait that wasn't lost on the few eligible women still in their small town. Especially when the two friends stood next to each other. Billy was the fat one. It was a veritable plethora of comedy material.

Goofus used his incredibly emaciated body to good effect, slipping in doors, sliding through open windows, "hiding" in lockers. Goofus pretended he did the last "because it was funny."

He slid in through the window, landing on his feet. Despite his smooth landing, he stumbled backward and smacked his head into the unpainted cement wall of the basement.

"Hey," he said, rubbing the back of his head, "you know that vacant lot right beside the gas station?"

Billy picked up the glasses he'd left on the table next to his computer. The table wasn't very far from his bed. Actually, everything was in immediate reach.

"Yeah?" he said, noncommittally. That particular spot had long since been paved over. Billy's dad used to work at the factory there. Billy didn't visit that gas station. Ever. (It helped that he didn't have a car.) Goofus hadn't made the connection. Goofus had a very short-term memory—it was why he was always so excited about things that any sane human would be jaded and bitter about.

"Well, somebody bought it. They're gonna build a shop where we can go buy bolts and screws!"

Billy took his glasses off and cleaned them on his shirt, a nervous habit. "Don't fool with me today, Goofus. That's not funny."

"No man, I'm serious! Where were you, anyway? I've been trying to call you all morning. I know today's—well, I know today's the anniversary of your dad's... uh..."

"You can say it," Billy snapped at him, a little more vehemently than he meant to. "He died."

Billy's dad had been a cryogeneticist, specializing in preserving bodies. He'd won a Noble Prize for it. Those were the good old days, when his parents were happy. Five years seemed like five millennia, back when humanity was figuring out the secret of fire.

Instead, one man was concocting something awful in a laboratory. Cryogenix said it was an accident, but Billy's family didn't believe them. His family knew that their pride and joy, the smartest one in the family, could never have made a mistake like that.

The accident was so bad that Cryogenix claimed there was no body for the funeral.

"Yeah. Look, I'm sorry. And maybe this isn't appropriate, but I thought you'd like the news."

Billy looked down at the pile of debris. Goofus looked up at the place where the broken beam had once been. He put

HARDWARE MAN

one hand on Billy's shoulder.

"Dude. You gotta stop trying to do pull-ups. You're too heavy."

Billy shrugged. That was in the past. There was a hardware store coming into town.

To the average person, a hardware store was an orange and white symbol of civilization. Mystical things happened there. From its loins, houses were built. With tools from the depths of its many aisles, pipes were mended, walls were painted, and structures were built up and torn down. It was a place where man-made things went to die and be reborn.

To Billy and Goofus, it was the Holiest of Holies. Within were the magician's tools of their craft. And they weren't just tools—they were kickass tools, with turbofans and heavy-duty grips and steel cores attached. To two guys who dreamed of killing other robots with spatulas, being able to buy a chainsaw and a nail gun at the same store was... orgasmic. And they hadn't experienced that without self-prompting in a long time.

Billy looked over at Goofus, who looked a little too happy for his taste. He smacked him.

"Dude, I'm in the room. Get your hand away from your crotch."

Goofus blushed furiously. Goofus blushed at the slightest mention of sex. "Whatever—I was not! I'm just so juiced about this store, man—you know what this means, right?"

Billy cocked his head sideways. "What?"

"Jobs! Finally, this crappy economy can kiss my ass!" With all the enthusiasm of a preacher in a pulpit, Goofus proclaimed his independence from the malaise that had been haunting the town. He also managed to use two instances of bathroom humor in one sentence. Goofus tended to do that.

It wasn't that he was an idiot; he was just very single-minded. Goofus would say things like, "I got so hammered last night that I nailed that chick." Only that would be in the alternate universe where Goofus was actually cool.

There was a creak over their heads.

"Say," Goofus said, pointing and gawking at the ceiling. "Wasn't that a load-bearing beam?"

There was a loud crack and two large buttock-sized imprints bump-bumped their way through the ceiling, accompanied by a long screech that Billy correctly interpreted as his mother coming to the sudden realization that her grossly overweight form had become too much for inanimate objects to bear.

Goofus edged back towards the window. "That's my cue. There's going to be a lot of people tomorrow, so you know we're going to have to get there early."

Billy strained to hear him over the shrieking, "What?"

"We're going to have to Star Wars it."

"I am so not doing that for a job. I..." Billy trailed off as his mother stopped screaming to suck another massive bellyful of air into her lungs. Goofus climbed out the window. He'd gotten better at exiting after he learned that sticking around usually got him arrested by the police.

The shrieking started again. Goofus stuck his head back in the window.

"Coming?"

Billy reached over, grabbed his sleeping bag, and stumped up the stairs and out of his mother's house.

Maria adjusted her hair one more time, smacked her perfectly applied lipstick, tugged her skirt down and then on second thought hiked it up a little bit more. She glanced over at her cameraman.

"Beautiful, Maria," said Biggs, from behind the camera. "The skirt thing's a nice trick."

Maria smiled a sparkling white smile that was impossible to achieve by natural means. "I'm appealing to my core demographic."

"Dirty old men?"

Weston, the boom-man, started to have one of his giggle fits, but Maria shot him a look and he quieted down.

"And we're on in five, four, three," Weston pantomimed "two, one."

Maria tossed her hair back in just the right way.

"Welcome to this morning's news at nine. Today's top story: Will the New Y-Mart Produce Jobs or Freeze Us Out?"

She gestured to the Y-Mart behind her. It was a sprawling blue and white structure with a big yellow sign that screamed "Y-MART!"

"I'm standing in front of the local Y-Mart, the first of its kind in this small town. With its arrival comes the hope of new jobs. Unemployment is at an all-time high."

She turned to look at the Y-Mart, and then did a double take. Below the camera's view, Maria gestured at Biggs. He knew that the signal meant she wanted him to zoom in on something.

The camera zoomed in and focused on two guys rolled up in sleeping bags out in front of the store.

"Even now, the homeless are using the new store's awning as a shelter. When did things get this bad? Most residents know exactly when: five years ago, when a fatal accident killed one Jonathan Wizzley. Although the Wizzley family wouldn't talk to us on camera, we've pieced together the tragic story that precipitated the beginning of the end for this humble town."

Biggs rolled a tape that Maria had prepared separately for the story. A picture of the cryogenics lab five years ago flickered into each of the 538 households in the area that had the TV on.

"The cryogenics company known as Cyrogenix Labs catered to the rich; here in this small Arizona town, those with enough money could be cryogenically preserved after death. Although one might assume the Arizona sun would be a detriment to the process of freezing the corpses of the fabulously wealthy, Arizona's low incidence of storms and earthquakes actually makes it one of the safest places in America for such procedures.

"It was a growing business. Local labor was used throughout the construction of the complex, from building an underground power generator to mixing the coolant tanks. For a while, the town prospered.

"But five years ago on October 4, Jonathan Wizzley, a

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longtime resident of the town and father of one, was killed in a chemical spill. The ensuing lawsuit raised questions about how Cryogenix handled their client's bodies. When relatives of the frozen corpses decided to sue, Cryogenix folded.

"Mrs. Wizzley's story is typical of what happened next. Although she received some money from the settlement, the money would not last forever." More footage, taken the day before, showed the police at the Wizzley house.

"After Cryogenix' collapse, a gas station chain opened on the site. Its owner's vision was to take advantage of the massive storage tanks buried deep beneath the town... but there were problems."

A bucktoothed guy in a red trucker's cap squinted at the camera. "Well, I tried to get the pumps cleaned out, but it never worked right. You know, they'd just sealed the thing up in a hurry. They didn't even clean out the lab."

"You mean?"—Maria's voice, off camera—"the rumors that foul play involving clients' bodies led to Cryogenix' hasty exit are true?"

The man squinted in Maria's direction. "Wot?"

The footage ended and they were rolling again. Maria tossed her hair, just right.

"Was Mr. Wizzley's death due to foul play? Although the police ruled it an accident, rumors persist that Wizzley discovered illegal research being conducted in—"

"Now that is just a load of horse-BEEP!" shouted a gentleman in a ten-gallon hat, cowboy boots, and a black duster. He was stalking towards Maria.

She whirled. "This must be Jeffrey T. Cootes, the owner of this franchise. Mr. Cootes, do you care to comment on the history of this place and why you chose this particular spot for a Y-Mart?"

Cootes took off his hat and wiped the sweat from his balding pate. "That is the most ridiculous thing I have ever heard. This is prime real estate. It took a lot of power to freeze people, and all of them tax dollars are finally being put to use in a way that benefits taxpayers."

"Taxpayers," the camera swung over to the vagrants, "like these homeless people sleeping on your front door?"

Cootes stalked over to the two men wrapped in sleeping bags. "Now git! Both of you, this ain't a bus station. Get—"

He suddenly remembered the camera. Cootes' six-foot frame crouched down on his heels.

"Son, you have to get out of here," he said in kinder tones. "And try not to embarrass me on camera."

Billy blinked. "Wha? Who?"

Goofus rolled over and moaned, "Tomorrow, baby."

Billy shook his head and sat bolt upright. "Is it time yet?"

Cootes blinked. He looked over his shoulder, noted the camera still rolling a few feet away. He smiled and waved a "don't worry I know what I'm doing" wave.

Then he turned back to Billy and Goofus with barely restrained rage.

"I don't know what kind of joke you boys are pulling, but—"

"The interview," Billy blurted out. He wiped drool off one

cheek. "We're in line for jobs."

"What? Boy, do you know what day it is?"

Billy looked down at his wrist. He'd forgotten his watch in his haste to kill himself. "Tues—" he looked at Cootes' expression, "Thurs—" Realizing that the expression wasn't going to change no matter what he said, he played it safe: "A day when we shouldn't be here?"

"That's right, you damn fool!" Cootes hissed. "It's Sunday. Now if you just—"

Maria was talking to the camera. "Will Y-Mart bring back the economy? Not if this is any indication. It looks like Mr. Cootes is already turning away two homeless men looking for jobs..."

Cootes sprung back to his feet. "Now, now, Miss, there's no reason to jump to conclusions."

In the background, Billy shook Goofus awake.

"These two boys are my new store managers. They got here early," said Cootes.

Goofus shoved Billy back. Billy pointed at the camera.

"They didn't have the key to open the store."

Goofus gawked.

"They're such dedicated workers," said Cootes, "that they decided to wait here until I could show up."

Goofus began blowing grandiose kisses and mouthing, "I love you all!"

"That's the Y-mart way!"

Maria managed to stop staring at the spectacle behind him and return her attention to Cootes. "We'd like to take a look around inside—"

Cootes laughed nervously. "Sorry, can't do that," he walked briskly over to Billy and Goofus. "We've got a..." he fumbled with his keys as he unlocked the door, "busy... day... ahead of us."

Billy and Goofus, who had stumbled to their feet, found themselves being shoved past the sliding doors. The doors whistled shut behind them like something out of a science fiction serial.

Two glistening white ghosts, reflected in the glistening Y-Mart floor tiles, stared wide-eyed back at the original forms that gave them life, awed at their very presence in this paradise. The reflected shades glanced at each other, blinked, and looked back out at the endless stretch of tiles extending on as far as the eye could see.

All around them were aisles upon aisles of hardware. Hardware of all shapes and sizes. Hardware that built things, hardware that destroyed things, hardware that whirled and clicked and ratcheted and turned and spun and cut and buzzed. They were the tools of man. They were the tools of creation.

The goofy-looking reflection turned to the fat one. "I think I wet myself," it whispered.

Cootes' shout broke the spell. Billy looked up from his reflection. He'd never seen a floor that clean before.

"You boys caused me a lot of trouble. Git over here. C'mon now. GIT!"

Cootes looked like he might kick them. His boots were

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tipped with polished steel, so Billy leapt to his feet and dragged Goofus, still in mid-gawk, with him.

Cootes was standing in front of a frosted glass-paned office. His hand gripped the doorknob so tightly that his knuckles turned white. "Over here. And don't you dare stop smiling—they movie cameras are still on us."

Billy looked over his shoulder. Sure enough, Maria and her camera crew were still rolling, carefully watching the exchange. Maria was narrating while the camera peered over her shoulder at the three figures inside the Y-Mart.

Goofus waved. Billy elbowed him in the ribs and dragged him into the office.

Cootes slowly, ever so slowly, closed the door behind him. It was the gesture of a man trying very hard not to lose his temper. He sat down at his desk with a huff. "This is a fine mess you've gone and gotten us into." He leaned forward, palms down on his desk. "What in tarnation were you boys doing in front of my store?"

Goofus shrugged. "We wanted to beat the lines."

Cootes tilted his head as if he had heard someone calling his name in the distance. "Lines?"

"Yeah," Goofus said in his irritating matter-of-fact manner. "We knew there'd be a lot of people lining up to work at the Y-Mart, and we wanted to be first in line."

Cootes looked from Billy to Goofus, then back to Goofus. "You're serious."

Billy nodded. "We're here for a job." He gulped as Cootes stared him down. "...sir."

Cootes leaned back into his leather chair. It creaked as he rifled through his desk drawer, pulled something out and stuck it between his teeth. He began chewing on the toothpick thoughtfully.

"So let me get this straight." He planted two booted heels up on the desk. "You two came here on a Saturday night. You brought your sleeping bags. You camped out in front of my store in the freezing cold"—Arizona nights could drop up to 30 degrees below daytime temperatures—"all because you want jobs at a hardware store?"

"Yep," said Billy.

Cootes shook his head in disbelief. "Do you know who I am, boys?"

Billy thought hard. "Well, I'd guess you're the owner of this store."

"Very good. You're right. And let me tell you something—EVEN / DON'T WANT TO WORK HERE THAT BADLY!"

His face had turned red. The camera lens outside the front door turned to focus on their conference.

Cootes wiped one hand over his face. It was an amazing transformation—by the time his hand reached his chin, Cootes had regained his composure.

"I should just kick your stupid asses to the curb for all the trouble you've caused me this morning," he snapped. Billy felt something hard drop into the bottom of his stomach and threaten to blow through his intestines.

"But," Cootes said, his lips moving as if his face was fighting what he was going to say next. "I just told that nice

news lady outside that you're working for me. So—"

Goofus grinned his crazy grin. It was much too big for his thin face. "You're going to hire us."

Cootes looked as if someone had just run over his dog. With a lawnmower.

"Tell me you have sales experience."

Billy shook his head. Goofus thought for a moment and then shook his head.

"Register experience?"

No response.

"Ever work in a hardware store before?"

"Uhm, no?"

Cootes' faced was starting to turn red again, "Do you know... *anything*?"

"We have passion," said Goofus.

"We built killer robots in the Killer Robotz competition and lost."

Cootes buried his face in his hands. A long moment of uncomfortable silence followed. Eventually, he came up for air.

"Alright. This is what we're gonna do. You're gonna work for me as night stockers, just in case little Miss Priss over there decides to drop by for another photo shoot."

Goofus and Billy high-fived each other.

"But if you screw up, you're out. After a couple of weeks, if you've actually managed to do a good job, I might let you continue working here."

His expression said "I can't wait to fire both of you," but Billy chose to ignore it.

"Report at 7 a.m. tomorrow for orientation. We've got to train you boys to do something useful."

"Yes sir!" they exclaimed simultaneously.

"You'll be working the night shift. It doesn't pay much. Nobody wants that shift. You'll be working with the most pathetic, irritable, idiotic group of losers this side of..." suddenly Cootes seemed to remember who he was talking to. "You'll do fine."

Billy and Goofus sprang up. Cootes sniffed at Billy.

"Jesus, you smell like cat piss. Be sure to take a shower tomorrow."

"I told you to move the litter box further away from your bed, dude!" whispered Goofus, far too loudly.

They started to leave.

"What are your names, anyway?"

"He's Billy," said Goofus, jabbing a thumb into Billy's considerable gut. "And me? I'm Goofus."

Cootes leaned on his desk again, tilting his head. "Say what?"

Goofus enunciated more slowly and loudly: "Goof... us?"

Cootes suddenly stood up. "What the—what's your real name, boy?"

Goofus blanched. "Gerald, sir."

Cootes nodded. "That's more like it. All right, Gerald, Billy," he put his hand out, "welcome to Y-Mart."

Billy looked at the extended hand in awe. No man had offered to shake his hand before. He grabbed it, pumped it softly.

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“You shake hands like a girl,” Cootes spat in disgust. He grabbed Billy’s hand again, “When you shake it, ya SHAKE it like ya MEAN it.” He pumped Billy’s hand twice, hard enough that it throbbed.

When it was Goofus’ turn, he put both hands on Cootes’ scaly paw and pumped it three times for good measure.

Cootes leaned on the door to his office as Billy and Goofus perambulated towards the now camera-less entrance.

“You boys have a lot of enthusiasm. You hold onto that and you might just survive the Y-Mart experience.”

They flashed smiles back at him. The doors whisked shut behind them again, this time with a note of finality.

Billy turned to Goofus, “Did he say ‘survive?’”

The sound echoed its way across the white-tiled floors of the Y-Mart. The light of the rising sun illuminated windows that stretched the length of the store. A large, rotund shadow hobbled across a long row of nervous employees.

Click, thump. Click, thump.

“Welcome to the first day of the rest of your lives,” said the gruff, mostly masculine voice of former sergeant Fran “The Man” McGallister. “I suppose most of you think that you’ve got what it takes to work at Y-Mart.”

She continued to ramble on. Goofus whispered out of the side of his mouth to Billy, “Ohmygod I think that mole on her neck winked at me.”

Billy hushed him.

“Dontlookatit, dontlookatit, dontlook—here she comes!” Goofus hissed.

Click, thump. Click, thump. Click, thump-thump. The false foot affixed to Fran’s left leg wasn’t exactly the pinnacle of structural engineering.

“...I work my people hard here. I like to think of myself as tough but fair. You keep your noses clean and you’ll do all right. You screw up, and you’re out. There’s no second chances here. At Y-Mart, we hire only the best.”

She paused to stare Goofus straight in the eyes. “And then, we make the best cry like babies and sort out the women from the wimps. What is SO FUNNY...” she looked down at Goofus’ nametag, “Mick?”

Goofus had filled out his nametag as “Mick E. Maus.” It should have been obvious, but nobody caught it because the first name, “Mick,” was written in huge letters with the “E. Maus” in microscopic print beneath it.

Goofus struggled to stretch his lips together over his considerable chompers. “Just excited about the job,” he coughed, “ma’am?”

Fran glared at him for a long moment. Goofus’ expression didn’t change. He was the kind of guy whose head could be on fire and his smarmy expression wouldn’t change.

“Stand over here,” she pointed at a spot uncomfortably close to her. In profile, Fran looked like spit on a string.

Goofus complied.

“I’m an impatient mother who’s never been in a hardware store before. You!”—she pointed at Billy—“Stand next to me and whine like a baby.”

Billy blinked.

“What?”

“You heard me, Chuckles. Move it!”

Billy took two halting steps over to her. Much to his dismay, his shadow significantly overshadowed hers. Damn. There were female employees here he was hoping to impress—or failing that, he hoped at least to not cause them to run screaming in horror.

The hooked nose swung back to face Goofus, whose smarminess was actually radiating off of him in physical waves. He lifted his chin in a gesture of affability.

“How can I help you, ma’am?”

“I’ve decided to build a bunk bed for my two sons.” She grabbed Billy by the ear and yanked hard, “OWWW!” he wailed. Fran approved. “And I don’t know how to put it together. What do I do?”

For the first time in his life, Goofus thought for a moment before he said anything. “What kind of tools do you have?”

Fran blinked. The vast warehouse that was Y-Mart was silent except for a cool breeze that made the hairs on Fran’s chin gently sway to and fro. Billy was torn between staring at the hypnotic motion of her chin hairs and wailing in pain like a baby.

“Not much,” Fran replied. “I’m pretty handy. I’ve built a sauna and a deck before.”

Goofus stuck out his lower lip and nodded. “I see. Yes, well, for a basic model, you’ll need a circular saw, a drill, and a socket. We have plans you can purchase here, and we’re running a sale on cordless drills, if you’re interested.”

Fran’s jaw dropped open, granting Goofus a view no dentist alive had ever witnessed. She turned to the endless army of new employees who stared on in shock.

Click, thump.

“Now this,” Fran said, her voice filled with something Billy strongly suspected was respect, “is how you should address a customer. Notice that Mick asked a question first before answering. He accommodated my needs without making me feel inadequate. He even recommended another item we have on sale.”

She still hadn’t let go of Billy’s ear. He had stopped wailing and was now waiting patiently, hunched over.

“And most importantly,” Fran said in a deep voice, “he never talked down to me because I was a woman.”

Billy shot a glance over at Goofus. He mouthed, “What?” Goofus shrugged and smiled.

“Excellent. Back in line, boys.”

They stumbled back into line. She resumed her slow march in front of her troops. Click, thump. Click, thump.

“You follow Mick’s example and you’ll go far.

Remember, at Y-Mart, we believe that customers shouldn’t waste their money on over-priced items at other stores when Y-Mart offers the same or similar items for less.”

Fran lifted one hand, pointing a gloved finger into the air. She was the Napoleon of hardware stores.

“What’s our motto?”

“Shop Y-Mart!” shouted the assembled employees in unison, “Because... y-not?”

Fran hobbled off out of earshot.

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Billy stared at Goofus in disgust. “Stop looking so smug with yourself.”

Goofus tilted his head in mock sympathy. “Aw, don’t be so mad—you made a great baby.”

Billy poked Goofus in the ribs with his elbow, still facing forward. “Very funny. Was she looking?”

“Who?”

“Was SHE looking? You know who I’m talking about.”

Goofus bent over to stretch his considerable upper torso out. He craned his neck left, then right.

“Oh yeah, there she is!”

“SHHHH!” Billy whispered.

“Jill’s over there,” Goofus whispered. “Man, is it just me or does she get hotter over time?”

Jill Metz, the object of Billy’s affection, stood at attention, her wide doe eyes looking up in a combination of awe and terror at Fran. She was petite, with a pert nose, perfect makeup, and long, sandy blonde hair tied up in a ponytail. Her vacuous stare made it clear that, despite his brilliant performance, Billy had never actually entered her mind. She was an actress. Billy had, at the height of his romantic aspirations, been a member of the special effects crew in high school.

It had been a strange dichotomy. Both groups were on stage, but only one was visible. In such a small town, the actors were preened over like Hollywood stars. The special effects crew was virtually ignored and consisted of pyromaniacs, science geeks, and creeps who tried to peek at the actresses undressing just off stage. They had conducted a dozen plays, including “Dance of the Werewolves” and “Ripper’s Bad Day,” but through them all, Jill had never noticed Billy.

“Dude,” said Goofus, “she didn’t notice. Your reputation is saved. And she wasn’t talking about you in the yearbook either.”

Billy didn’t believe him. Jill had written a poem in her yearbook. It read “Sometimes a strong wind must blow to remove the fog for us to see clearly.”

Billy was in charge of the fog special effects. And he was sure, with a sweaty, unshakable conviction, that SHE. MEANT. HIM.

Goofus snapped his fingers in front of Billy. “The only time she noticed you was when she bumped into you that one time—”

“On June 17, 1987, 7:18 p.m., Mountain time,” Billy blurted out automatically.

Goofus took a deep, sympathetic breath. “Just follow my lead and I’ll try to make you look cool.”

Before Billy could brutally smack the crap out of Goofus, a shout interrupted their conversation.

“Hey!” shouted Fran from somewhere out of sight at the far end of the line of employees. “Chatty Cathies! Front and center! You two get the night shift with me. Stand over with your team leader.”

Billy realized that Fran was behind them. He swiveled his head around. “That’s right...” she squinted at Billy’s nametag and then gave up. “Mick, get your buddy over

here.”

Goofus offered his arm to Billy. Billy shoved him as they made their way over to stand behind Fran, which was almost as much fun as facing her front. She was rattling off names and pointing employees in different directions. Billy recognized some of the names.

“Terence Jameson!” He had made fun of Billy in elementary school and slammed him up against a locker once for no discernable reason.

“Jeremy Dreggs!” Dreggs was a burnout from high school who had tripped Billy one day in the hall.

“Robert Riley!” Robert was a punk. The only signs of his remaining punkness were the multiple earrings in his ears. Robert had played a mean trick on Billy once—sending him flowers from Jill. Fortunately, Goofus had discovered it was fake before Billy really embarrassed himself.

“Jesus,” Goofus whispered, “and I thought we were the only losers in town.”

“Jill Metz!”

Goofus did a little dance, spun on his heel, and made a gesture as if to high-five his friend. Billy didn’t respond, but he did nearly lose control of his bowels.

Jill sauntered over warily to her motley crew of comrades.

Goofus grinned a shark’s grin at the much smaller Jill. “Hi Jill!” he practically shouted.

“Hi,” she said, glancing at his nametag, “Mick.”

He put his arms around Jill and Billy’s shoulders. “I can’t wait for us all to be working together!”

Jill and Billy both looked at him in dismay.

Sniff’s whiskers twitched as he padded out onto the waxy surface of his old hunting grounds. The loud, smelly things were gone. It was time for his usual midnight feast.

The little white mouse darted to and fro in a zigzag pattern meant to deter pursuers. It was an unnecessary precaution, as there was no one present to catch him in the act of eating chips. Sniff had come to rely on the employees’ absence at the same time every night. His routine was perfectly timed, so much so that he would dart out mere seconds after they had all run off to do whatever loud, smelly things do.

Sniff sniffed the air, his pink eyes scanning the lowest shelf. Children always left behind the most tender morsels, and the cleaning staff tended to sweep things underneath the shelf rather than actually bend over to pick them up.

Finally, his little mousey head focused on a particularly juicy find—a large chip the size of his head. He chattered with delight and took one step forward...

He stopped. Something in the air felt wrong.

“Ah ha!” shouted Fran as she brought her heel down hard in the spot where the mouse had been only a split second before.

Sniff took off, resuming his zigzag pattern, scurrying as fast as his little legs would carry him. Like some kind of mad, lumbering ogress, Fran ka-klumped behind him in hot pursuit.

“Mick! Jill!” she bellowed, suspecting that there was no one within earshot. “Where the hell are you, you little snot-

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weasels? We've got mice in here!"

Fran pulled an attachment from her belt. "This calls for the Stomper," she said, fiddling with what looked like a shovel that was bent at its neck.

"I swear to God, I come in here trying to save these idiots from the storm of the century and they're off doing who-knows-what," Fran mumbled as she lurched after the mouse.

She hopped on one foot, still in pursuit, and disconnected her normal peg leg. In an instant, the Stomper was in place.

"Now come to MAMA!" she chortled as her *click, thumps* turned into WHAM! thump, WHAM! thump, WHAM!

She turned a corner. The wide aisles of Y-Mart were empty. Not a creature was stirring, not even a mouse.

Fran's head swung left, all of her senses bent on detecting the elusive vermin. "When I get a hold of the night managers, they are so fired."

A strange sound echoed to the right. Her head snapped in that direction. It sounded like a party.

Fran knew that sound. It was the sound of a crowd cheering. She turned to listen.

Sniff had been waiting for the horrible noises to stop. Before him lay the vast desert of floor, its mismatched checkered pattern tempting the tiny white mouse to expose himself. On the other side of the expanse was safety and The Room. It was risky, but anything was better than the clashing, smashing thing that was stalking him.

He went for it just as Fran's mighty head swiveled back to scan her surroundings.

A shout of "AH HA!" was immediately followed by the clanging smash of Fran's pursuit. The mouse turned a corner and, to Fran's amazement, went right through the wall ahead of her.

Y-Mart was big—real big. It was easy to get lost; on more than one occasion Fran had found coworkers "in flagrante," too secure in the knowledge that no one would find them. But Fran knew her store inside and out. And she had never noticed any holes, especially smack in the middle of the wall she now faced.

Fran grabbed a flashlight from her belt and scanned the wall. The hole was actually a small chip in a larger seam running along the wall's surface.

She beamed the light up the wall's length, illuminating the anomaly. It was a large door, painted over countless times. From the looks of the rectangular dirt marks on the floor, a shelf had stood in front of it for a long time.

Fran sniffed. It was bad enough that her employees were goofing off. Now she had found a door that wasn't supposed to be there. She had stumbled upon two other hidden rooms in the past, and on both occasions had regretted it—dust, papers, old computers, and moldy donuts, all from the Place That Was Before. And nests of mice. That's how the buggers propagated.

Well, she would fix that.

Fran lifted her leg and swung it in a wicked arc towards the seam. It connected with a dull thud, rending the gyp board into an avalanche of flakes. Fran followed up the assault with a shoulder ram. As she slammed into it, the

door gave way unexpectedly, spilling her into darkness.

Billy grinned like a maniac as his new Spatulator 3000 whirled into action. With an upside-down lawnmower engine mounted on its dorsal side, it spun the spatulas at such speed that they became a single disc of whistling death.

Billy flipped a switch on the remote and the Spatulator lurched forward on small, rickety wheels towards its mechanical opponent. Jeremy, who had taken a keen interest in Billy's lifelong passion, piloted a hammer-armed monstrosity called MC. His bots were not quite up to the deadly capabilities of those crafted by Goofus and Billy, but they made for good competition.

The arena was a carefully constructed series of shelves, all of them bordered by impenetrable crates. It had taken them months, but Goofus and Billy had managed to direct the night staff to stack boxes and maneuver shelves in such a way as to create a large, square arena. Because the Y-Mart warehouse was so large, it was nearly impossible to determine the exact width and depth of any one particular aisle. It had become their secret, and it made their abusive employment tolerable. Even Jill watched with an expression of only mild distaste, swinging her legs from her favorite crate.

There was a loud boom. The two combatants were far too enthralled with their mindless automatons to take note of the sound, but Goofus looked up.

The boom thundered again. A few other employees glanced skywards. Then came the clatter of what sounded like a thousand forks and spoons bouncing off the roof.

"Must be a storm," Goofus said dismissively.

Billy waved him away. "This place is like a fortress," he said absentmindedly as he spun the Spatulator into a deadly arc that severed the antenna of MC. "But still..."

Goofus stood up on another crate. "Loser has to go on leak patrol!"

The crowd went wild. Billy looked up, distracted, and MC took the opportunity to hammer the Spatulator with a blow that warped its blade.

"Dammit!" shouted Billy as he yanked down hard on the controls. "Now look what you did," he shouted sideways at Goofus, his eyes still on his robot, which was lumbering unsteadily along in the middle of the arena. "You broke my—"

There was a loud pop and the air was abruptly suffused with the taste of ozone. The lights went out.

"—concentration?" Billy said in the hush that followed.

There was a heart-stopping second when Fran thought she had smashed into a switchbox and was the cause of the blackout. But then she heard the backup generator kick in. The lights would be back on soon.

She blinked, her eyes slowly adjusting to the darkness. The only thing she could make out was a single blinking red dot near the top of the ceiling.

Fran squinted. She theorized that an emergency spotlight had probably malfunctioned; maybe she could turn it on. All

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thoughts of the mouse forgotten, Fran thudded closer to the light.

There was a strange breeze from her right. "Multiple corridors," Fran muttered. "Huh."

Ka-THOOM.

Fran's head snapped up. That was the lights clicking on row by row.

Ka-THOOM. A light at the end of the side corridor went on, illuminating someone beneath it. The figure was walking slowly and the light caught the back end of oily, coifed hair.

Fran peered into the darkness in front of the sharply illuminated circle. For a second there it looked like... nah, impossible.

Ka-THOOM. Another light went on in front of the first one. This time she got a glimpse of tinted glasses and a white velour suit.

"What the... well I'll be. I knew you weren't dead—"

Ka-THOOM. The light over Fran highlighted her from above, making her look even more disturbing than usual. She put one hand in front of her eyes and looked down to let her vision adjust.

Several things happened at once. Looking down, Fran saw her forgotten quarry. The mouse was darting in the direction of the red blinking light. Simultaneously, a strange tittering came from the far end of the corridor, from near the red light. It was a series of mechanical, high-pitched beeps in rapid succession.

The room was suffused with flickering hellfire as the muzzle of a snub-nosed machine gun lit up, firing hot death in a sparking line right towards Fran. She yelped and dove into the side corridor where she had seen the stranger.

The mouse was gone, obliterated. There was a smoking hole where Sniff had once been. If there was any blood, Fran couldn't see it.

"Jesus!" Fran put one hand out behind her, peering around the corner at the wall-mounted machinegun. The sensor blinked ominously, but the gun had resumed its previous position.

"Don't step out into the corridor, mister, or that thing'll blow you back to Graceland."

There was a soft shuffling behind her. "Hey," Fran said as she turned around, "you hear me?"

Two icy-cold hands wrapped around her throat in response.

Given that the robot battles taking place in Y-Mart were of a highly unofficial nature, the normal regulations that ensured the constructed monstrosities were kept within destructive boundaries were relaxed.

Thus "Buzzkill," a buzzsaw-chucking little bot that had necessitated the construction of Plexiglas shields around the arena. Given the impromptu spirit of the staff, the "shield" consisted of two large pieces of Plexiglas propped up against crates.

It was from the sanctuary behind this protective shield that the crowd cheered as the storm raged on outside. The sudden blackout had caused the last match to end in a draw, so

Billy's Spatulator was once again defending its title against Buzzkill. There were three buzzsaw blades embedded in various crates and sheets of Plexiglas around the arena, but none in Spatulator.

Goofus was going head-to-head against Billy, a fact that was difficult to ignore because Goofus gyrated, screeched, and hopped around like a maniac when he was piloting his bot. He was more animated than the bots themselves—Goofus had actually managed to twist his ankle by overexerting himself during a robot battle. This was why Billy made Goofus build the bots while Billy stuck to piloting them in the Killer Robotz Competition.

"You are so dead!" Goofus shouted at the top of his lungs as lightning crackled in an ominous but well-timed moment above him, illuminating the arena in a pastiche of black and gray.

Taking the atmospherics as his cue, Goofus flipped a red switch and another buzzsaw began spinning madly in place above Buzzkill's tiny wheels. Goofus theorized that the blade spun at over 100 miles per hour, but nobody cared enough to actually test it.

Just then, Elvis walked in.

Goofus started, in a way that made him look like he'd been hit in the face with a baseball bat. He took a few steps back and pointed, raising the other hand to his mouth.

There stood Elvis. He was looking a little leaner, but his white velour suit was intact. His skin had a bluish tinge to it, but that could have been the lighting. He wore his tinted sunglasses—it was not Young Elvis.

"Ohmygod!" someone shouted.

Buzzkill's buzzsaw blades continued to rotate, passing the 50 MPH mark.

"We are so dead," someone else muttered.

The buzzsaw blades hit their maximum speed, whistling as they went sonic.

"I knew he wasn't dead!" said Jill, her suspicions finally confirmed.

There was a whistling sound. Elvis leaned forward as if nodding his approval of the grand spectacle of battling robots and employee apathy before him. But then his head kept going and slid clean off, shattering on the ground as it exploded into a thousand little pieces.

Behind the headless Elvis, a single buzzsaw blade was buried inches deep in a wooden shelf.

For a few moments, the only sound was the WUBBA-WUBBA-ing of the buzzsaw blade. Then that too finally stopped.

"Well," Billy said quietly, "he's dead now."

Fran dragged herself into the dark room and slammed the door shut behind her. She fumbled for the lock, found it, locked it, and slumped against the door.

They were beating their fists against the door. She could feel the thrumming on the other side, just barely. It was a thick door.

Fran rubbed her throat as she looked around, her eyes adjusting to the darkness. Some of the machines had just

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come back up from the lightning strike. In a corner, a large monitor was whirring louder and louder.

Fran dragged herself over the machine. If it was going to explode, she didn't want to be too far away from it.

The machine's whirring reached a fever pitch. It clicked loud enough to make her flinch.

"Video tape," Fran muttered, rubbing the back of her head. She found a chair and reclined into it as the screen above the tape recorder flickered to life.

The icy blue words, "WELCOME TO CRYOGENIX LABS," flew across the screen.

"Welcome to Cryogenix Labs, where your reanimation is our business."

The scene shifted to a series of scientists in lab coats preparing a body for... something.

"Cryogenix Labs is located in one of the most geographically stable sites in the U.S.—the Arizona desert."

A picture-perfect landscape of an Arizona desert appeared.

"You might not think of the desert as a great place to stay cool, but Arizona has a very low incidence of earthquakes and severe storms—"

Thunder crashed somewhere above the Y-Mart.

"—all an important part of keeping you safely cryogenically frozen to wake up to Your Future."

A scene of a town leveled by an earthquake slid by.

"But we go one step further. Cryogenix Labs specializes in making you the special human being you know you are. Who wants to wake up to their future great-great grandchildren looking like this?"

The camera zoomed in for a close-up of a frozen man's face, bald and encased in silver foil. He looked like some kind of modern-day mummy.

"Not us, and not you either! Why not be reanimated the way YOU want to? They say you never get a second chance to make a first impression, and that's never been truer in the world of cryogenics."

Fran's attention was diverted to another monitor adjacent to the screen. It was a black and white security cam. It displayed a lone figure, shuffling its way down the corridor. The camera was mounted on the machine gun that guarded the corridor.

"Fat lot of good that thing does," she spat. She trained her attention back on the screen.

The screen was now filled with hundreds of tiny squares, each filled with a famous star singing and dancing, and one that looked suspiciously like a porn movie.

"...you can be preserved in whatever fashion you like," continued the husky feminine voice. "Or if you can't decide, we can choose one for you. Choose from a wide variety of celebrity impersonations..."

Suddenly, there was a lot of banging outside the door, loud enough to drown out the video. A flashing red screen on the other side of the room caught her attention. She rolled over to it.

There was a low, insistent beeping coming from the monitor. Flashing text on the screen read, "Cryogenics breach!" Below the blinking warning message, in the

bottom right corner of the screen, was a button labeled "More."

Fran pushed the button. The screen pulled back and listed more breaches, as many as it could fit on the monitor—she figured at least 100. Another "More" flashed insistently at the bottom right corner.

Fran turned back to the security monitor. It showed three more figures outside in the hallway. Then five. Then 12. Then they filled the corridor, a veritable crush of people, all dressed in costume.

"Jesus, it's like Mardi Gras out there!"

There was no sound from the monitor, but their mouths moved. Still, Fran could hear their low moaning, like the sound of someone vacuuming in the adjacent room.

Behind Fran, door hinges protested, shrieking their rage at so many people pushing on them at once.

"Oh my God, you killed Elvis!"

That was from Billy, who was stabbing an accusing finger at Goofus. Goofus looked down at his controller and then at Buzzkill, which sat ominously nearby with a blade at the ready.

Goofus dropped the remote.

"It was an accident!" he squeaked. "It's not like I'm just sitting here waiting for Elvis to walk in so I can chop his head off!"

Jill was leaning over Elvis' remains, curiously undaunted by the chips of gore that were slowly defrosting on the slick Y-Mart tiles.

"Since when does Elvis' skull shatter?" she asked no one in particular.

"When a killer robot fires its payload through his face, that's when!" shouted Billy.

Jill looked up at him with her big, beautiful eyes, narrowed slightly to express her contempt for his tone. Billy coughed and tried to calm down.

"Okay, that is weird. But we've got a death on our hands. We need to call the police."

"Tried that," said Terence, waving his cell phone. "Storm is messing with the reception. We have to get to a land line."

There was dead silence as the rest of the employees looked at each other. They turned to Billy.

"What?"

"You're a manager," said Goofus. "So manage or something."

Jill cleared her throat and rose up to her full five feet. "I'm a manager too, you know."

Goofus' eyes got wide and he pursed his lips, but he refused to say anything else.

Jill looked around. "Look. Elvis came from somewhere. The building's locked, so someone should find out how he got in here. The other group should get to a phone."

Billy nodded. "Let's split up into two groups. My team, we're going to make it to the phone line. Jill, you take the other team and see if you can find out where Elvis came from. And Goofus," he shot Goofus a glare, "you take care of the body."

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She looked back at him, her face a study in carefully controlled interest. “Yes?”

“When you wrote ‘Sometimes a strong wind must blow to remove the fog for us to see clearly,’ was that for me?”

Jill blinked. “What?”

“In the yearbook. I used to work in the special effects department. Was that a reference to me? I had a crush on you in high school and I thought you knew.”

“Oh,” she said quietly. There was a pause that lasted an eternity. “Yes,” she said.

Billy turned to face her, causing the crane to rock slightly. “Are you saying that because you think I might die and you want to give me some hope in the last minutes of my short, pathetic life?”

Jill blushed furiously. “Yeah.”

Billy sighed.

“I wrote that because everyone was writing poems in my drama class, so I wanted to leave something deep—actually, my boyfriend wrote it and I used it,” she said. “But I never really knew you. Now that I do—”

There was a high-pitched squeal over the Y-Mart intercom.

“Alright maggots, listen up,” rasped Fran’s voice. “I’m trapped in some sort of control room, but I can see the monitors and I’m piped into the audio comms. Oh wait, hold on a sec, I need to beat off some zombies...”

The audio squealed again and then the pleasant tune of “Girl from Ipanema” filled the air.

“What the hell is she doing here?” blurted Billy.

Jill was looking at him curiously. “You ever think of joining a gym?”

Before Billy could respond, a squeal heralded Fran’s return to her command of the microphone.

“Sorry about that. Okay, the zombies are coming from a cryogenics chamber, but it’s guarded by some kind of defense system. It nearly blew me to pieces. Hell, it’s so accurate it POWDERED a mouse right in front of me. But it doesn’t seem to notice the zombies. We need to get beyond that corridor and shut it down before more zombies wake up.”

“Wake up?” Billy said in shock.

“Yes, I said ‘wake up,’ Mick,” crackled Fran’s voice. “I can’t hear you, but I can see you well enough, especially since you’re five feet from one of the security cameras.”

Billy glanced around and sure enough, the black lens of a security camera ogled him.

“You and your girlfriend need to come up with a plan to get me the hell out of here. I don’t know how long I can hold these bastards off—” then the audio went dead.

Jill looked at Billy. “Now what?”

Billy juttied out his chin, the word “girlfriend” echoing over and over in his mind. “I have a plan.”

“I call it... the Goofusmobile!”

And with that, Goofus disappeared around a corner. What had once been a forklift came into view. It was covered with what looked like two garage doors that were welded together

at the top. Two mesh cages covered the front and back.

Billy and Jill looked at each other in dismay. “That’s what’s going to get us in there?”

Goofus wheeled the Goofusmobile painfully around, the doors screeching along the floor as it moved, so he could face the two managers. “Not us. Me and Billy. It can only,” he struggled for words as he avoided looking at Billy, “FIT two of us. And I’m the only one who knows how to drive the Goofusmobile.”

Terence rolled his eyes. “Just because he’s got the forklift driver’s certification he thinks he’s the bomb.”

Goofus jabbed a finger through the cage at Terence, a gesture that was supposed to be menacing but ended up looking a lot like a pink mole rat poking its head out of a hole. “Do you wanna drive in there with all the moaning and the grabbing?”

Robert put his hands up. “Hell no. You go in there and play zombie janitor for all I care.” He hefted a nailgun. “I got perimeter.”

Billy nodded. “Right. Jeremy, Robert, you two are going to hold the perimeter—if they come over the walls, you take out as many as you can. Terence, Jill, you’re lookout in the two cranes. If things go down the crapper, get the hell out of here and call for help. Everyone clear?”

They all nodded. Jill leaned over to him and gave him a kiss on the cheek. “Be careful,” she whispered just to him.

Billy stood, transfixed. Goofus coughed.

Remembering where he was and what he was about to do, Billy picked up Spatulator 3000.

“Whaddaya gonna do with that?” Goofus asked as Billy stepped into the Goofusmobile.

“I got a hunch,” was all Billy said.

“Alright,” said Goofus as he stepped on the gas. “Things are about to get messy. I’m going to push this puppy up to top speed and then ram those zombie suckers for all they’re worth!”

Billy looked over his shoulder as the Goofusmobile chugged along. “How fast is that?”

“Hmm. Well 10 miles per hour, but since we’re carrying some... uh, weight it’s going to be more like,” he looked down at the dash, “seven miles per hour.”

“Great,” Billy said as they approached the perimeter. The zombies were massed behind it in great human piles.

“Pull the wall!” shouted Billy.

“Pulling the wall!” Jill shouted back.

The ropes attached to the wooden skids that constituted the makeshift wall were abruptly yanked aside. Goofus sped the Goofusmobile as fast as it would go towards the crowd of zombies.

“Jeremy! Robert! Take ‘em down!”

There was a cry of “YEEHAW!” as the two nightshift employees who couldn’t be bothered to show up to work on time leapt out from the sides of the aisle, firing metal death into the icy cold corpses of the unliving.

An astronaut went down. Then a few gymnasts. Then something that may have been a clown.

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The hail of nailgun fire rang out behind Goofus and Billy. SPTANG! Something ricocheted close to Billy's head, even within the protected confines of the Goofusmobile.

The zombie masses were slightly thinned out. It was a gamble—if the two nailgunmen were unable to take out enough zombies, the makeshift forklift/fortress would never be able to smash its way through.

Goofus lifted the front end of the forklift up so the two tines of the forklift were at chest level as it tore through the zombie ranks. Shattered limbs bounced off the sides of the Goofusmobile.

Jill shouted, "They're through! Restore the perimeter!"

Behind them, Billy knew that the walls were being pushed back up again with a second forklift. There was no going back.

The zombie ranks thinned as the Goofusmobile barreled along. Even as it passed, zombies grabbed on to it, dragging along behind. The forklift's engine groaned.

"Hold on... I see it!" shouted Goofus.

They were chugging towards a broken wall. Billy didn't get a chance to make it out, because Goofus drove their armored transportation right through it.

Plaster flaked all around them as the Goofusmobile ground to a halt. With its extra armor, it was incapable of navigating the corridor. The debris on the floor didn't help.

"GOGOGOGOGO!" shouted Goofus.

Billy started to edge his way out of the vehicle when a strange mechanical tweeting echoed at the other end of the darkened hallway. A trail of withering gunfire streaked towards the front of the forklift.

"BACKBACKBACKBACK!" shouted Goofus.

"Whoa!" Billy shouted. "What the hell is that?"

"Defense system my ass!" Goofus shouted. "Jesus, how about 'there's a big honking machine gun in the hallway'!"

The forklift rocked. The zombies were grabbing at it and tugging on the grill.

"Dude, we better think of something fast—the zombies aren't going to wait."

Billy shook his head to clear the cobwebs. "What was it Fran said before about the defenses?"

"Something about a mouse?" Goofus said, panic rising in his voice.

Billy snapped his fingers. "That's right! The defenses killed the mouse but not the zombies. What's the difference between the two?"

Goofus looked at Billy in disbelief. "Zombies are... bigger?"

"No, that can't be it. This defense system is meant to keep people OUT. I think it's a heat seeker."

A zombie moaned loudly behind them.

Billy placed the Spatulator 3000 on the ground. "This is your chance, little buddy," he whispered, half to himself. He noticed a blackened mark that must have been the mouse.

"If not—well, it'll be over quick."

He flipped the switch on his remote control and eased the Spatulator out into the open.

Nothing happened.

"I don't mean to pressure you or anything," whispered Goofus, "but could you GO A LITTLE FASTER PLEASE!"

Billy winced but kept his eyes on the Spatulator. Its RC-engine kicked into high gear, zig-zagging crazily as Billy navigated through zombie arms and legs. Fran had taken out more than a few zombies herself before she reached the control room.

"What are you going to do with that thing, exactly?" said Goofus, crawling closer to the front of the forklift as the whole thing began to rock from the force of zombie frustration.

"Well, that thing's got to have a heat sensor. It's a variant of the electronic security cameras we have in the Y-Mart."

The Spatulator zipped up within feet of the gun emplacement, then rolled backwards into position. "So if I can just—"

The Spatulator's spatula-throwing armed reared backwards. FWANG! A sharpened spatula blade whistled through the air and stuck into the machinegun's bubble.

The forklift started to trundle forward, propelled by the force of zombies behind it.

"Billy..." Goofus said, his voice raising an octave.

Billy hit the red firing button as fast as he could. One after another, cartwheeling spatulas of death tumbled through the air into the machinegun's perch. They all landed just below the gun itself.

"You totally missed!" Goofus shrieked.

Billy cracked the hatch of the Goofusmobile.

"What are you doing? Are you insane?" shouted Goofus.

Billy gave Goofus a bear hug. Then he turned and stepped out into the hallway with his eyes closed.

Nothing happened.

"YES!" Billy shouted. "C'mon Goofus!"

Goofus stumbled out of the front of the forklift even as the whole wall started to collapse, zombies and plasterboard falling everywhere.

"How...?" was all Goofus got out as he jogged towards the side corridor.

"Easy," Billy said triumphantly. "I just blocked the heat sensors. They're just below the gun." He turned around to face Goofus. "I made a calculated guess," he said with a smug look on his face, "but it turns out I was right—"

Then a fist connected with Billy's jaw and everything went dark.

A large, ugly thing with hair in all the wrong places fuzzed into sight. At first Billy thought it was someone's face. Then he recognized it as Fran's mole. One of them, anyway.

"—the hell was I supposed to think, been zombies stumbling in and out of here all night!" she was shouting at Goofus.

Billy struggled to his feet.

"Oh, look, sleeping beauty finally woke up," Fran said with a sneer.

Billy got a good look at his surroundings. They were in a large, cavernous room filled with what seemed like an endless row of large, pill-shaped chambers, each connected

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by a cobweb of ribbed cords and twinkling devices. All of the chambers were numbered, from 1 to over 300. Many of them yawned open like clamshells, their contents voided into the chilly air. In others, vaguely humanoid figures were visible beneath the frosted panes.

A door behind them, made of thin steel, buckled from the pressure of hundreds of fists.

"Uh, I don't think that door's going to hold for very long," said Goofus.

Billy rubbed the back of his head. "What is this place?"

"Cryogenics," said Fran. "Would ya believe the lightning strike reset the system? The clock reset to the year 3000, when they're all due to wake up," she said with a sneer.

"Y3K," said Goofus in awe.

"I figured out how to stop the system breaches," said Fran, "but that's not going to tuck the other trick-or-treaters back in bed."

Billy walked over to a table along one wall. It was covered with diagrams and notes.

WHAM! The door creaked on its hinges.

"You'd think they'd build a place like this a little better," said Fran. "These things are meant to withstand a nuclear attack, but the door can't stave off a couple of mooks."

Billy picked up a piece of paper. At the bottom was the name "J. Wizzley #351"

"Dad?" Billy whispered to himself.

"The machinegun's a pretty good deterrent, I think," Goofus was saying. "Can you get to the intercom? Maybe we can tell Jill to call for help."

Fran shook her head. "Not from this room."

"What? You were on the intercom before!"

"Hey!" shouted Fran. "The Y-Mart builders took shortcuts and just piggy-backed off of the systems that were already here. I think we can assume, tiger lily, that they didn't realize this was a cryogenics facility!"

Billy looked up. "That's it!"

All three of them looked up. Billy pointed at the sprinkler system.

"If the builders were lazy enough to use the electrical system, maybe they were stupid enough to tap into the sprinkler system too."

Goofus glanced at Billy sideways. "So we're going to... drown them?"

"No," Fran said, her jaw set. "I see where he's going with this." She pointed at the mess of tubing that connected the chambers.

"He means to freeze 'em."

Terence stumbled around the corner of aisle five. He practically tripped over Jill.

"It's time to go!" he shouted, and resumed running.

Jeremy slide into view seconds afterwards. "Zombies," he said, panting. "Broke through. Wall. Leaving!"

Then he took off, running for the front door.

Jill backed away slowly from the aisle, passing the registers. "I'm so sorry, Billy," she whispered, tears in her eyes.

Just then, the sprinklers turned on. Shocked from the freezing cold and the sudden downpour, Jill didn't react at first.

Something was wrong. The water was too cold and it had a chemical, slimy feel to it. Jill ran for the door.

Jill joined the rest of the staff outside, freezing in the cold Arizona nights. In the distance, the sound of sirens echoed across town.

They stood, shivering, waiting for the zombies to reach the front of the Y-Mart.

A roughly humanoid form limped towards the glass doors. It was ugly. It was horrifying. It was...

"Fran?" Jill shouted in shock. Fran grinned as she klunked along with the assistance of Goofus.

"Where's..."

Billy slowly walked out, a sledgehammer in his hands.

"This Y-Mart," he said as the lights of the police cars and fire engines began to dance across the sheen of the Y-Mart's glass, "is closed!"

"Oh Billy!" Jill said, throwing her arms around him. "I thought you were dead!"

Fran looked over, one eyebrow arched. "Who's Billy?"

Cootes leaned forward on his ponderous mahogany desk. Two competing interests possessed him: the desire to strangle Billy and Goofus, and the need to not further irritate his lawyer, who sat passively but alertly to his left.

The lawyer, in turn, was further restrained by Goofus and Billy's lawyer, who sat, equally passive, on their right.

"Now," Cootes said, swallowing a few times, "let me get this straight. You were running an illegal robot-fighting ring on company time?"

"Y-Mart can fire you for breaking company policy," said Cootes' lawyer. "You were hired At Will, you know."

"Except," Billy's lawyer broke in, "for the fact that you were conducting work in an unsafe environment."

"That's not our fault!" barked Cootes. "I didn't know the construction company piggy-backed off the pre-existing power lines!"

"Oh no?" said Billy's lawyer. "We have you on tape indicating that you most *definitely did know*."

"We're suing the construction company," said Cootes' lawyer.

"We're suing you for irresponsible hiring practices!" said Billy's lawyer.

"Well, YOU'RE being sued in a class action suit by the families of the cryogenically interred corpses," responded Cootes' lawyer.

"You mean zombies," said Goofus.

"Shh!" hissed Billy's lawyer, who was technically also Goofus' lawyer, but everyone ignored Goofus anyway.

"No," said Cootes, "you beat to death—shattered, actually—a bunch of mentally deficient people who were in shock. You're lucky you're not up on murder charges."

"Look," said Billy's lawyer, leaning forward with all the menace his suited form could muster, "Y-Mart is a sweatshop, and when this hits the fan, you're going to lose

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the franchise. You're better off settling."

"Settle?" said Cootes' lawyer. "How about we sue you for inappropriate use of a sprinkler system, over ten thousand dollars in damaged equipment, endangering the life of several employees—"

"—unlicensed generator," Billy's lawyer shouted, "dangerous chemical storage, complete lack of any site inspection—"

The shouting escalated until neither side could hear the other anymore.

"Killer Robotz will sue you for copyright infringement!"

"The National Association of Vegas Impersonators will sue you for casting their organization in an unfavorable light!"

"The Presley family will sue you for defamation!"

"The families of the zombies will—now you got me saying it!"

That last was from Cootes. He took out a blue and white handkerchief from his back pocket and wiped his face.

"Okay, how about the lawyers leave the room and we talk mano-a-mano." He stood up.

"I advise against this," both lawyers said in unison.

Billy and Cootes waved them off. Thwarted, the two lawyers huffed out of Cootes' office.

"Look," said Cootes after he was sure the lawyers were out of earshot. "We could sue each other for years and not see a single cent. So how about this: I pay both lawyers off and I give you royalties on a book deal and a speaking tour on my new venture."

Billy looked at Goofus.

Cootes' face was straining to look optimistic. It didn't suit him. "I'm going to demolish this place and build a museum dedicated to..." he leaned forward and whispered conspiratorially, "...zombies. Deal?"

Billy and Goofus looked at each other.

"We want a yearly grant for our entries in the Killer Robotz contests in Las Vegas," said Goofus.

Cootes frowned. "Fine."

"And unlimited membership at the local gym." Billy said, looking straight ahead.

Cootes blinked. "Fine. Deal?"

Billy shook his head. "One last thing..."

A nondescript white van pulled up to the Y-Mart even as a huge wrecking ball jockeyed into position. Two men stepped out in environmental containment suits and walked into the barbed-wire-enclosed construction zone.

The foreman on site stopped them from proceeding further. After a brief conversation, he jogged over to Cootes, who was looking over the demolition of the old Y-Mart building, clipboard in hand.

"Mr. Cootes," said the foreman, "we've got two men who claim to be with the NCRPC. They're here to pick up something? They wouldn't say what it was."

Cootes nodded. "Let 'em through, boys—they're here to pick up a very special package."

Twenty minutes later, they rolled out a white, pill-shaped

chamber. On its side, printed in blue letters, were the numbers "351."

The men loaded it into the van and drove off into the setting Arizona sun.

THE END

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