

Cursed of the Walking Dead

The First Supplement for The Cursed RPG

By Michael Evans
Third Rough Copy

Chapter 1

Introduction

Cursed of the Walking Dead

It has been five years since the infection started. At first it was a nightmare. They came out of no where. First one, then several, then swarms. No one seemed to have any idea what was going on. It took a few weeks before anyone even knew about the infection. After that, no one knew what to do.

Well, the military came in and set up barricades. They were only letting those who had no physical signs of contact with the infected, no scratches, bites, cuts, what have you. The crowds grew and the infected came. The military would shoot first and ask questions later when an infected showed up.

Soon the military had the ones with no signs of infection rounded up and locked down tight. I have no idea what happened in those lock downs, I wasn't lucky enough to get in. Those like me, those left to fend for themselves, quickly learned how to defend themselves. Sever the head from the body of the infected, destroy their brains completely, was the only thing to stop them. The infected were simply walking corpse bent on spreading the disease. They felt no pain and did not stop.

After a few month of beheading former friends and family and you would think that zombie world couldn't get any crazier right? Well, I guess the universe has a more wicked sense of humour than us, crazy got cranked to eleven. Eight month after the infection started all sorts of other monsters came out of the wood works. Werewolves and other werecreatures were the first. They seemed intent to battle the

zombies. They seemed immune to the infection and were great warriors. Next the vampires came out of their crypts and started to show the zombies they weren't the top dead anymore. Witches and wizards were next, providing us with safe places to hide. Many other came out.

Originally these creatures from folktales and superstitions hid among us. They were content to hide behind the scene and merely survive, but when the zombies started to attack, they gathered together to decide whether they would let us die or show themselves and save us. I guess I can understand why they hid, Many humans would have fear them and wanted to destroy them since they were so powerful and more capable of sheer impossible feats than any normal humans. If not for the zombies, they would have been the target of humanities fears and aggression. Some believe that these creatures unleashed the hordes of zombies, but those are people who never fought the zombie horde by their side.

Within three month of the wizards and witches and werewolves and vampires and everything else came out to fight off the zombie horde; new settlements were being set up. They were using magic to ward off the zombies. The old governments were gone and every town and settlement was its own power. There was a system of communication set up and things started looking up for humanity. The world we knew was gone. The things of our nightmares ended up saving us. Everything had changed, but we were getting ready to rebuild.

Things were going great for the first three or four months. That was when the communications started to break down.

First it was one town, then a few, then after a couple of weeks the whole system was down. When group were sent out to investigate, they found several towns had been eradicated. The magical wards destroyed and everyone gone. It was looking like a zombie attack with the amount of blood and body parts left behind, but it was too organized.

For a year settlements and towns were attacked like this with no clues to tell us what was going on. Our communications were spotty at best at this point. But after a year of these attacks, we finally got a few survivors. What they told us chilled us to our bones. The zombies have gotten smarter.

Their seemed to be a ruling class of zombies, what we have come to refer to as zombie lords. They are more intelligent than the zombies of the past and seemed to somehow control the zombies, something our wizards and witches were not capable of. They used tactics and strategies rather than just brute force. This up the ante in our war with the zombies.

It has been about two and a half years since the discovery of the zombie lords and we are still looking for an effective weapon against them. Our time will come. Hopefully, since you are reading this, the war with the zombie horde is over and we won. If not, hopefully all hope is not lost.

Welcome to the End of the World

Welcome to Cursed of the Walking Dead, my first supplement and world book for The Cursed RPG. I love zombie movies and first got the idea for this game after watching Zombieland. A lot of time and energy went into this book, so I hope all you readers enjoy it. This supplement has been play tested. I have made some changes based on the play testing, but if anyone out there gets a chance to try it out, please, **please, please, please, PLEASE** give me some feed back at thecursedrpg@gmail.com.

About this Book

This book is broken into three chapters. They are:

Chapter 1: The Introduction

This is where I introduce the book. This addition is very basic. If I get the chance to play test it I will add details of play testing and other notes I have thought about the supplement here.

Chapter 2: The Player's Section

This is where all of the information the players need to know goes. This includes the GM as well.

Chapter 3: The GM's Section

This is where all the information that only the GM should know goes. **This section is for GM eyes only!!!**

Chapter 2

The Player's Information

In this chapter is the information that the players should know when they start playing Cursed of the Walking Dead, the first supplement for the Cursed RPG. This chapter will contain very basic background information for the setting, changes to classes, changes to any other rules the player needs to know. All players (including the GM) should at least browse through this chapter.

The Beginning of the End

No one in authority seems to have any idea how it started. All anyone knows for certain is that the first cases of the illness started coming in on December 21, 2012. The illness was new, not like anything they had seen before. The patients had fevers that spiked beyond the norm, often beyond what a person should be able to survive and the patients still suffered. The patient is unable to eat anything but raw meat, and his mind deteriorates severely. The patient would usually last a few days to a week like this and die.

There were mass amounts of these cases coming in all at once, more than what could be a natural occurrence most believed. The governments of the world tried to keep the people from panicking, but it was happening all over the world, in large cities and small towns alike. People were terrified that it was some sort of mass terrorist attack, no one knew who to blame since everyone seemed to be getting hit at once. The streets started to turn red with blood from everyone turning on everyone else. Violent crime just exploded everywhere. This is what the first and second week of the new illness was like,

and then it got worse.

Within the first week of the new illness the world wide web was attacked mystically. Something tore through it like a hurricane. No one knows who or what was behind the attack, but the world wide web was no more. The Spirit Realm was severed from the computer system. The satellite systems were down and could barely connect computers within a city, let alone the world. Phones were the same. This was not a natural phenomena.

Not long after the web was severed from the mortal realm all the spiders seemed to disappear. Both ordinary mortal spiders in the mortal world and spirit spiders vanished. No one was able to gain access to the spirit realm of the spider and none would come when summoned, even when their true name was used. Shamans with a spider spirit for a totem spirit found themselves no longer under their taboo. They retained their shaman powers and were not marked as oath breakers, but they were alone.

People were still catching this new illness, more and more people were being brought to the hospital as victims of violent crimes, and still others were coming down with regular everyday illnesses. Soon nearly every hospital world wide were so over exerted that only the most severe cases were admitted to the hospitals and the rest were sent home. Even then, the hospitals were overtaxed by the amount of patients they had to treat and many cases were still backlogged. Many people were left waiting longer than they should have and the morgue got so backed up that many of the bodies were there much longer than they would normally have been.

It was about two weeks after the first

cases of the strange new disease started coming in that the first case of the victims started coming back from the dead. After a few days, the victims of the new plague started to rise from the dead. Some recently buried dug themselves out of their graves, some during funeral services, some still in the morgue, waiting to be examined post mortem because of the back log. These newly risen dead were hungry for the flesh of the living. Most of the victims, those with their brains and spinal cords still intact, fell victim to the illness, except that the illness ravaged them much quicker than the first batch. Rather than days, it took hours for the victims of the newly risen dead to go through what the first batch did, die, and come back.

People were even more afraid when the dead started to rise. Violence was on the rise even more than when the whole new illness started. Governments around the world tried to take control of the situation. Martial law was instated pretty much world wide. Quarantines were set up and areas were set up to protect survivors. This proved useless as for several weeks after the zombie invasion started, people were still coming down with the slow infection.

Strange graffiti started showing up not long after the dead started to rise. All over the place was written ``Ask Zork`` and ``Zork is the Ender of stories``. Few people took notice of this, those that did had no understanding of the meaning.

Welcome to America

The American and Canadian government tried to protect as much of its people and culture as possible. They tried to barricade as much area as possible from the walking dead as possible, protect as many as they could, but there was still many people left to the walking dead and had to fend for

themselves.

Even the barricaded areas were not safe. For nearly a month after the plague started, people were still coming down with the slow illness. It was not long until many of the barricades areas were either overrun from the outside, or infected from within. Soon, everyone was at the mercy of the undead horde.

The last of the official US government was lost to the scourge in the first three month and the Canadian government fell within six month of the infection. Soon, North America was just a collection of individual city states rather than a uniformed government. Every community was a government onto itself, cut off from all but its closest neighbouring city. Much of the continent was lost to the undead horde, and everyone was at risk of being invaded.

From Worse to Strange

As the undead continued to walk the earth, raiding and killing and bringing more and more people back from the dead, people started to lose all hope. Strange cults started to form, worshipping the walking dead, saying they were the punishment of god. These groups started to help the undead gain entry into their communities and were attacked for their troubles like the rest.

It was about eight months after the infection that a new and powerful ally appeared to help humanity. Soon people who seemed to be invisible to the undead horde appeared. They were able to change their forms to monstrous animals with inhuman strength. They help to defend many of the fortified, but falling cities. This was how the were creatures introduced themselves to the world.

It was not long after the were creatures showed themselves to the world at

large than the vampires decided to take back the night and show the zombie horde who the real lords of the undead were. Once the vampires joined the fight against the zombie horde it was not long before The Cursed showed themselves and added their magic to the fight. By March of 2014, Most of the survivors of North America know about the existence of the whole supernatural community.

It is not long before the fortified walls of the cities are Warded and protected magically as well as through mundane means. Communication, both mundane and mystical, is set up and brings all the city states throughout North America back in contact with one another by the end of 2014.

While the zombie raids on the walled cities are no longer a threat, any trip outside the walled cities are dangerous and taken very seriously. Since the walled cities are now safer, the people turn to research. Specimens are captured and studied. While the collection of specimens is a dangerous campaign, much is learned from it. By mid 2015, it is learned that it is not all the world's dead that are returning from the grave, but just those that were infected with the strange disease. They also learn that the zombie's saliva gland is mutated and now produces the serum that causes the strange illness. It is also believed that the disease is not 100% communicable. All seems to be going well until December 18, 2015; all forms of communication are cut.

A New Threat, the Same But Worse

The blackout in communications lasts about a week. Mystical means are fixed, more or less. It is not until mid February of 2016 that completely reliable communication between cities are established again. The mundane means of

communication was sabotaged, and a very powerful ritual was used to knock out the mystical means of communications. Once the communication was back, the survivors realised not all the city states were communicating.

Groups were sent out to investigate what was going on. Zombie attacks on these groups were more fierce than usual, but eventually some managed to get to the lost cities. What they found there disturbed them greatly.

The fortified and Warded cities were overtaken. The Wards were damaged to allow the undead horde to enter and no survivors were found in any of the half dozen cities that were lost.

This news really unnerved the rest of the cities. Zombies were not smart enough to be able to understand how the Wards worked, or how to destroy them. Someone had to have taken the Wards down for them. Fingers were pointed, neighbour accused neighbour, violence broke out. Some blamed this religion or that race, some blamed the witches and warlock, some said the vampires have a comradery with their fellow undead which is why the undead horde never attacks them. This discovery nearly destroyed the peace the survivors were desperately held on to. Many communities throw out the ones most commonly blamed in that cities, new communities formed quickly and many cities became enemies of one another.

Many chaos religions came to power at this time, worshippers of Anansi, Loki, and Discordians were among the most popular. Many communities outlawed magic, certain religions, would not allow certain races to enter. As all this foolishness went on, cities continued to fall.

On October 24, 2016, a survivor was found. It is unknown how he survived, but he had an interesting story to tell. From his

account the attack started with cutting off all forms of communication (both mundane and mystical). The town was suddenly cut off from the rest of the world. The next thing they knew was a horde of zombies surrounded the city. This was not particularly worrying since the city was warded, but then some of the zombies picked up rocks and started to chip away at the mystic writ. Before anyone had a chance to really do anything the zombies were inside. The zombies killed anyone in the streets first, then started to systematically search the houses.

Those that heard the story could not believe it, the zombies were never that intelligent, and there was no known way to command one of them. That was not even the worst of the story, the survivor claimed he had seen two known magic users get attacked, killed, and rise again. While the story was difficult to believe, the witness underwent every test known (both mundane and mystical) to see if he were lying, and they could not help but conclude that he was telling the truth. Most of the remaining cities started to work on learning what changed in the zombie horde.

Intelligence gathering on the new threat was difficult, but by late December of 2016 it was learned that some of the zombies have evolved and not only became smarter, but could also control the other zombies. These evolved zombies have become known commonly as zombie lords. It was not until March of 2017 that a specimen zombie lord was captured.

The zombie lord was taken to a facility that was so reinforced and Warded that it should have kept the armies of Hell outside, and was in constant contact with other close-by cities. Scientists, magic users, and scholars alike came and studied this new breed of zombie. It was learned that zombie lord`s brain was still

functioning on a level close to a normal human. It was also learned that the zombie formula created in his saliva gland was more potent than that of normal zombies.

Those studying the zombie lord did not have a great amount of time to study him. Almost exactly a month after he was captured, the zombies staged an attack on the base the zombie lord was being held. They started off cutting all the means of communication. While this has been an effective measure in the past, it only hindered them this time. Since many other cities were in constant communication with the base, when the communications went down, it was known right away that something was wrong. Unfortunately, reinforcements were hours away. For some unknown reason no one could teleport in or out.

After communication was cut, groups of zombies used crude tools to try to get rid of the mystic writ for the Wars. It looked like this was going to stop them, until a few zombies started using explosives. Soon enough damage was done that the base was breached, the soldiers were ready for battle with the hundred or so zombies gathered. Unfortunately for them, thousands more advanced on the base, almost from nowhere. The soldiers were no match for the zombies, but they did put up a good fight, doing substantial damage to the undead ranks.

By the time reinforcements arrived, the base was over run and the specimen was among the zombies destroying the place and killing the researchers. Because of the reinforcements, however, there were a few survivors that night to tell their tale.

Around the World in Undead Days

Europe

The story of America is similar to most of Europe. Most large cities, and many small ones, were hit hard and fast. The infection spread quickly and no one seemed to have any idea of what was going on. Communication went down quick so there were communities that had no idea what was going on. People panicked, violence erupted, cults formed. Many people in many places assumed that it was the end of the world. Television, telephones (both wired and cellular), the internet, any form of mass communication seemed to go down all across Europe, seemingly without reason. Europe was devastated and the walking dead decimated what was left.

British Isles

The British Isles was hit hard by the infection at first. The infection seemed to hit a higher percentage of the population and the change took half the time. Magic seemed to skyrocket all over the British Isles. The rise in magic seemed to make the infection faster and deadlier.

A week after the infection started, in a quiet, secluded glen in Scotland, a large stone rose from the ground with a sword buried to the hilt within. A voice whispered in the ears of all those left living in the British Isles that they have lost their way. That old oaths were broken and that the people must return to the old ways. Arthur Pendragon had been shown the way and his heir would take up the sword and lead his people in the old ways, the ways they were meant to follow. When Arthur Pendragon's heir draws the sword and the people swear fealty to him, the dead that hunger for the flesh of the living shall threaten them no more.

After these words were spoken, all knew where the sword could be found.

People journeyed from all over the British Isles to the spot. Many travellers were attacked by the walking dead, but the infected would not come within miles of the glen. It was a holy place, protected from the walking dead. A community formed there, but the area was too small and resources too scarce for this one glen to be a permanent solution. Months went by and no one who stepped forward as the possible heir of Arthur Pendragon could remove the sword from the stone. People were getting desperate.

It was not long before all gathered at the stone was forced to try to pull the sword from the stone. One by one all those who had gathered at the glen tried and failed to pull the sword from the stone until a quiet, unassuming young man named Evan Alistair was forced to step up and unwillingly tried to pull the sword from the stone by those who were forcing everyone to attempt it.

When he grasped the sword, he could feel the power coursing through it. He tried to let go, tried to escape the sword, but he could not, and as he stepped back from the stone the sword slid out of the stone like a hot knife from butter. As the sword left the stone, in the distance, a grand castle rose from the ground. Every eye was on the sight in front of them. When they were able to look away there was an old man standing atop the stone that the sword was once embedded in. He was thin, old, wizened, bent. His hair and beard was long and grey, every inch of skin exposed was tattooed in woad, ancient writing and symbols of power and strength. His eyes held the flames of hell and no one who looked at this frail looking old man could see anything but a being of power and fear.

The old man smiled at the crowd and all but Evan cringed. He smiled and said to Evan "The blood of kings runs through your veins, my boy. My name is Merlin and I

have come to help you lead your people. Come, we have much to discuss before you take your kingdom.” The two then walked off toward the newly risen castle.

Over the next few years Evan, under the tutelage of Merlin, lead the people of the United British Isles (the new name of the British Isles) fairly and justly from New Camelot. He formed another round table of knights sworn to uphold the ideals of the United British Isles and New Camelot and protect it from the undead scourge. Over the years, the rest of the supernatural world came into light. All were welcome who would swear loyalty to the United British Isles and New Camelot.

Middle East and Africa

The middle east was hit particularly hard, but the Taliban and their allies were ready. They were able to walk among the zombie horde and be ignored by them. They were also able to grant this immunity to others who swore fealty to them. They could also take back this protection if angered. The Taliban took most of the Middle East and Africa and ruled with an iron fist. They had no United Nations or American forces to contend with and anyone who angered them were fed to the walking dead.

For the first year or so the Taliban ruled. Around May of 2013 several leaders of the Taliban were found mauled to death. It looked like they were ripped apart by zombies, but they suppose to be protected by their god. It did not take long for the zombie lords to emerge and lay waste to the taliban, and in so doing, much of the Middle East and Africa. By the end of 2013 hardly a fifth of the population was still alive. Most that were had become bands of roaming nomads.

Israel

When the sickness started Israel was hit like anywhere else. The dead rose within weeks like everywhere else. What made Israel unusual is that within hours of the dead rising a booming voice was heard by all the living of Israel, the voice even paused the advance of the walking dead. The voice said, “I am the Lord of Lords. You, my chosen children, shall be spared this plague upon the earth. Listen to the rabbis and Kabbalists. I will not allow the dead that hungers for the flesh of the living to plague this land.” With that, the walking dead throughout Israel burst into flames. Many of the water reservoirs also started to boil. From then on, the walking dead would not enter the land of Israel.

Authorities quickly realized that soon everyone would soon be there to find sanctuary and soon it would be overcrowded, and destroyed if they were not careful. It did not take long for those living in Israel to band together and erect a great wall to fortify Israel against invasion. Within months survivors who could not live under the yolk of the Taliban made their way to Israel to be kept in the makeshift shanty towns surrounding it . The Israel government did not know what to do. They could not just let the survivors suffer out there, but if they let everyone in, it would not be long until they were crushed by the weight of the crowds.

By the middle of November 2013 a Kabbalist sorcerer suggested that anyone who would swear to bind themselves to support and work toward strengthening Israel through magic could be allowed to enter. Punishment, dealt by the magic they bound themselves to, would be death. When given this choice, as apposed to facing the walking dead or the iron fist of the Taliban, most of those gathered around Israel gladly

swore to do all they could to help the survival of the great nation. The borders of Israel more than doubled and God protected them. Many wish to spread the borders as far as it could go, but the holy men and wise men of Israel argue against it, and the people who were there when the voice of God spoke are afraid to contradict to advice given by the rabbis and Kabbalist.

Asia

Most of China and Japan was wiped out. Large population in a small area was the downfall of these two places. When the dead started to rise, the population of these two countries plummeted to an eighth of its original within months.

In Japan, the survivors fell into one of four groups. Those who followed the old way of bushido and the samurai, the hidden path of the ninja, the path of the yakuza, and the path of pop culture. The samurai and the yakuza have openly gone to war with each other over the open country sides. The ninja clans lay claim to the harsher, harder to get to places that have always hidden them. They have given to “recruiting” those that are young enough to be properly trained in the ways of the ninja and are less likely to remember the family that they were less than voluntarily recruited from. Those that follow the path of pop culture are determined not to give up the creature comforts that they have grown accustomed to. They are determined to take back the major cities from the walking dead. They live life like they were living in a zombie survival video game. They travel through the cities in groups armed to the teeth. They take what they need and they don’t give a care about anything but having a good time and killing zombies.

Many of the other countries throughout Asia were not hit nearly as hard.

Most were only attacked by zombies from other countries. There were no zombies anywhere on Hawaii until the middle of 2014 when a group walked up through the ocean onto the shores of Lanai. They were quickly dispatched with.

Australia

Australia and New Zealand were untouched by the zombie plague. They were cut off from the rest of the world for a year and a half. No form of communications were available with the rest of the world. It was not until midway through 2014 that the people of Australia and New Zealand even knew about the zombie plague.

What Caused the Outbreak

Most do not know the reason for the outbreak of the zombie infection. There are many theories from government experiment gone wrong, to large corporations taking shortcuts in safety procedures during R&D for new products, to the supernatural trying to take back the world. There are a lot of theories and not a lot of fact. Here are the most popular theories.

1) The cure for the common cold.

People said it could not be done and corporations have spent millions trying. The cure for the common cold was found by Health Tech Pro corporation. They had finally found the cure for the common cold and it had FDA standards. They started the mass release in late November of 2012.

They released it in many major cities world wide. Most of these cities were hit hard and first when the infection broke. People panicked and stormed the offices and research facilities of Health Tech Pro corporations, raided hospitals and clinics known to have the cure, and otherwise set out to wipe out the cure not long after the

outbreak happened. Many reasoned that since the outbreak hit so hard and fast in many of the places the cure was released that it must have been the cause. They figured that the company bribed the FDA and other drug regulatory commissions in order to push the drug through quickly and test were not fully run.

Critics of this theory say that the reason the cities that the drug was released in was hit so quickly and heavily at first was because they were heavily populated areas. One person would get infected and there was no place for the uninfected to really get away. It would spread like wildfire because of how close the people were and how quickly and easily the disease spreads. That it happened so quickly in these cities is coincidence, it also started around the same time in places that the drug was not shipped to.

Ulterior theories along this line is that the drug was sabotaged. Some believe that terrorists or rival drug companies tampered with the shipment of drugs that were released. Whether the zombie infection was an intentional outcome of this sabotage or not is debated among those who believe this.

Whatever the case, the rioters who tried to destroy the drug for the good of mankind may have damned humanity instead. Because of their wonton destruction of the drug, there is precious little left to study and make a remedy if the drug is, in fact the cause.

2) Terrorist attack.

This is an extremely popular theory, especially in North America. The people who follow this line of thought believe the infection was created and spread by political or religious extremists. Most believe it was the work of those who seen the world as corrupt and in need of cleansing. No one

seems sure if it was a political or religious stand the terrorists were taking however.

3) Government experiment gone bad.

Well, this theory is inevitable. There are always those who think that every new disease is a government experiment in germ warfare gone wrong, and well, this is one dosey of a disease. Basically this theory is that either the American government was cooking up this disease to take care of various hostile government (siting on large deposits of natural resources) and then vaccinate their men to go in and clean house later, or that one of the various hostile governments cook this up to deal with their neighbours (who are siting on large deposits of natural resources) and anyone who interferes with their invasion plans and then vaccinate their men and go in and clean house. Whichever government it was that supposedly created the disease lost control of it before the vaccine was created.

4) Pandemic

Some believe that this disease was cause by a mutation of an already existing disease. A disease that jumped from animals and mutated to attack human DNA. This has been seen in the past in cases of bubonic plague, smallpox epidemic, and the ebola virus.

5) Death magic.

There are those that believe that wizards and other supernatural creatures created the disease with their magic. They can raise the dead, the wizards can not be turned into the walking dead, the zombie hordes ignore the undead unless the undead attack first. A lot of people find this suspicious. The fact that they did not come out of hiding until a few month after the zombies started to attack is enough to have many people at least a little weary of magic

users and the supernatural.

6) Act of God

He did it before with a flood. He had hundreds of babies slaughtered in a single night. He visited plagues on those he deemed unrighteous before. There are many who say that the zombie plague is divine punishment for our wicked and secular ways.

7) Preordained

Many say that this just happened because it was time for it to happen. The outbreak first started on or near December 12, 2012, that is when the Mayan calendars predicted the end of the world, and that is exactly what this is. This is the end of the way of life we had come to know and rely on when the Mayans said it would happen.

Changes in Classes

A lot has changed since the dead started to walk the earth. Magic has become widely accepted and used. Many of the creatures that once stalked the nightmares of humanity have stood up and become humanities heroes. Even many of the spells that the Cursed use have changed. It should come as no surprise that the Cursed themselves have changed. This section is for the changes or additions to the rules for various classes of Cursed.

sum of the his base stats divided by 2 then add 35. Humans can get the Zombie spell and Summon spell like skills, but they must have at least 1 rank in Magic skill to do this. Humans get 20 freebie points and can get up to 5 points in penalties. Humans can get any bonus or penalty available to all Cursed characters (not the ones that can only be gotten by specific classes), whether the bonus or penalty are supernatural or not.

Human Hero

Little exists that could help weed out the weak like a zombie apocalypse. Even among the survivors, some stand out more than others. While humans may not be capable of reaching the same physical and mental limits as The Cursed, nor have the powers over reality as The Cursed, they tend to be more capable with skills and more rounded.

To determine the based stats for a normal human roll 1D6+1 for each stat. Alternatively, roll 5D6 and add 5 for the points distribute between the five base stats. Secondary stats are determined the same way. Humans get skill points equal to the

Shamans

The natural balance of the world has shifted. The spirit world is not as close to our world as it once was. It has become harder for shamans to look across the veil into the spirit world. The Concentration check for shamans to see the spirit world is now difficulty level Hard.

Shamans are the bridge between this world and the next. They often work to bring the world toward a balance, and zombies seem to know this. If a shaman is in a group being attacked by zombies, the zombies seem to be able to sense the ties the shaman have to the spirit world and will attempt to sever them. Zombies will attack a shaman before anything else (except

mystics).

This rule applies to those shamans in good favour with the spirit world. Those that broke an oath with a spirit and has been marked as untrustworthy by the spirit world are ignored by zombies. The spark of life they retain from serving the spirit world after they die seems to fade. A zombie will not attack a shaman oath breaker unless the shaman attacks a zombie first. A zombie lord can see him as living and like he is undead (like necromancers).

Another major change for shamans is the fact that the spider spirits vanished and cannot be called to leave their realm. Any shaman who had a spider as a totem spirit lost their permanent taboo, but retained their shaman powers and were not marked as oath breakers to the other spirits. Some shamans chose to seek out new totem spirits and take on new taboos while others remained unattached. Within the last couple of months the spider spirits have returned. Many who had been totem spirits have gone to rekindle the connection they had with their shamans. Some of the untethered shamans have taken back their spider spirit and taboo while others refused. To play a shaman without a totem spirit has no rules change except they have no totem spirit to call on for help.

Another difference is that loa can easily ride a zombie (not zombie lord). Loa do not generally come to the material plain since this plain of reality and that of the loa seldom intersect, but a voodoo priest, a shaman who deals primarily or only with loa, can call loa to the material plain and the loa is able to ride the zombie. Loas do not usually like to ride loa for long, it is like wearing a suit that is the wrong fit, with some parts too small and some parts too large and just uncomfortable in general.

Mystics

Mystics have a strange and powerful connection to magic and nature. They are closely connected to the flow of living energy that flows through the world. Zombies seem to hate this. If there is a mystic in a group, he will be the first to be attacked by zombies. The only reason a zombie would attack anyone else before a mystic is because a zombie lord commanded it.

The Blessed

The blessed are filled with the holy light of their lord. This light can burn zombies. A touch from one of the blessed causes a point of damage per turn to the zombie for as long as the zombie is in contact with the blessed. Zombie lords suffer from this burning as well. Zombies can recognise one of the blessed and will usually try to get away from him, unless a zombie lord commands the zombie not to leave.

Summoners

The real change to summoners since the rise of the walking dead is the rise of the necromancer variation. The necromancer variant class is as follows.

Necromancer

In a few short years the world changed drastically. Death's cool grip permeates the land. The land changed, the people changed, the magic changed. As a result there has been a rise in a specific variation of the summoner class, the necromancer. Now one third of the summoners coming to power are necromancers.

Like all summoners, these necromancers have a connection to the darkness, but somehow, they have gain a connection to the dead as well. They can raise the dead, use the dead to heal themselves, call the dead, even walk through the hordes of zombies unnoticed. Necromancers tend to be even more cold and alien than their summoner kin. Death seems to hang off them as an almost palpable aura, making it difficult for them to hide what they are, but that does not stop many from trying.

With a horde of zombies scratching at the doors of humanity, and with no idea why, having such a strong connection to death can be dangerous. Many people find it hard to trust the necromancer, even more than their other summoner kin, and several communities will not allow them to stay. That being said, there are also some communities that will welcome them with open arms, if they swear through binding magic to help fight the walking dead with all they have.

Necromancer's Penalties

Like summoners the necromancer has a connection to dark forces which causes changes in them. All necromancers get a -1 to their Social stat and start with one point of taint. Also necromancers have an odd aura of death about them. Maybe the scent of fresh dug grave soil follows him, or plants start to die when they are within a few metres of him. Whatever it is, it shows his connection to death.

Necromancer's Bonuses

1) Speaking Beyond the Veil

Necromancers can cast the Necromancy spell well. Necromancers get a +10 to Necromancy spell. Necromancers

can also automatically see restless ghosts that linger in this world. Necromancers can speak to and be heard by the ghosts that are still in this world.

2) Know Thy Fate

Necromancers can tell if the spirit of the deceased is still in this world, on the Low Road, or has moved on. To do this the necromancer must either have at least a body part (eye, tongue, hand, head, etc, but one whole piece) if not the whole body, or a treasured possession (money will not do, unless it is a specific piece of currency he carried with him all the time such as a lucky penny). To use this power a roll of rank + ½ Soul + D20 is needed. This power starts at rank 5 and can be bought up like a spell. The difficulty level is the target's Will roll (target always rolls for this).

3) I'll Take the Low Road

Necromancers have a power similar in effect to shaman's ritual Crossover. The exception is that it only takes the necromancer to the Low Road. This power comes with a risk, fail by two or more degrees of failure and the necromancer dies. The roll for this is ½ soul + ranks + D20. Difficulty for this is Hard. The necromancer starts with 5 ranks in this power and can buy more like it was a spell.

4) Wake the Dead

No one know how they do it, but necromancers can re-animate the body of someone long deceased. The necromancer can either raise the corpse as a mindless slave or give the body intelligence. The necromancer can either put the original soul back into the body, which is the easiest way to make it intelligent, if the soul hasn't moved on, or he can put a different soul into the body. The roll to raise the dead is ½ soul + ranks + D20. the difficulty level is

Challenging and he starts with 5 ranks in it and he can buy more like it was a spell. It is a will check to put a soul into a body. If the necromancer is putting the original soul in a body then he rolls against the targets will and if he succeeds then the soul is put into the body. If the necromancer is putting a different soul in the body then the necromancer rolls a will check and both the body (at his previous will stat) and the soul gets to make a will save and if either of them succeed then the power doesn't work.

The body remains active for a week plus a week per degree of success and the necromancer can only have one animated corpse per 5 ranks in this power at one time.

5) **Stubborn as the Dead**

Like summoners, necromancers are constantly involved in battles of will. This gives them a +2 to their will.

6) **Dead Rules**

Like summoners, necromancers deal with dangerous things that follow strict rules. The dead have very rigid rules they must follow in order to interact with this world and the necromancer learns them quickly, or they don't last long. Necromancers gain a +5 to Law skill.

7) **Wards**

While not as good as their summoner cousins, necromancers still know the value of a good ward. They get +2 to Ward spell.

8) **Summoning**

Like their summoner kin, the necromancer can summon things, though not as well. The necromancer gets a +3 to Summoning spell.

9) **True Names**

Like the summoner, necromancers know the value of true names.

With a successful Riddles skill check, difficulty of Difficult, a Necromancer can determine a part of a true name of a creature the necromancer has had a chance to study for an hour or so. Every degree of success gives the necromancer another part of the true name, and every true name has four parts. With the full true name of a creature without a soul, it must obey any order given with its true name. With the full name of a creature with a soul, the Summoner has a +20 against the creature. An entity hiding or trapped within something else will have at least a part of its name hidden.

Like all the other classes, this does not include the zombie or zombie lords. See rules changes for magic on how zombies and zombie lords are effected by true names.

10) **Partial Names**

Even partial names have power. For each part of a true name a necromancer knows he gets a +5 when dealing with that creature. Necromancers with part of a true name can do a research check (either appropriate lore or library check at difficulty level Challenging, or riddle check at difficulty level of Hard) to find out more pieces of the name. The checks take about two hour, and even if the necromancer does not have the Library bonus he is still assumed to have enough information gathered over time to do the research (he just doesn't get to roll his Library check and must either have the lore or use riddles). A Success gives you one more piece of the name, any degrees of success will give you a +4 to research for the next part of the name.

If any part of a true name cannot be found by the sixth time the necromancer attempts the research then the necromancer cannot find that part of the true name from the resources at his disposal. In order to continue trying to research that part of the true name new resources will be needed. It

will take approximately \$1000 worth of new reference material to continue the effort.

Like all the other classes, this does not include the zombie or zombie lords. See rules changes for magic on how zombies and zombie lords are effected by true names.

11) **Converse with the Darkness**

The Darkness is neither good nor is it evil. The Darkness watches, the Darkness listens, the darkness waits, and sometimes the Darkness suggests. The Darkness has no ill or good will towards creation or that which exists in it since it is, was, and always will be and is generally unconcerned with the fleeting moment that is reality.

All necromancers share the link their summoner cousins have with the Darkness. Necromancer are capable of conversing with the Darkness itself. The necromancer simply find an area without light and concentrate his power (with a Magic check with a difficulty level of Average) and he can speak to the Darkness. While the necromancer must speak aloud to the Darkness, he hears the response deep in his soul. The Darkness never gives straight answers, if it answers at all.

14) **Self-Made Man... Sort of**

One of the strangest and most powerful of the necromancer's abilities is the ability to graft parts from dead bodies to replace their own. If a limb is severed, they can take a limb from the dead body of similar size. At first the limb is useless, barely able to move. After about a week it changes to match the limb that was missing, even taking on the DNA of the missing limb. The only difference is that if there was something wrong with the necromancer's limb (ie missing fingers or toes, skin cancer) that problem is not there if the new limb didn't have it. If there is something wrong with the new limb before it was taken,

however, the problem will persist after it is grafted onto the necromancer. Organs can be replaced as well, but the necromancer cannot do surgery on himself. The organ will change in a few minutes if it works and will have the same DNA like the limb, also, if there was a problem with the old organ but not the new organ then the organ will be fine. If there is a problem with the new organ it will still be there after the grafting. The organ will be the same DNA, but in the same condition as it was before the graft. Effectively the necromancer can become immortal with this power.

In order to do this, the necromancer must attach the limb, or have the organ place in the proper place. After that, the player rolls the Magic skill of the necromancer with a difficulty level of Difficult. In the case of organs, it does not matter if the Medical skill fails for the surgery fails and the necromancer dies as long as the Magic skill succeeds he will return to life, but the necromancer must be alive when the replacement starts.

Zombie body parts can be used, if the zombie's brain has been destroyed or the limb has been subdued long enough for the process to work. If a limb of a zombie lord is used then it will cause infection (50% chance of an immediate infection, otherwise the infection is dormant). This will happen whether the zombie lord is still animated or had his brains destroyed.

13) **Spells**

Necromancers get +1 Magic skill and can learn the same spells as summoners.

14) **Zombie Walk**

Because of the necromancer's connection to death zombies see necromancers as undead. As long as a necromancer does not attack a zombie, zombies will leave him alone. If a

necromancer attacks a zombie and gets away, the zombies will not remember him, so it is not a case of attack a zombie and lose this bonus.

Necromancer's Opinion of Other Cursed

Shamans - Ironic that followers of a dead religion find us that speak to the dead so repulsive. They think we are corruptors of the natural order. They should look around, humanity has forsaken the natural order for convenience, and now simply minded activists turn against the natural order saying it is wrong to follow the natural food chain because their food has a cute face. Hell, we are more in touch with the natural order of things than most of humanity. We know about the cycle of life, death, and rebirth cycle, we just cheat a bit, that's all.

Mystics - They keep spewing hippy garbage. They say our kind is corrupt or some garbage. They are almost as bad as the shamans, but are a little less judgmental at least.

Psychics - I fail to see the point. Sure they have a few cool tricks, but I can break the

barrier between life and death. I don't know why they think they are so superior to me.

Sorcerers - You hide in dark corners looking up ancient text trying so hard to unlock the answers we were given a key to. All your hard work seems so pointless when you look at up. That is probably why you envy us so much and trick those blasted blessed after us.

Summoner - They are our kin. They have so much potential, if only they could do everything we could do. Just imagine the possibilities. *Shutters* Maybe that would not be such a good thing.

Blessed - Wretched fools. They call our minions abominations. They are the first to grab the pitchforks and torches, coming to storm the castle. Don't most of them worship a guy who risen from the grave? And this is the thanks we get? Ingrates, all of them.

Changelings - Otherworldly, beautiful, deadly. Makes me wonder if I were prettier if I would get acceptance so easily.

Changes to Magic

Magic has changed since the dead have started to ride up against the living. Many rules of many common spells have changed, some lost spells have found their way back into regular circulation.

Crashing the Party

Zombies seem to be attracted to places of high magical energy. When there are no more victims for the zombies to infect

they will usually find their way to the closest place with a high amount of ambient magical energy. This includes ley lines, nexus points, haunted buildings, magical lairs. Zombies seem to be able to sense these places from dozens to hundreds of kilometres away.

It is unknown how the zombies can sense the power or why they should be attracted to it. Some theories that they are looking for these places so their remaining souls left in their bodies and cross over to

the other side. Some believe that magic and life energy is the same thing and the walking dead hunger for this energy. Whatever the reason, many of the Cursed have learned that in order to avoid zombies while travelling, it is best to pay attention to their magical senses and try to avoid areas with a lot of magical energy.

The rules for using the Cursed bonus to sense magical energy for finding places with large amounts of energy is that when they start to sense a larger than normal amount of magical energy they must take a turn to concentrate only on the magical energy (Concentration check with the difficulty level of Challenging). This will give the character a general idea of the direction the power is coming from (compass directions like east or south west), not distance or what the source of power is.

That is Not My Name Anymore

Zombies do not have true names anymore, or, more precisely, they all have the same name after they are transformed. The name is spread out and weakened. The power of the true name can not control a zombie or zombie lord, but it can strengthen magic used against them... a little. In order to use the power of a true name against a zombie the mage must have the full name of the zombie hoard, and it will only give a +3 against zombies. Zombie lords have a little bit more anonymity than the average zombie. A piece of their true name is unique to that zombie lord. The whole true name is needed to effect a zombie lord so that unique part is needed. A full true name for a zombie lord give +5 for magic used against (or on) the zombie lord.

Since zombies have no identity to speak of, even the zombie lords see themselves as part of the mass horde rather than an individual, magic that usually

require either a name or a piece of the subject will not work with a name for zombies. Neither the name the zombie may have used or the true name of the zombie will allow these magics to work on the zombie or zombie lord. A piece of the zombie from either before or after he became a zombie will work for these spells.

Crowd Control

Zombies can not be controlled by any means other than a zombie lord. A zombie lord can not be controlled. No magics or psychic powers, or scientific means has been found to control the zombies or zombie lords. Not even the power of true names can be used against them. No one knows why this is. Some assume it is because the true name was spread to thin to be effective anymore.

Death, Rebirth, and Magic

When something dies it will usually draw as much magic as possible from an area to help the soul cross over to the other side. This will usually cause the area, and anyone or anything within the area, to be depleted of much of their magic for a few hours. This is not so when zombies are created. When a person dies and becomes a zombie it is like a burst of magic. The sensation is noticeable to The Cursed, but not recognisable unless they use identify.

If enough people are turned into zombies in a short enough time in the same area than the area will become highly magical for a time and give off bonuses to cast spells, and possibly have a random magical effect go off. If ten or more people die and become zombies within 10 metres (30 feet) of each other within an hour of each other that area will gain a +3 for casting spells plus a +1 for every two other

people who changed over the ten. This bonus will last for one hour plus one hour for every two people changed over the ten needed for the bonus.

Random magical effects are common when a large group is caught by zombies. So much magical energy being released at once is dangerous, especially since no one seems to be controlling it. There is a 25% chance plus 5% per every +1 bonus to magic caused by the transformation into a zombie of a random magical effect taking place. GM can chose what happens or he can roll randomly from the chart in the GM book.

Changed Magic

note Unless otherwise stated, the use of the word zombie in this section refers to zombies and zombie lords create through the infection.

Many spells work differently on zombies than they do other targets. Not only that, but the spells that could not be used in front of mundane witnesses can now be cast in front of anyone and work. There are also a few spells that were lost that have come back since the rise of the walking dead. Here are the general changes (and in some cases specific spell changes) that have occurred since the zombie invasion.

As noted above, zombies can not be controlled and the power of their names have all but disappeared. Not only this but no spell or power that controls luck can target them. They can neither have their luck increased or decreased. Just so it is noted, the zombie spell will not work on a zombie, nor can a zombie created by the spell be turned into a zombie by the infection.

The rituals Cleansing the Spirit will drive zombies off just like the Banish spell and Banish the Corrupt will damage a

zombie like it would a spirit. Reverse the Clock spell does not work on zombies and Clone spell using part of a zombie will only create a dead body, not a zombie. A soul can not be put into a zombie using Transfer Soul spell. Undo spell will cause one point of damage plus one point of damage per degree of success to a zombies, but only works on one zombie at a time.

Any healing spell or power used on a zombie will repair damage done to a zombie, just like any spell or power that will repair inanimate objects. Cancer will not grow in a dead body. The use of Telepathy and mind reading powers or spells on a zombie will drive the caster or user of the power mad or unconscious for 2D20 hours. When the power user or caster recovers he will only remember cold, hungry, empty, death.

Other Changes to Magic

After the dead began to rise up against the living and the supernatural world stood to protect humanity magic changed. It became more accepted. This changed a lot of things, how some spells work changed, some things became easier. Some of the lost magic came back into common use.

Spells to could not work in mundane view such as Humanculus and Teleport started to work in front of normal humans. Many have a theory on this. Some think it is because magic feels it no longer needs to hide from the rest of the world. Others believe that human is now more excepting of magic so the magic is becoming stronger. Still others say that it is because the mages themselves have more faith in their powers and that is giving them the faith to push the magic farther.

The shaman ritual Show the Way has become easier to perform (now difficulty level Average) and the ritual Crossing Over

has become easier to use when going to the low road (difficulty level Challenging), whereas, the difficulty of going to the high road has become much more difficult (difficulty level of Nigh Impossible). The ritual See Across the Veil has become Difficulty level Challenging. It is difficult for a shaman who knows the ritual Know the Hour not to be able to see if something is past its prime (difficulty level of Easy). The shamans say this is because the material world is moving farther from the natural world of the spirits and closer to death as the infection spreads. They may be right

The spell Heal has become easier to use (difficulty level of Average). Most are confused about why this spell has become so much easier to use, but some believe it is the magic's way of bringing back a balance. There is a downside to the new ease of this spell. There is now a 7% chance per point of damage healed that this spell will give the target cancer.

The spell Necromancy and the power Psychopomp are both now one degree easier to cast. This is probably due to all the death caused by the zombie horde, or it could be because of the unnatural state of the world. Whatever the case, it is easier to deal with the dead. The problem is that to do so is like broadcasting to the zombie horde where you are. If there is a zombie within a kilometre (+1 kilometre per degree of success in the spell or power) it can sense the power being used.

Wards

Cities have been warding themselves against the zombie horde since the wizards have come out of hiding. Most cities have large walls four to five times taller than a man and completely solid. When all portals through the wall (doors, cracks, peep holes, etc) are warded the wall is sealed off from magical creatures, but the top is left

unguarded. People can still teleport in and out and it is possible for supernaturals to go over the wall. This is not usually a problem since most zombies cannot get over the wall or teleport and the walls are mostly made to protect against zombies.

It is possible to ward the whole city if there is either a dome on the wall around the city or the top edge of the wall is warded. The top can be warded, but any opening larger than forty square metres (forty square yards) increases the difficulty level of the Ward spell by one and one extra difficulty level (or +5 needed) for every forty square metres (forty square yards) above that. It often becomes simply too difficult and not particularly advantageous to ward the tops of the walls of a city.

Learning In the New World

It has become more difficult to learn spells, rituals, and psychic powers now that humanity is cramped into such small spaces. It is now one difficulty level higher to learn spells, rituals, or psychic powers than it is to cast them.

Lost and Found

The Cursed have seen many changes since the zombie horde started to walk the earth. They no longer need to hide in the shadows, the spells that once needed to be hidden from the world to work can be done in plain view of anyone, many have found expectance in the hearts and eyes of the mundane populace. Many things have changed in the world of the Cursed, but the biggest may be the return of many of the lost magic. Here is a list of the lost spells that have made their way back into common use. Oddly, psychic powers seem unchanged.

Shaman Rituals

Once, before the dead had risen against the living, the spirits taught these prayers and rituals to only the most trusted shamans. The spirits, for their own unknowable reasons, have since started to teach these rites and rituals to more and more shamans.

Prayer of Healing (Challenging)

This rite was once one of the most common and widely used ritual of the shaman. This was back when humanity was a hunting and gathering race. Over the centuries this ritual has been taught to fewer and fewer shamans until scarcely a handful around the world knew how to perform this rite. That is until the hordes of the walking dead rose up. Perhaps the need for healing and self-sacrifice is so great the spirits feel it is time again for their emissaries to help take away the pain and suffering of the world. Perhaps there has been too much death and the spirits see this as a way to balance the scales. The ways of the spirits are rather alien to the human mind and the shamans may never know the real reason this rite as found its way back into common teachings from the spirits.

With this ritual the shaman can take damage from a target, while suffering some of it himself. This ritual heals one point of damage on a successful casting plus it heals one point of damage for every degree of success. The shaman receives 1/3 the damage healed to the target (round up, the shaman always takes at least one point of damage).

Tongues of the World (Challenging)

Shamans are meant to be a means of communication between the spirit world and the physical world. This means that the shaman must be able to communicate with the people around him, and this ritual allows the shaman to communicate with anyone.

When the ritual is finished the Shaman can understand all languages he hears and everyone who hears him understands the language he is speaking. This ritual does not effect the shamans ability (or more precisely, inability) to read languages.

Meeting at the Crossroads (Average)

This ritual was developed by voodoo priests. This spell is similar to the Summoning spell except rather than forcing a supernatural creature to go to the caster, it simply offers a polite invitation. This ritual is cast throughout the day or evening before the meeting. The target knows that he is being called and can decide whether or not to go, the shaman will know if the creature accepts.

If the target accepts the ritual the two will meet at a specific crossroads the shaman chooses. The spell will bring the target, but the shaman must find his own way there. The meeting starts at true midnight (the time exactly between dusk and dawn). During the meeting the Shaman and the target can not harm either, but anyone else who comes to the meeting is fair game for either side. Once the meeting is over the target goes back to where he came from beforehand.

Magic Spells

Many of these spells had been lost for years, with only a handful here and there keeping their secrets alive. Others were new spells that few knew before the rise of the zombie horde. Some were seen as necessary to spread after the rise of the zombie horde, others just surfaced again with little to no apparent aid from anyone (which made a few of the people who could actually take the time to notice such things nervous). Whatever the case, these spells have become common either again or for the first time.

Alarm (Challenging)

note If used with Enchant Object spell, the object will be the centre of the spells radius while it is active.

This spell has gain a great amount of popularity since the start of the infection. Once the magical community came forward and the settlements started springing up mages have been spreading this spell like wildfire. Soon anyone willing and able to use this spell knew it, the magic seemed to be floating in the air. This spell is usually used to guard access points in a settlement or campgrounds of those who have to go out into infected territory.

While this spell is in effect, the mage can tell if the area being protected by the spell is being disturbed. The spell protects an area about 20 feet by 20 feet by 20 feet plus an extra 10 feet by 10 feet by 10 feet for every degree of success. This spell lasts for one hour plus one hour per degree of success. The mage must be in the area he is casting the Alarm spell on.

Battle Magic (Challenging)

This is magic created specifically for fighting. There are five types of battle magic, each must be learned separately. Each type looks slightly different and have different side effects, but all work basically the same way. The mage calls up the primal essence of the element of the type of battle magic he is using. A ball of said element forms floating above the mages hand. The mage then throws the tiny, hard ball sized ball at the target (Projectile, Thrown is always used for this). The damage is then calculated. Damage is calculated normally, the forces that forms the ball of the element creates a seal that deals damage when the target is struck then releases the element. If the ball misses the target, then it hits something close by, determined by the GM which becomes the target for the purpose of

the battle magic description. Damage is calculated normally, each different type of battle magic has a different weapon damage rating. Each type of battle magic also has a different effect. The five types are acid, electricity, fire, water, wind.

The acid battle magic creates an orb of yellow or green liquid which is thrown at the target. It does a base damage of 2 points. When the acid strikes the target, it will splash on any surrounding objects or creatures (creatures and objects able to dodge get a dodge roll against the roll the attacker made against the target), for about two metres (about five to six feet) plus about two metres (about five to six feet) per degree of success on the attack roll. The acid will continue to do 2 points of damage plus 1 point of damage per degree of success on the battle magic roll for the next 3 turns plus 1 turn per degree of success of the battle magic spell, unless washed off.

The electrical battle magic looks like one of those electric orbs that will make a persons hair stand on end when it is touched. In fact, when summoning this battle magic the caster's hair will stand on end. It does a base of 3 points of damage. When the electricity strikes the target, the target must make a Health check (if the target is susceptible to electrical damage) of $\frac{1}{2}$ Health stat plus D20 roll plus any applicably bonus versus being stunned at a difficulty level of Average. The target gets a -2 to this roll for every degree of success made on the battle magic roll. If the target passes, nothing happens, if the target fails, he is incapacitated for 2 rounds plus one 1 round for every degree of failure the Health check was failed by. While incapacitated, the target falls to the ground and can not do anything, except breath (unless this is hindered in some way). This electricity is magical and can not be grounded.

The fire battle magic creates an orb

of red fire which is thrown at the target. It does a base of 3 points of damage. When the fire strikes the target, it will ignite any flammable material and heat up any metal. The damage from the metal heating up is 1 point for 4 turns plus one turn per degree of success of the battle magic, or until the metal is cast aside. The damage of the flammable material catching fire is the same as a torch, 2 points of damage per turn of exposure.

The water battle magic looks like an orb of water. It does a base of 2 points of damage. When the water strikes the target, everything within a metre (about three feet) plus one metre (about three feet) per degree of success, is soaked. If the target is struck from the front, he must make a Health check, half Health stat plus D20 roll, with a -2 for every degree of success on the battle magic spell. If the roll was passed then nothing happened, if the roll failed, then the character gets 2 points of damage. If the character failed the first roll, on his next turn he makes the roll again. If he passes he stops choking, if he fails, he gets another 2 points of damage and can not do anything for the turn. The rolls continue until either the roll is passed or the character chokes to death.

The wind battle magic looks like a cloud trapped in an orb. It does a base of 2 points of damage. When the wind strikes the target, it will possibly knock everything over within about a metre and a half (about five feet) plus about a metre and a half (about five feet) per degree of success in the battle magic spell. Everything within range gets a Body check which is $\frac{1}{2}$ Body stat plus D20 roll plus applicable bonuses with a difficulty level of Average. There is a -2 to the roll for every degree of success in the battle magic. If the roll is passed then nothing really happens (other than that which made the roll had to brace itself

against the wind), but if it fails then whatever failed the roll is knocked prone and must spend his next turn picking itself up (if he can).

Trap (Challenging)

This spell has become almost as popular as the Alarm spell. It will often go hand in hand to protect certain areas from uninvited guests.

This spell causes an explosion of magical energy that will harm any one who does an action that meets a certain condition. The spell does one point of damage plus one point of damage per degree of success. The trap can be set to go off if someone sits in a specific seat, opens a specific book, opens a specific door, any condition like that will work for a condition of the spell. The trap lasts until the mage cancels the spell with a successful Concentration check, the trap is triggered, or the trap is undone with the Undo spell. If the trap is set to go off when someone tries to cast Undo on it then the Trap spell goes off first. The mage must also set a condition to get around the trap. Getting around the trap in this way does not nullify the trap.

Gate (Varies)

note Summoners can cast this spell.

To use this spell with Enchant Object spell mystic writ at both portals is required. The portal remain a gate as long as the mystic writ remains intake, but will only stay open for the duration of the spell per activation.

This spell creates a link between two portals. Portals, for the use of this spell, is any opening such as a door frame, a window frame, two crossing trees, a cave entrance, a hole in the wall large enough to crawl through, etc. The link allows anyone who walks through one of the portals in the right direction to exit through the other portal (not

a conscious decision). The link lasts for one minute plus one minute per degree of success.

The difficulty level of this spell depends on the familiarity of the mage with the location of the other portal. If the other portal is in an area the mage has the Lair spell in effect then the difficulty level for the spell is Easy. If the mage is very familiar with the location of the other portal then the difficulty level is Average. If the mage has only been to the location of the other portal a handful of times then the difficulty level of the spell is Challenging. If the mage has only seen the location of the other portal in pictures then the difficulty level of the spell is Hard.

This spell takes fifteen seconds to cast and can not be shortened. The mage must be touching the first portal for it to work. This spell will not work if either of the portals are blocked, by say a door, or a window, or a person standing in it, at the time of the casting.

Null Zone (Challenging)

This spell creates a no magic zone with a 3 and a 1/3 metres (10 foot) radius plus 2 metres (6 feet) per degree of success. The no magic zone lasts one month plus one month per degree of success, and with five or more degrees of success the no magic zone is permanent. Active magical items turn off when entering a no magic zone and no magic item can be turned on in the zone. Magical items will work normally once they leave the zone. Spells that can not be undone with the Undo spell will not be effected by the no magic zone except for Unaging. While in the no magic zone, any creature under the effect of the Unaging spell will age normally, but will stop aging outside the zone.

Zombies will generally avoid these no magic areas, unless ordered to by zombie

lords.

Walk in the park (Challenging)

This spell has been developed in the last year or so. It allows the caster to walk among the zombies as if he were one of the undead. Normal zombies will ignore him unless he attacks the zombie first. Zombie Lords see the caster as an undead, but no a fellow zombie.

New Magical Items for Dealing with the Dead

All Terrain Vehicle (\$16000 - \$22000, \$16000 base plus \$1000 for each point of armour on the body and tires)

While there may be a few settlements that humanity are still held up in nature has taken back much of the land. There are few cared for roads and precious little access to petrol. These All Terrain Vehicles are redesigned Jeeps, ATVs, Motorcycles, and other light weight and rugged vehicles which are supped up with some magic. First off, since fuel is so hard to come by, the gas tanks are enchanted to produce a magical, completely clean burning fuel that will never run out. Secondly, the tires are enchanted to be massively resistant to damage. The tires will never accidentally blow, it will take running over spikes at least six inches thick forced to stick straight up or being shot out (effectively Armour spell 3 to 5) to take them out. The tires are also enchanted to grip any surface at an angle of 45 degrees or less and never loss traction. Lastly, the body is enhanced with Armour spell between 1 with 5 extra hit points to 5 with 25 extra hit points (in cases where the body of the vehicle does not cover the driver or passengers the armour will surround them as well).

These All Terrain Vehicles are not

all that common. They can be purchased at the Goblin Market, but it is usually sold to a town for important missions. Few individuals own one themselves. Most towns will spend an extra \$1000 worth of trade goods to get the anti theft enchantment on the vehicle. What this does is makes sure that who ever takes the vehicle must swear an oath to return the vehicle is possible and replace is if not. If someone tries to take the vehicle without swearing the oath the engine will not start and the person can not get out of the vehicle until someone in authority lets him out. This is done through the trap and Bind to Word spells.

Comm Phones (\$200)

Phone, normally cell phones, enchanted to communicate with each other. They are enchanted with the Commune spell. They have the semi-intelligence variation to give them a name so they can be called with the spell, Always Active and usually Works Only On variation so that they can only call other phones. Mystic writ is scratched into the buttons so that the user dials the name of the phone they want to connect with. The phone will make a noise (new ring tones are programmable) and there will be a button to answer and end calls. Unless the phone enters a null magic zone calls will never drop, signal strength will never be low, and yes, I can hear you now.

Doomsday Phonebook (\$200)

The Doomsday Phonebook gets its name from the Doomsday book of Medieval England. Where the Medieval book had all relevant information of those living in England, the phonebook keeps track of the names of the Comm Phones and those who own the phone. When a Comm Phone is created, it will usually be registered with a man in the Goblin Market. The man is known only as the Surveyor. Every mystical

phone registered is written in his ledger and magically entered into every Doomsday Phonebook. They will be listed by the owner's name, the phone's name, and, if the owner wishes, the owners occupation.

The Doomsday Phonebook looks like a normal phonebook about 100 pages thick. It is a Concentration check of Average (just before opening the book) to find the name of someone you know and Concentration check of Challenging to find the name of someone you never met. It is a Concentration check of Difficult to find a person of a certain occupation closest to the user (and the person will only be found if he listed his occupation).

Never Ending Gas Tank (\$200)

Most individuals can not get the full All Terrain Vehicle, but most can get an old, beat up Vehicle and a Never Ending Gas Tank. The tank creates a completely clean burning magical fuel that never runs out. This means that a vehicle can run indefinitely on it, and no pollutants are created.

Prayer Wards (\$400)

Most of these items are Muslim religious symbols. When activated (Concentration check of Challenging), they will allow the bearer of the item to walk through the zombie horde unnoticed (except by zombie lords who see them as undead but not zombies). What makes these items unusual is that when active, the bearer can bestow the power on others for a day or until the bearer feels like cancelling the effect (Concentration check of Challenging) and can have several people under the effect and he can pick and choose who he cancels the effect for.

Self-Repairing Engine (\$1500)

These engines are enchanted with the

Better Usage variation and a lost variation Faster Repairs. Basically the engine always works at peak performance without worry of over heating or something breaking down.

Zombie Lord Detectors (\$100,000)

These goggles were created in a lab that was all but destroyed by a zombie invasion. Some of the creators managed to escape with the secret to creating these

goggles. They have set up shop in the Goblin Market and have some heavy duty body guards to protect them. No one else have been able to re-create these goggles.

When wearing the Zombie Lord Detectors, the wearer sees everything normally, unless there is a zombie lord near. Zombie lords appear to glow a sickly green when seen through the goggles.

Changes to Bonuses and Penalties

Monetary Bonuses and Penalties

Since the rise of the zombies and the collapse and rebuilding of society, money has become worthless. Trade goods are used instead of a common currency and the barter system has risen anew. All the monetary bonuses and penalties no longer give the character continuous income, but the character does get to start with more than others.

A suggestion for starting money. When making a character, if he is a citizen of a city, his starting money is the same and prices can be like today to show what he managed to collect or salvage from the old cities. Anything the character starts with should be bought with starting money, no matter how the character got it in his back story. Any money not spent at character creation is considered as tradable goods.

Bonuses

Happy Home Owner (1 point)

This bonus no longer gives more money, but it does give the character more access to room for experimenting and learning magic. Since the zombie uprising people mostly live in small apartments in buildings split up more than they should have been to accommodate a lot of survivors in such small area. This bonus gives the character a house that they own themselves.

They have room for magical experimenting and to hold a library, if they have access to one. Without this bonus, or the proper magical or technological device, the character can not have the Library or Lab (new) bonus.

Rich (1 point)

Either you hoarded things before the zombie apocalypse or you were really good at gathering afterwards. Either way, multiply starting money by ten percent. This bonus only effects your character at character creation. This bonus cannot be taken with Well Off, Flat Broke, or Struggling.

Well Off (1 point)

You have more than a lot of people since the zombies came. Multiply your character's starting money by five. This bonus only effects your character at character creation. This bonus cannot be taken with Rich, Flat Broke, or Struggling.

Penalties

Flat Broke (2 points)

The zombie apocalypse hit your wallet as hard as it hit society. Your character losses half his starting money. This penalty only effects your character at character creation. This penalty cannot be

taken with Rich, Well Off, or Struggling.

Struggling (1 point)

You were not good at collecting what was needed to survive the zombie horde. Your character loses ten percent of his starting money. This penalty only effects your character at character creation. This penalty cannot be taken with Rich, Well Off, or Flat Broke.

Other Changed Bonuses

Parents Know - This is no longer a bonus. Everyone's parents know or are dead.

Library - This bonus now requires that the character either have the bonus Happy Home Owner, Lab, or some sort of magical or technological device like a magical Book of Library or e-book with a lot of storage space. The living has much less space than they use

to, which means less space to store books.

New Bonus

Lab (1 point)

This bonus gives the character a place to study, experiment, and learn new skills and spells (or psychic powers, or rituals). Because of lack of space it is now a difficulty level higher to learn spells (psychic powers, or rituals). With this bonus, it is the same difficulty level to learn spells as it is to cast them.

Trick Shot (2 points)

Your character either was an expert shot or became one quickly since the zombie apocalypse. The penalty for hitting a smaller target is halved (round down) for your character.

Chapter 3

The GM's Section

This chapter will contain the information that GM's will need to know. It will include the stats for Zombies and zombie lords, what really caused the zombie outbreak, and additional (all be it very basic) information the players should not be aware of. The background information is kept to a minimum so that the GM can fiddle with the setting as much as they wish. If any of the background, either known to the players or not, does not fit with the zombie apocalypse game you wish to run, then change it (but if you are changing known details, let your players know). The most important thing about this chapter is that ***This is for the GM's eyes only!!!***

What Really Caused the Zombie Apocalypse

While the most popular theories were discussed in chapter 2 not just one of them was correct. The true cause of the infection is much stranger and more convoluted. It involves many strange and unconnected events and collisions of fate.

It started in the late nineties with a Taliban sect working on a secret weapon to use against the infidels that stood in their way. This sect was working on a formula to create super soldiers that would feel no pain or fear and would do any and all that was ordered of them. They were also to be able to work on their own without instruction.

American forces heard about this and found the base that this sect was working out of. They managed to take out the Taliban forces and obtain the research. What they did not know was that was the plan all along. The formula was an alteration of the

Zombie spell. It would leave the subject masterless and hungry. The subject would be able to spread the formula through his bite after undergoing the treatment. It was meant for the Americans to find and bring home. They were to spread it and then the rest of the world would be forced to wipe North America from the map.

What the Taliban did not know was that the Americans had just as good mystics and sorcerers working from them as the Taliban had. They noticed the flaw in the formula right away. They worked on the formula for month, but in the end seen it was useless. It sat in databases in heavily encrypted computer mainframes that no one was even suppose to know existed, let along suppose to be unhackable, forgotten.

But somehow, in the Summer of 2011, someone found out about the databases. A hacker and self proclaimed political activist and anarchist known as Zork learned about the databases. He not only was able to hack into the system, but left such a mess that no one could figure out what he took.

Zork had a message board that was invitation only. You had to know where to look and how to get in after you found it or you could not get to it. There were hackers from all over the world on the site. Anarchists and self proclaimed political activist all wanting to bring down the system from the comforts of their computer chairs. Zork used his message board to organize acts of civil and criminate acts of computer hacking and minor actual stunts all over the world through the members of the board. In October of 2012 he started to post about a new plan he had.

He talked about a formula for a new

hallucinogen he found in the hard drives hidden by the American government. He was planning on spiking the water supply all over the world on December 21 2012. This was to be the big changing of the world the Mayans predicted. On the morning of December 21, 2012 he released the formula for the masterless zombie spell and had his followers mix it and spike the water supplies of their home towns. No one knows if he knew what he was giving his followers. Some think he did not believe it was dangerous, some think he may have got the formulas wrong, and some who know of this (which there may only be a dozen or so) believe that he wanted to bring about the end of the world. No one even knows who Zork is, he could be human, alien, spirit, demon, or something much worse.

Zork Who?

Who is Zork? Why is he trying to kick off the apocalypse? How did he hack an unhackable computer system not even connected to the outside world? These are tricky questions, and the answer is he is a son of a trickster. Zork is one of Ananisi's sons. Throughout the years Ananisi has had many children, but Zork has always been a bit of a problem.

Zork had always like stories, felt safest inside a tale. He loved to hear them, tell them, dream them, live them. When Zork found out his father was the lord of stories he felt it was his rightful heritage, and wanted that power now. He tried several times to take his father's domain and power, but every time he got close his father would turn the tables on him, but Zork never stopped trying (his father was so proud).

Eventually, Zork's obsession turned from ruling over stories and tales to ending them all, permanently. He realized that all stories must come to an end, and if he could

not control the story he would control the end. But he could not just end it, he must end it in style.

Zork, born part human and watching humanity for most of his life, felt that they had the best stories. He decided that they would write their own ending and he would send it forth. The common ending for the world seemed to be zombies and this struck Zork as a good a way to end the story as any.

He gave the idea of the super soldier plot to the Taliban. He helped see to it that the US military played their part. He learned what the US military did with this secret and stole it from them. He set up a following online and seen to it that they would follow his wishes faithfully. Zork orchestrated the whole ordeal (except for the rise of the zombie lords, that was a pleasant surprise). Once more, his father is proud.

Background for the GM

As stated before, the zombie apocalypse was started by a half-human, half-spirit son of Anansi named Zork. He helped the Taliban sorcerers develop the zombie formula, he helped them plan on getting the Americans to "stumble across it", and he stole it from the Americans and gave it to his followers on the internet.

Where Have All the Spiders Gone?

Not long after the infection started, Zork used a combination of magic rituals and sabotage on various telecommunication relay points and disconnected the spirit realm of the world wide web from the mortal plane. The world wide web was devastated. All the intersections where a computer connected to the web was suddenly severed. The realm was nearly

destroyed. It took all the spider spirits across the spirit realm, Anansi included, nearly everything they had to hold it together. The realm, and its occupants, were severely weakened.

The spiders closed off the web to the outside world and have regrouped. Every spider was called back to the web and none has left since they were all called back. Spider shamans were freed of their permanent taboo and left without a totem spirit. They retained all their powers, but were left without aid. Many had made deals with other spirits to have them be the shaman's new totem spirit, were other simply went their own way. Five years afterwards (the time frame of the game) the web has been rebuilt and the spiders have recuperated enough to venture out into the rest of reality again. Some of the lone shamans took back the spider spirit as their totem spirit and re-accepted the taboo, other remained untethered.

Secrets of the Secret Societies during the zombie apocalypse.

There were some groups that those in the know were expecting to jump in and save the day, and others that were expected to make things even worse. That very few if any come out when the crisis starts shocked those who were in the know (which were admittedly few). Here is the story of why they did not come out to play.

The Order

Those that have heard of these guys were waiting for them to come in and save the day. They are the white knights and the last line of defence, and the world definitely needed a last line of defence, so where were these guys?

Well, every story must come to an

end. The Order was the stuff of grand stories and tells and Zord wished to be the great ender of stories, it seemed fitting to Zord to end the Order before his plan came into action.

While those of the Order were more powerful and resilient than when they were human, they could still die. He started to kill them one by one. He did it quickly and gruesomely to get their attention. They were severely weakened and frightened before they knew what was going on, which is a feat since fear is all but completely abolished among those of the Order. Once they were weak and frightened it was easy to turn them against their normal enemies, the Keepers of the Darkness and the Sumerian Resurrected. While the three groups were busy killing each other Zord took the opportunity to take out the entity that created the Order and gave them their power. With one plot Zord managed to eliminate three potential threats to his plans. While some of each group remained, they were too damaged to be a threat.

Illuminati

The plots and machinations of the Illuminati were so convoluted that even Zord did not know what was true and what was false, so he took a page from the goddess of chaos; he threw a golden apple into their mists and let them fight among themselves so they would be too distracted to do anything.

When the zombie apocalypse started and the various rulers of the various Illuminati groups finally noticed what was going on outside their various ivory towers they realised the trick for what it was, well most of them did. Some of the groups were devastated, others were hurt by survived, some were almost completely untouched. Most of the remaining Illuminati groups went underground (in many cases literally) and

created safe places to hide and wait out the disaster. Several of the groups used agents among the Cursed and the other supernatural groups to get them involved in fighting the zombies openly.

Each group that are left are hoping to emerge victorious leaders of humanity when the zombies are beaten, if they could just stop fighting and killing amongst themselves.

The Brotherhood of the Serpent's Fang

There is little need for assassins in this apocalyptic world. They came out of the shadows and became mercenaries. Those that know of them now know they will get the job done.

The Agency

This group was the second greatest hope for the world among those who knew of such things. Unfortunately they were hit the hardest. When the sickness started the Agency gathered as many of the infected to study without being noticed. They tried everything to cure those infected, including scientific, magical, and a combination there of test and treatments.

When the people started to die and come back the initial shock lead to several good agents succumbing to the illness. This cause the agency to up security in their laboratories and not many available to go out and clean up the threat at the beginning. The testing continued until the scientists of the Agency thought they found a cure. The still living infected seemed to be getting better and even the "dead" victims seemed to be getting better and showing signs of life. The cure was given to thousands of victims in Agency warehouses throughout the world. Every Agency base was giving the cure to dozens and dozens of sick and

"dead" victims. For a week things started to look up and the Agency was about to distribute the cure worldwide. Luckily, before they could, their errors were brought to light. Suddenly people who seemed to be recovering burned out, their bodies died and rose again. The dead ones were just as hungry, but they were smarter. They used there high (for a zombie) intelligence to trick and catch the Agency off guard.

The zombie who were treated with the cure were able to turn some of the mages the Agency had on staff. Months after the zombie apocalypse started the Zombie Lords were born and the Agency was wiped out. Not every zombie got smarter, not every living victim became a Zombie Lord, not every victim of the new zombies became a Zombie Lord. But even the normal zombies who had the treatment had a chance to create a Zombie Lord. The new breed of zombies knew what they had and took all the formula created by the agency and started to spread it throughout the zombie populace. The second greatest hope for humanity became the possible downfall of the entire human race.

The Beautiful Ones

It could be said that the Beautiful Ones suffered the most, their very meaning died when the dead started to rise. This group (those that survived the initial zombie attack that is) has either left this world or gone insane. The world they longed for, the world of pure beauty, is gone. The dream is dead. The zombie horde has brought so much ugliness that there is no longer any hope left for the Beautiful Ones. The survivors of the first wave of zombies either ran to Faerie or hid themselves away and went mad. Either way, the Beautiful Ones are no more.

The Brotherhood

Whatever happened to the world around them, their mission is still the same; destroy anything more dangerous to humanity than themselves, kill all that their master sends them after. That does tend to be the zombie horde and the Zombie Lords for the most part, but there are always going to be people who take every crisis as an opportunity to victimize and subjugate other, so the Brotherhood still have their duties to perform. The mission is unchanged and so is the Brotherhood.

The Knights Templar

For centuries the Templars have helped humanity from the shadows, the zombie apocalypse is no different. There are always tales of travellers being attacked by zombies and then when all seems lost being rescued by strangers who disappear just as quickly when the danger is over.

Discordian

The Discordians really started to shine after the zombie apocalypse with the rise of the chaos cults. Most think that they are a new phenomenon, but it is much older than most realise. Like the Illuminati, the Discordians are a fractured and disorganised organisation, but unlike the Illuminati, this is an asset for the Discordians. Every Discordian cell is expected to be set up and run differently and there is no true ranking system among them. This anarchistic organisation has led to greater co-operation in Discordian societies who would go by the golden rule, either help out, shut up, or get out. Their societies refuse to set up governments and systems of privilege which means that all are truly equal and everyone carries his or her own weight.

Enter the Zombie Lords

The first of the zombie lords evolved in November of 2013. It was meant to be the salvation of humanity by one of the very few groups who could help with the situation. What it ended up as, however, was the possible downfall of humanity. It was a miscalculation on the part of the Agency. A solution not studied closely enough and implemented far too early by eager and frightened people.

The formula seemed to work. The living victims seemed to be recovering over the few weeks that they received the treatment, even many of the dead victims seemed to get some memories back, not personal information, but skills, basic knowledge of when they were human. Everything seemed to go well for the first few weeks of testing so the Agency went into full swing of producing and dispersing the "cure" to all infected. Then things went bad. Thousands of living infected started to spike in fever and when they came back about 10% of them came back as a zombie, but with human intelligence. They could not remember who they were before they were infected, but they could remember social and learned skill, what it was to be human. They did not care. The hunger consumed them, the zombies also had a hive mind, all were connected. The rest were the mindless dead, but the new zombies could control the mindless ones. On top of this, about 5% of the dead victims given the "cure" became more intelligent. After the turnaround, the zombies laid a trap for the Agency. The Agency had no idea what hit them, they were crushed by the onslaught. What was worse, the Cursed who were once at least immune to being changed started to be infected and became these new intelligent zombies, well some did, but that was enough. What was worse, they retained their ability

to cast magic (except the Shamans, Blessed, and, psychics) and could teach the others of the new race of zombies how to cast magic through the hive mind. Thus the Zombie Lords were born.

After wiping out the Agency world wide, the zombie lords took the reserve of the “cure” and started to spread it world wide to all the other zombies they could. The “cure” changed about 5% of the zombie population into Zombie Lords, but now pretty much all zombies can create Zombie Lords. This was a twist to the story Zord did not even see coming, but he enjoys it immensely.

Merlin’s Secret

Merlin loved the green gem that is the British Isle since before man walked the land. He had helped rule it and protect it for a time with the help of his young ward, Arthur Pendragon. He helped raise and educate the boy in the way of justice and valour. When Arthur was slain Merlin lost his connection to this world and was forced to leave it.

Merlin is no mortal mage, he is a member of the Formorian fey. He was cursed by a fellow Formorian that he cannot walk the lands of the British Isle unless he has first taken a noble human under his tutelage and willingly teaches him the ways of justice, honour, and chivalry and together uphold these virtues and lead the rest of the people in these ways. And he can only offer such teachings and assistance during a time of great need. Merlin seen the zombie plague as his chance to once again return to the land he loved.

Evan Alistair was just a young man who Merlin could see great potential in. Merlin could see he had the strength of character needed to lead his people in the noble manner he needed to be free to return

to earth, with the right guidance. Evan Alistair would be the heir of Arthur, he would inherit Arthur’s castle, Arthur’s title, Arthur’s sword, and Arthur’s legacy.

The Taliban Connection

The first thing the Taliban tried to do when creating the zombie formula was try to find a way for the zombies to be controlled. They had no success at this, however, they did find a way to blind the zombies to their presence. They were able to make items that could not only hide the user, but could grant this seeming invisibility to other targets for a day, or until the user decided to cancel it. Several of these items were made before the American soldiers raided the cell so the Taliban would be ready for the zombie plague. There were none of these items in the cell the Americans raided, nor did any of the Taliban in that cell know about the items.

It did not take long after the infections started for the Taliban officials to recognise the plague for what it was. The items were distributed among the top most people of the Taliban and instructions were given on how to use them. As the dead started to rise and attack the living, transforming victim into monster, the Taliban was there to give aid to those who would faithfully follow them.

The items made the user and those the user granted to power to appear to be undead to the zombie horde. The zombies were unable to differentiate between a zombie and any other type of undead, so this granted the Taliban a great weapon to use against their enemies. That is, until the zombie lords evolved. The zombie lords still seen the users of these items as undead, but knew the users were not zombies. They were a threat, all be it a dormant one, to the zombie horde, so the zombie lords watched

and waited for the time to strike. When it came, the Taliban was caught completely unaware. Since the Taliban and its followers were living in amongst the walking dead the casualties were incredibly high when the zombies finally attacked them. They were almost completely decimated.

Israel, the Land of Milk and Honey

When the zombie plague struck Israel was struck as well. It would have been over run by zombies just like any other place on earth had it not been for one of the Tuatha Dé Danann that took an interest in the Hebrew people. He had been watching them for centuries, watching their trial and tribulations, their victories, their sorrows and their strength. He watched them struggle and persist through the toughest and most unimaginably horrid circumstances and come out stronger for it.

He, Tandagu, had watched them suffer and die for not reason other than they were easy targets, but when the dead started to rise and would threaten the very existence of these noble people he finally said no. With great will he burned the plague from the land of Israel. He willed the land to

What is the Infection

What is the infection? Well, the best answer to that is a bastardisation of the zombie spell. The formula for the spell has been changed just enough that the walking dead created by this spell serves no master save for the hunger for human flesh.

When the victim of the spell changes to one of the walking dead, the infection, the formula seems to alter the saliva glands of

flourish and told the people he had watched for so long that they would be safe.

He told them that if they followed the path they have always followed they would be protected. He told them to follow their holy men and wise men and they would be safe. He was amazed and proud when the people of Israel opened their door and offered the safety guaranteed to them to anyone willing to keep Israel strong. He used a great amount of his power to stretch to boarder of his protection to help accommodate the growth of the population. Tandagu communes with the rabbis and the kabbalist through dreams and signs to show that he is still there helping.

Australia

The plague did not hit Australia or New Guinea, not because Zork did not have people there, but because Australia is a land of old gods, old magic, and old dreams. Australia is a land of power and magic. Beings so old and so powerful that to call them true gods is not far off have been there, sleeping, watching, waiting. They see many thing; now, then and to come. They seen the coming of the hungry dead and did not wish that disease to pollute their land.

the victim to produce more of the formula and infect more. The hunger for human, and anything that is close to humans (such as the Cursed) seems to be meant to keep the infection spreading. The walking dead seem to have no desire for dead (or undead) flesh and seem to somehow tell the difference on sight.

The walking dead are effected by spells such as Ward or Summoning. Commune is only useful for Zombie Lords. The walking dead are immune to any sort of

supernatural compulsion and can not be controlled by anything other than a Zombie Lord.

Once Bitten

Many people think that when you are bitten you become a zombie, no ifs, and, or buts about it. This is not true, and has led to many people being killed for no good reason. The truth is that the infection is spread through saliva, but it is not one hundred percent contagious. First off, the Cursed are immune to the infection of the normal zombies, as are all the other types of supernatural creatures (normal human alchemists are not supernatural). The Cursed, however, can be infected by a zombie lord. While infection is high among the average human populous (75% every bite), it is possible that the victim does not become infected. Then again, dormant infection is just as dangerous, if not more so than instantaneous infection.

What normally happens when a victim is bitten is he will get infected. The infection courses swiftly through his body, within a minute or two he will start showing signs of being sick. Within eight to ten minutes his body temperature spikes to double normal temperature. In an hour or so he is one of the walking dead. Then again sometime it could take up to three to four times as long for a person to go through these stages.

That is what happens 75% of the time. What happens the other 25% of the time? Well, usually (80% of the rest of time) the victim just hurts like hell from the bite but recovers (or died from the damage and stays dead), if the bite does not become infected in the mundane sense. Many times the victim either dies of this mundane infection or is thought to be becoming a zombie and is killed by those he cares about.

On a few occasions the infection lays dormant. What this means is that the victim seems to recover from the attack with no ill effects, but when he dies (unless it is massive damage to his head) he rises from the dead within minutes as one of the walking dead.

If a victim of a zombie attack becomes infected normally he will become a normal zombie. If the infection is caused by a normal zombie there is, however, a 10% chance that the victim will become a zombie lord. If the infection is caused by a zombie lord, the chances of the victim raising to 30% chance of the victim becoming a zombie lord. The Cursed who are bitten by a zombie lord have a 45% chance of becoming a zombie lord and if they are not infected, there is a 10% chance the infection is dormant.

Infection and Cloning

Many of The Cursed like to use the Clone spell, Transfer Soul spell, Lair spell contingency to cheat death. Before the zombie apocalypse there was little to no problem with this, since the rise of the zombie horde, however, new problems have arose.

When one becomes a zombie, it seems a piece of the soul stays with the body. When one of the infected is put into an empty vessel, like a clone without a soul, the person's soul is incomplete. He has his soul halved (and a new max of 5 for Soul), he has nightmares about being overwhelmed by the hunger of a thousand restless, mindless souls. He is uncoordinated (-5 to all dexterity related skills) and his magic has a 25% chance of just not working.

These negatives go away when the zombie of the original is destroyed. This information is known on a Undead Lore of Difficult or a Zombie Horde Lore of

Challenging.

Zombie

Body: 5/10 Health: N/A Mind: 1/3 Social: 1
Soul: 1 HP: 15 Will: N/A Armour: 1
note When a person becomes infected his Body stat increases by 2 and his Mind stat is reduced by 3 (to a minimum of 1) and is considered animal intelligence. A zombie's HP is his Body stat doubled.

Bonuses

Head Shot

You can cripple them, you can cut them to pieces, but the only way to truly stop them is to destroy the brain or sever the spinal cord at the base of the skull. A limb hacked off a zombie whose brain is still intact will remain animated and can be reattached. Limbs only remain animated and can be reattached if the limb was removed after the zombie was infected and became a zombie.

A limb lost before or during the transformation can not be reanimated or reattached. In order for a limb to be reattached the limb must be held to where it was removed from as healing or repairing magic is being cast.

Being Dead is Tough

When the infected burn out and their body rises from the dead, their skin toughens to a leathery consistency giving them protection from bumps and scrapes they would not be able to heal from. This takes a couple of days and a lot of the tearing and rot comes from this time it takes to develop this armour. This provides them with 1 armour and an extra 5 hit points.

Unleashed

Zombies can not be controlled by

anything other than a zombie lord (or Loa possessing it). No magic, psychic, or other supernatural means will work. Not even the power of true names can compel a zombie. Zombies can be tricked, but not controlled. They can not be trained, they only follow their base instinct of hunger or the orders of a zombie lord.

Unspoken Bond

Zombies share a telepathic link (zombie lords included). Zombies can telepathically communicate the presence of living beings when found, or if one of them is being attacked. Zombie lords can give zombies orders telepathically.

If a non-zombie tries to either read the mind of a zombie or communicate telepathically with a zombie he will go mad. There is a 10% chance that this madness is permanent. If the madness is not permanent, it will last for 3D4 hours. During the victim's madness he will gibber and rant about the voice of death, thousands speaking, screaming, yelling, crying, laughing all at once. He will talk about infinity in a moment and other such nonsense. If he is not gibbering and babbling he will attack anything that moves. He will switch suddenly and without warning between attitudes. Anyone who tries to read his mind or telepathically communicates with the victim while in a maddened state runs the same risk as reading the mind or telepathically communicating with a zombie.

Just Like the Rest in Peace

Zombies share all the same traits as other undead (see the Cursed RPG: the

GM's Guide for these traits) except for regeneration.

Penalties

The major penalty of a zombie is that it can not heal or regenerate on its own. Any healing or repairing magic will heal damage done to a zombie, but that requires some else to want to heal the zombie. However, it has become somewhat common misinformation that healing magic will hurt zombie. This is not true, but it has helped zombie survive a few attacks.

Another penalty for zombie is that only humans can become zombies. They will attack any living humanoid creature they see (except for the undead, or those that appear undead to the zombies).

Supernatural creatures are immune to the effect, but can still be brought down by a zombie attack (their attacks count as magical attacks for those that are immune to all but magical attacks, and as mundane when attacking fey).

Another downside is that Loa (but not other nature spirits) can ride a zombie without any trouble. There is no need for a roll to see if a Loa can ride the zombie, but all Loa detest riding a zombie.

Zombies are also slow moving. They have their speed reduced to 1/3 of their normal speed before they were infected. This does not effect their attack speed however.

Skills

Perception rank 10, Fist Fight rank 10

note These are the only skill zombies will ever have. Fist Fight is almost always used for grappling and biting.

Description

These zombies act like your typical movie zombies. They lurch, they saunter, and they swarm. They look like dried out corpses. They do not rot, but many have large chunks bitten out from the zombie attack that caused them to become infected. Their movements are stiff and irregular. They often smell bad from rotting gore and blood splattered from their victims, but the zombies themselves smell like a guy that could use a shower, but not bring tears to one's eyes.

History

On December 12, 2012, someone, or something, calling itself Zork convinced several online friends to spike their local water supply with a supposed new hallucinogenic drug formula he stole from a hard drive kept hidden in the Pentagon. Zork had organised many such events over the last few years and everyone of its on-line followers thought it was hilarious.

It turns out that the drug was not a hallucinogen, but a formula to create an arm of the walking dead that would kill everyone around. It did not take long for the those who were effected to become zombies. Their victims started to rise from the dead and started to kill along side their murderers. Soon the walking dead became an epidemic.

Zombie Lord

Body: 5/10 Health: N/A Mind: 2/7 Social: 1 Soul: 2/7 HP: 10 Will: N/A

note Zombie lords gain 2 Body after he is changed and loses 1 Mind (must still have at

least 2 Mind in order to be a zombie lord). The hit points for a zombie lord is his Body stat doubled.

Bonuses

Head Shot

You can cripple them, you can cut them to pieces, but the only way to truly stop them is to destroy the brain or sever the spinal cord at the base of the skull. A limb hacked off a zombie whose brain is still intact will remain animated and can be reattached. Limbs only remain animated and can be reattached if the limb was removed after the zombie was infected and became a zombie.

A limb lost before or during the transformation can not be reanimated or reattached. In order for a limb to be reattached the limb must be held to where it was removed from as healing or repairing magic is being cast.

Being Dead is Tough

When the infected burn out and their body rises from the dead, their skin toughens to a leathery consistency giving them protection from bumps and scrapes they would not be able to heal from. This takes a couple of days and a lot of the tearing and rot comes from this time it takes to develop this armour. This provides them with 1 armour and an extra 5 hit points.

Out of Control

Zombie lords can not be controlled by anything other than a Loa possessing it. No magic, psychic, or other supernatural means will work. Not even the power of true names can compel a zombie. Zombies can be tricked, but not controlled. They can not be trained, they only follow their base instinct of hunger or the orders of a zombie lord. If a spell or power requires a Will roll, it will not work on zombies.

Grave Silence

Zombies share a telepathic link (zombie lords included). Zombies can

telepathically communicate the presence of living beings when found, or if one of them is being attacked. Zombie lords can give zombies orders telepathically. Zombie lords can use this to control zombies without speaking which makes it hard for those fighting the zombies to tell which one is the zombie lord.

If a non-zombie tries to either read the mind of a zombie or communicate telepathically with a zombie he will go mad. There is a 10% chance that this madness is permanent. If the madness is not permanent, it will last for 3D4 hours. During the victim's madness he will gibber and rant about the voice of death, thousands speaking, screaming, yelling, crying, laughing all at once. He will talk about infinity in a moment and other such nonsense. If he is not gibbering and babbling he will attack anything that moves. He will switch suddenly and without warning between attitudes. Anyone who tries to read his mind or telepathically communicates with the victim while in a maddened state runs the same risk as reading the mind or telepathically communicating with a zombie.

New Guy Same Party

Zombie lords share all the same traits as other undead (see the Cursed RPG: the GM's Guide for these traits) except for regeneration.

The Old Zinger Still Works

Zombie lords are capable of learning new skills. Also, if they know or learn at least 1 rank in Magic skill they can cast the same spells as a summoner.

Penalties

The major penalty of a zombie lord is that it can not heal or regenerate on its own. Like zombies any healing or repairing

magic will heal damage done to a zombie lord. Zombie lords can not learn healing magic so that requires some else to want to heal the zombie lord. However, it has become somewhat common misinformation that healing magic will hurt zombie. This is not true, but it has helped zombie survive a few attacks.

Another penalty for zombie is that only humans and The Cursed can become zombies lords, and even then, very rarely. Other supernatural creatures are immune to the effect, but can still be brought down by a zombie attack (their attacks count as magical attacks for those that are immune to all but magical attacks, and as mundane when attacking fey).

Another downside is that Loa (but not other nature spirits) can ride a zombie lord without any trouble. There is no need for a roll to see if a Loa can ride the zombie, but all Loa detest riding a zombie.

Zombies lords are also slow moving. They have their speed reduced to 1/3 of their normal speed before they were infected. This does not effect their attack speed however.

Skills

Zombie lords retain their skills from when they were human.

Description

Zombie lords are indistinguishable

from other zombie unless they do something unzombie-like, such as talk, stop and consider a situation, use a tool or weapon. Otherwise, they look like dried out corpses. They do not rot, but many have large chunks bitten out from the zombie attack that caused them to become infected. Their movements are stiff and irregular. They often smell bad from rotting gore and blood splattered from their victims, but the zombies lords themselves smell like a guy that could use a shower, but not bring tears to one's eyes.

History

It was sometime in late 2013 that the first zombie lord became infected. They just wanted to save humanity, but the Agency damned us and created the Zombie Lords.. Since then intelligent zombies started to pop up. They do not keep a sense of self or individual identity, but they do remember skills, and sometimes very powerful memories from when they were alive. The memories are barely remembered wisps of vague clouded thoughts just on the edge of remembering, not enough to bring the victim back from the other side.

The living have no idea how many zombie lords are out there or what they are capable of. None know they can cast magic, few know they retain skill from when they were alive. Most zombie lords do not want the living to know what they are capable of.