

EVERYDAY HEROES™

TYPICAL ARMY F*CK UP

by Nick Lowe



**RETURN
OF THE
LIVING DEAD**

A SAMPLE ADVENTURE FOR
THE UPCOMING CINEMATIC
SOURCEBOOK

An adventure for the *Everyday Heroes* Roleplaying Game

CREDITS

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PUBLISHER: D. TODD SCOTT

PRODUCER: CHRIS "GOOBER" RAMSLEY

ADVENTURE DESIGNER: NICK LOWE

DEVELOPER: CHRIS "GOOBER" RAMSLEY

PROJECT MANAGER: PAUL ALLEN TIMM

EDITOR: ERIC D. NELSON

GRAPHIC DESIGNER: CHRIS CORRIGAN

LAYOUT: PAUL ALLEN TIMM

ACTUAL PLAYS:

DREAMSLAYER STUDIOS: CHRIS TYNER, CLINT BYRD, DRAGON M SHADOW, MARX PYLE, NICK "FRICK" WENTZEL

UNTOLD STORIES PROJECT: AARON EINHORN, AUNTPUPPY, CALVIN B, DEUCE, JENNY KELLER, & STEVEN JONES

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INTRODUCTION

This adventure is written for Everyday Heroes. This adventure references the Everyday Heroes Core Rulebook, and also uses rules found in the Return of the Living Dead sourcebook and The Vault Vol.1.

Whenever you come across a block of text with a blue frame, paraphrase or read it aloud to your players.

The following read-aloud text may be read to the players before they make or select heroes. It gives just enough background and plot to get everyone in the right mindset for the adventure.

We suggest the Game Master read the entire adventure before running it.

Read aloud or paraphrase the following:

It's midnight, November 10th, 1969, and you all find yourselves in the Pittsburgh VA Hospital in Pennsylvania. Some of you may be employed here as doctors, nurses, or orderlies working the graveyard shift. Others may be enlisted, or former enlisted soldiers being treated as patients or visitors from among their friends and family. Whatever your reasons for being here, you've noticed something strange happening over the last few days. Armed soldiers from the nearby base have been assigned to certain areas of the hospital, especially the underground basement and morgue area. They have not hindered anyone from doing their duties but are guarding a room in the basement that they allow no one to enter. The soldiers are under the command of First Lieutenant Horace Glover and while you have not been confined or mistreated in any way by the soldiers, their presence at the hospital strikes you as deeply odd.

SYNOPSIS

This adventure takes place in 1969, roughly 15 years before the events in The Return of the Living Dead and tells the story of how the first zombie outbreak may have happened. The heroes are all working or visiting the Highland Place Veterans Administration Hospital in Pittsburgh where, unknown to most, the US Army and the Darrow Chemical Company have been conducting preliminary tests using Trioxin to reanimate the dead. The project, codenamed Agent Green, is in its infancy because at this time, no one knows exactly which chemical compound within Trioxin is responsible for the reanimation process and the results have been varied. Different strengths and mixtures of the Trioxin have been delivered to the hospital over the last few days to find out which particular combination works the

best. Tonight, the army finally discovers the correct mixture required to raise the dead back to life.

OUTLINE

The heroes begin the adventure at the hospital in the dead of night. The hospital has only a skeleton staff on hand, and there are fewer than two dozen patients staying the night. At some point in the night, the army succeeds in reanimating a corpse with the Trioxin. In the chaos that follows, several soldiers are exposed to the gas and require emergency treatment. In a panic to remove the Trioxin from the basement, the ventilation system is engaged, with disastrous consequences. The gas leaks out over the onsite Cemetery, reanimating a horde of zombies. The army decides to pack up the operation in the morgue and return to base, taking all of the bodies that they have been experimenting on, along with the remaining Trioxin, with them. However, with Living Dead inside the morgue and outside in the Cemetery, the soldiers are trapped inside the hospital with the heroes.

The heroes are then thrust into the center of the pandemonium, as screaming zombies attack them from within and without. They must find a way to fortify the building and stop the dead from feasting on their brains. The surviving soldiers, including Horace Glover, a character from The Return of the Living Dead, will assist them and the other survivors. Eventually a helicopter is dispatched to rescue the heroes from the hospital roof. Glover and some of his men remain to help contain the zombies, allowing the heroes to escape.

Unknown to the heroes however, one of the other survivors—Henry Cooper—is a KGB mole within the CIA who has been overseeing the Trioxin experiments and secretly reporting back to the Kremlin. His plan is to steal the research notes and a sample of the Trioxin and flee the hospital. In order to fulfill his plan, he will attempt to enlist the heroes by casting doubt on Glover's plan and offer to evacuate them from Pittsburgh.

The heroes must decide where they stand, with Glover and his soldiers, or with Cooper.

BACKGROUND

This adventure serves as a possible prequel to The Return of the Living Dead and tells the story of how the original incident in the zombie outbreak, dubbed Operation Drummer Boy, came to pass. Operation Drummer Boy served as the inspiration for George A. Romero's Night of the Living Dead, and as such, Typical Army Fuck-up takes the characters from that film and gives them a twist.

Before the adventure begins, the US Army has been contracting several private chemical companies to develop a powerful herbicide that is capable of large-scale destruction of marijuana crops as part of the US Government's War on Drugs. The Darrow Chemical Company eventually won the contract, due to their prior successes in developing chemical and nuclear weapons. During the development of what would become 2-4-5 Trioxin, it was observed that corpses that came into contact with the compound displayed signs of limited reanimation. Intrigued by the possibilities, the US Army's bioweapons division, codenamed Section Six, in conjunction with the CIA, started to experiment with the chemical's reanimating effects in several secretive projects dubbed Agent Green, each using a different mixture of the Trioxin compound.

One such project, headed by First Lieutenant Horace Glover, was using the morgue at a VA Hospital to conduct its tests since test subject and storage facilities were readily available and the hospital and staff were under Federal management. It is worth noting that, at this particular time, neither the Army nor the CIA nor Darrow are fully aware of the ramifications of using Trioxin to raise the dead; they are therefore woefully unprepared for what follows.

HEROES AND GEAR

Some Backgrounds, Professions, and Classes may allow a hero to begin the game with a weapon such as a pistol or rifle as well as armor. In order to keep a strong survival-horror theme for this adventure, it is recommended that the Game Master limit the weapons, gear, and armor that heroes start the game with. The hospital has a strong military presence, so obtaining gear, guns, and armor on-site should not be difficult once the action starts, and can be an objective of Act I once the zombies appear.

CREATING OR SELECTING HEROES

Typical Army Fuck-Up is intended for a group of three to five 2nd level heroes. Players can create their own heroes for the adventure if they wish, but they can also use one of the five included pre-generated characters for quick play. These pre-gens were all created with the standard set of ability scores, and each has assets and abilities useful for the challenges ahead.

The heroes have also been created as if each were the inspiration for characters found in George A. Romero's *Night of the Living Dead*. To make things fun, we used the same names of those characters, so players can play Barbara, Ben, Johnny, Judy, and Tom from the Romero film, but with a twist. The characters as they appear in *Night of the Living Dead* have been altered from their original appearance in the Romero film and re-imagined for the *Return of the Living Dead* universe. These then are to be considered the "real world" versions of those characters

that were present during the original Trioxin spill and later inspired the Romero film. Some of the characters from *Night of the Living Dead*, such as the antagonistic Harry Cooper, also serve as NPCs in this adventure.

TIME PERIOD

Typical Army Fuck-Up is set in 1969, so the heroes' gear should reflect this setting. There is technology available to the public, but it is not technology as we are accustomed to it today. Refrigerators, cookers, home telephones, TVs are the pinnacle of available household technologies. Of course, there are no cell phones or internet at this time. The color TV has finally become affordable enough for the American public to buy, but many still rely on the older black-and-white sets. Not every home has a telephone, and those that do often share a party line with other homes. Many people have to rely on public phones. People listen to music on vinyl records or, more commonly, on the radio.

The Hacker and Engineer classes introduce some anachronisms to this time period, so they are not great choices for use in this adventure if you want to keep true to the setting. That said, if you want to change the timeline or simply allow some anachronisms, that is your call to make. Either way, be sure to let the players know before they create their heroes!

Character Backgrounds can also be altered to fit the setting. The Punk Rocker, for example, could be changed into a "Greaser."

ZOMBIES

Zombies are a part of pop culture, and players will likely come to Typical Army Fuck-Up with preconceptions about what zombies are and how to deal with them. They may also have watched *Night of the Living Dead* or other zombie films. But just because something worked in a movie doesn't mean it is going to work for them in this adventure! Game Masters should feel free to subvert their players' expectations. Trioxin zombies are smart enough to exploit characters' presumptions: they can pretend to be alive and friendly or pretend to be dead in order to lure heroes close enough to attack.

MILESTONES

The full version of this adventure is worth a Milestone (see *Everyday Heroes Core Rulebook*. 332). The traditional place to award this is upon completion of the adventure following Encounter 6a or 6b. If you want to award two milestones during the adventure, award the first when moving from Act 1 to Act 2. The additional level makes the adventure easier, but it should still provide a challenge. The Game Master may want to increase the number of zombies attacking the hospital or Beekman's Diner later in the adventure.

ACT I: THE GRAVEYARD SHIFT

"Hello. Yes. Can we get some paramedics over here right away? That's the Resurrection Funeral Home at 21702 East Central. Tell them to come around the back to the embalming room. Poison. We have two men poisoned here. No, we don't know what kind of poison."

- Ernie calling 911 (*Return of the Living Dead*)

THE HIGHLAND PLACE VETERANS ADMINISTRATION HOSPITAL

The Pittsburgh VA hospital is a relatively new medical center located on the outskirts of the city. It opened in the early 1960s to help treat aging veterans from World War II and was funded with donations from the Darrow Chemical Company. The hospital currently consists of just one building, that has around 150 beds between its three floors and contains two surgical operating rooms, a psychiatric ward, and an office floor for the staff. There is also a basement in which the morgue can be found. The hospital also conducts experiments in various pioneering treatments and medicines, as well as research trials. There are several other buildings in various stages of construction around the site that are part of the city's plans to expand its VA services.

When it came to finding a location to start testing 2-4-5 Trioxin, the hospital was a natural choice for the Army due to its facilities and its connections to the Darrow Chemical Company.

THE REAL PITTSBURGH VA HOSPITAL

The Highland Place Hospital in this adventure is based on a real-world location known as the Highland Drive VA Hospital in Pittsburgh (now demolished). In real life, Highland Drive was a much larger site than in this scenario. It consisted of five buildings, the largest of which was six stories high. Unlike the fictional Highland Place hospital in this scenario, there was no on-site cemetery, and the infrastructure was much more complex. To keep things simple, we have reduced the size and scope of the VA Hospital to keep it manageable for Game Masters. It is not necessary for this scenario to have every real-world hospital room, department, wing and location listed. The focus is on

HOSPITAL LOCATIONS

The majority of action in this scenario takes place in the Basement and on the First Floor. Heroes are, of course, free to explore the hospital for Gear once the scenario starts, although they are likely to be challenged by staff if they are found somewhere that they are not supposed to be. When it comes to Gear, Game Masters can use the locations as a basis to explain what the players can find (such as knives in the kitchen, scalpels and surgical drills in the operating theatres, and medicine in the pharmacy).

The following locations in and around the hospital are of interest to the heroes. There are other locations not listed here that should be taken as given (such as toilets, storerooms, etc.).

FIRST FLOOR

The First Floor of the hospital is focused upon physical treatment and first aid.

1. FRONT ENTRANCE

The Front Entrance can be found at the south end of the building. There is a carpark outside that can house around 100 vehicles.

2. EMERGENCY DEPARTMENT

ER is located next to Reception and consists of a small waiting room, a resuscitation room, a trauma care room, and a consultation room.

3. OPERATION ROOM 1

The first of two Operating Rooms in the hospital.

4. PATIENT WING

This section is for patients receiving care at the hospital. There are around 50 beds here, nine of which are occupied by patients in no condition to move or be moved.

5. NURSE STATION

Located close to the patient wing, this is where nurses who are not actively treating patients can be found. First aid kits are kept here, along with medication ready to dispense and a set of keys for accessing the Pharmacy in the Basement. The station is also used for administrative purposes and medical records.

6. CAFETERIA & KITCHEN

The Cafeteria is for staff, visitors, and patients who feel well enough to walk around. The adjacent Kitchen is where food is prepared.

7. EXAMINATION ROOM

For examining patients, this space includes an X-ray machine with a small adjacent lab for developing the x-ray images.

9. ELEVATOR & STAIRS

Each of the floors, including the Basement, is accessible from here.

10. BACKUP POWER ROOM

This is where the hospital's backup generator can be found.

11. REAR ENTRANCE

The exit from this side of the hospital leads to the Gardens and Cemetery.

SECOND FLOOR

The Second Floor of the hospital is focused on the psychiatric treatment of patients.

1. NEUROPSYCHIATRIC WARD

This department is focused on the diagnosis and treatment of conditions that affect the brain, such as memory disorders and other conditions caused by brain dysfunction.

2. OPERATION ROOM 2

The hospital's second Operating Room, typically used for surgeries involving the brain.

3. DOCTORS OFFICES

A set of offices for the doctors who work at the hospital.

4. PATIENT WING

This section is for patients with mostly neuropsychiatric conditions that are receiving care at the hospital. There are another 50 beds here, five of which are occupied by Civilians (Everyday Heroes Core Rulebook, p. 385). They are heavily medicated and each have 3 levels of Exhaustion.

5. EXAMINATION ROOM

Another examination room with an X-ray machine.

6. NEUROPSYCHIATRIC RESEARCH ROOM

A small room dedicated to examining the brains of patients who have died. There are around 100 brains preserved in jars here.

7. ELEVATOR AND STAIRS

Access to the Second Floor from either the Elevator or emergency Stairs.

THIRD FLOOR

The hospital's Third Floor is focused on administration.

1. DIRECTOR'S ROOM

This is a large office used by the hospital's Medical Director, Dr. William Tallman (see supporting cast).

2. MEETING ROOMS

Several large Meeting Rooms, one is reserved for Board meetings.

3. LOUNGE

A spacious Lounge with comfy couches, this is where the Medical Director meets with special visitors. Most recently this has included representatives from the Army, CIA, and the Darrow Chemical Company.

4. RECORDS ROOM

This is where the hospital keeps all its records, including its most sensitive that detail the MDs involvement with the Army and Darrow Chemical. The room is locked at all times.

5. ELEVATOR AND STAIRS

Access to the Third Floor from either the Elevator or emergency Stairs.

6. PATIENT WING

This section is for patients receiving care at the hospital. This wing is used mostly for non-critical and non-complex care and for patients who are recovering and ready to be discharged soon. There are another 50 beds here, eight of which are occupied by Civilians (Everyday Heroes Core Rulebook, p. 385) that are to be discharged tomorrow. They each have 2 levels of Exhaustion.

THE ROOF

The roof of the hospital sees little use, but there are three important locations found there.

1. THE HELIPAD

A large Helipad, usually reserved for important members of the hospital Board, Army, and the Darrow Chemical Company.

2. ELEVATOR CONTROL

This small building houses the system that controls the hospital's elevators. It is always locked, and the key is held by the hospital maintenance staff.

3. ELEVATOR AND STAIRS

Access to the Roof from either the Elevator or emergency Stairs.

HOSPITAL BASEMENT

The hospital Basement has a number of important locations.

1. THE MORGUE

The Morgue can hold around 20 bodies in storage. There are tools and equipment used for autopsies here, such as surgical tools, cadaver lifts, trollies, and stretchers. It is not uncommon to see bodies being transported from the morgue to the Special Operations Room. There is also a small Office attached to the morgue where staff can typically be found.

2. MORGUE LOADING BAY

There are large double doors in the morgue that leads to a Loading Bay outside, accessible from a small road that leads down to the doors from the north side of the hospital. The Loading Bay is used to inconspicuously transport bodies to and from the hospital. At present, there are several army vehicles parked there, including a jeep and a truck.

3. SPECIAL OPERATIONS ROOM

This is a special room where the Army and Darrow Chemical have been conducting their experiments with 245 Trioxin. It is a simple operating room with all the tools and equipment found in the morgue. There is also a powerful radio here for communicating with the Army base.

4. PHARMACY

The hospital's drugs and medicines can be found in this room. The door is always locked.

5. BOILER ROOM

One of several utility rooms found in the basement, this one contains the hospital boiler. This room is where the hospital's water, heating, and ventilation are controlled. This room is typically locked.

6. ELECTRICAL ROOM

This room contains the emergency generators that power the hospital if the power goes down. The generators are powerful enough to deliver 2d10 electrical damage to anyone who messes around with them without knowing what they are doing. It is always locked.

7. STOREROOM

A general Storeroom, here are the cleaning supplies used by the janitorial staff and small office where they can be found when not working around the hospital. There are several powerful chemicals here that can be weaponized by heroes with the know-how.

8. LINEN ROOM

This room contains several large industrial washing machines and dryers. Both are large enough to fit a zombie inside (if need be, of course).

9. ELEVATOR AND STAIRS

Access to the Basement from either the Elevator or emergency Stairs. Due to the experiments taking place below, there are typically at least two soldiers on guard here.

BEYOND THE HOSPITAL

There are a few locations outside the hospital that are important during this adventure.

1. THE GARDEN & CEMETERY

This specious site can be found to the back of the hospital and is accessible from the rear entrance. The Gardens are designed to be scenic and relaxing. The Cemetery here holds dead veterans and their families.

2. THE CONSTRUCTION ZONES

Around the hospital there are several sites where the construction of new buildings is taking place. There are currently plans to expand the hospital with four other buildings, which will not only increase the number of patients the complex can hold, but also house facilities for cutting-edge treatments and research. There are various construction vehicles and equipment found here, left behind by the workers.

3. BECKMAN'S DINER & GAS STATION

The VA hospital is currently accessible by a long dirt road (under construction) that stretches for about a mile through the surrounding woodlands from the main road connecting with Pittsburgh. At the turnoff from the main road, there is a large diner called Beckman's Diner and an adjacent gas station. The diner is popular with the hospital staff, who escape there on their lunch and dinner breaks.

ENCOUNTER 1. THE HORROR IN THE MORGUE

The heroes are all gathered at the hospital during the graveyard shift. It is around 12am, and the night is cold and eerily quiet. That silence, however, is about to be shattered, because the soldiers and scientists experimenting in the basement have just accidentally released a cloud of Trioxin gas. The chemical has immediately reanimated at least one

corpse, and two soldiers have been exposed to it. The Army is doing its best to contain the situation, and is bringing the poisoned soldiers back to the First Floor while they attempt to deal with the zombies downstairs.

Before reading the text below, give the players a chance to get their bearings and ask questions. They may be unfamiliar with the time period and wish to orientate themselves. Allow them to explore their roles and parts of the hospital relevant to them. It is beneficial, though not required, for some of the heroes to be in the Basement of the hospital for this encounter. A Morgue attendant may be working on a cadaver. A nurse may be collecting drugs from the Pharmacy. An orderly could be loading up the laundry. A handyman may be checking on the boiler and so forth. This places some of the heroes in a prime position to catch a glimpse of what is happening once the action kicks in. However, Game Masters should also be aware that this potentially places them in danger of Trioxin exposure early in the scenario (though this need not be the case).

Heroes who are not in the Basement when this encounter occurs should also have the opportunity to tell the Game Master what their characters are doing. Players portraying doctors can be checking in on their patients, and others may wish to simply have a chat in the canteen area. The players may also wish to roleplay with the various soldiers stationed around the hospital, though the soldiers are very tight lipped as to why they are there. In truth, most of them know little more than the heroes do. Only those downstairs in the morgue know the truth of the experiments taking place below.

Once the players have had the chance to explore and roleplay, read aloud or paraphrase the following:

The night shift at the hospital grinds on as the clock strikes 12:15. Almost as if on cue, a thunderous noise erupts outside, followed by a flash of lightning. Then the telltale pitter-patter of rainfall starts to pelt the hospital windows. Another crack of thunder follows, this one sounds closer. The hospital lights flicker in response before the next flash of lightning illuminates the sky. Then a third thunderclap blasts through the night air. Only this one sounds different. It is followed by another, and another. You suddenly realize: these aren't thunderclaps, they are gunshots! Sounds of shouting and screaming follow, all coming from the staircase down the main hall—the stairs that lead to the morgue.

If some of the heroes are in the morgue, the Game Master should alter the text slightly so that they are aware that the gunshots and shouting are coming from the sealed-off room that the army requisitioned for its experiments.

Give the heroes a moment to decide what they are going to do in response to the noises coming from the basement. Some may wish to investigate immediately, others may want to find a weapon or a soldier to explain what is happening. Whatever the case, once they reach the room at the far end of the basement, read aloud or paraphrase the following:

The sounds of gunfire and screams steadily grow louder as you advance upon the room at the far end of the basement. The soldiers that are normally posted outside the door have vanished, and there are thick tendrils of a strange green gas billowing out from underneath the door. The smell is awful; it stinks like nothing you have ever encountered. Suddenly the door opens, and you see a soldier come stumbling out of the room backwards. Clutching onto him and screaming ferociously is what appears to be a hospital patient, but her gown is missing, and she is completely nude. She is deathly pale, her eyes a milky white and her gums receded. She looks as if she is desperately trying to bite the soldier's head. Then you notice the Y-shaped scar incision on her chest, the sign that she has had an autopsy performed on her. Before you can even begin to make sense of the scene, she screams "BRAINS!!!!" and sinks her teeth into the unfortunate soldier's skull.

This is an exceptionally dangerous scene for the heroes. The woman is, of course, a reanimated zombie and there is a large amount of Trioxin gas in the room behind her that will soon begin to spill out. At present, she is the only zombie but the soldier whom she just killed will soon reanimate as well. Use the Morgue Zombie stat block found in the Supporting Cast part of this scenario. After one round of combat, when the soldier also rises from the dead, use the standard Trioxin Zombie stat block for him. Any heroes that come into contact with the Trioxin must make a Save to Avoid as per the rules for exposure to Direct Trioxin in Chapter Four unless they have a gas mask or similar protective equipment. There is another soldier in the room who will attempt to help his comrade in vain as well as Horace Glover and Harry Cooper. All are wearing gas masks and will exit the room as soon as possible.

This encounter can be resolved in a number of ways, either by destroying the zombies, locking them away somewhere, or otherwise incapacitating them. The first soldier is of course dead as the encounter starts, but Lieutenant Glover and the remaining soldier will be on hand to help deal with the zombies. Harry Cooper will not help, thinking only of himself. The Game Master is free to add more zombies to the encounter if they wish.

After a few rounds of combat, Glover will shout at one of the heroes to activate the hospital's ventilation system found in Room 5. If they cannot or are unwilling to do this, then the Game Master can have the soldier NPC or Harry Cooper

do it instead. The ventilation of the Trioxin is necessary to make the scene safe, but also to ensure that Encounter 3 takes place.

ENCOUNTER 2. LOCKDOWN

Once the chaos has subsided, the heroes are free to take stock of the situation. It is likely that they have questions for NPCs such as Lieutenant Glover and Harry Cooper. This encounter is largely a chance for the heroes to roleplay and attempt to get some answers on what is happening before Encounter 3 throws the hospital back into chaos.

Glover will order his men to lockdown the hospital, no one gets in or out. In addition to the exits, he will post soldiers on the stair entrance to the basement. He will also ask them to start removing the evidence from the morgue experiments, this includes the Trioxin, and any dead bodies used in the tests. Two of his men will go back down in the basement and load up the army truck parked out back in the loading bay. Once this is done, his next move is to contact his superior officer and brief them on the situation.

Game Masters should note, from this encounter onwards, Cooper will attempt to befriend the heroes. They seem capable and he will need help to steal a sample of the Trioxin from the basement morgue, which Glover will seal off along with the rest of the hospital. He isn't truly interested in making friends with them, but he needs them, at least until his emergency evacuation arrives at the of Act II. At that point he is happy to use the heroes as a distraction to make good on his escape.

QUESTIONS & ANSWERS

A hero may make a Charisma (Persuasion) check to get Glover to talk, opposed by Glover's Charisma (Intimidation). Glover's main concern is with keeping national secrets from getting out or the press getting wind of what the army has been up to. He will use his rank and the presence of his men to insinuate that certain questions are best to be left unanswered (hence the use of Intimidation).

Cooper is more willing to talk but has his own reasons for not being 100% truthful with the heroes. When answering any of these questions, a hero may make a Wisdom (Insight) check opposed by Cooper's Charisma (Deception) check. Success means that the questioning hero gets a vague sense that Cooper is holding back and not telling them everything. If need be, Cooper will be fully transparent with the details of the experiment, Darrow Chemical Company, and Trioxin. Cooper is only interested in two things: obtaining the Trioxin and maintaining his cover. He is willing to give away enough information to get the heroes

to trust him, as well as make it look as if the army, and especially Glover, is a danger to the heroes.

Q: What the hell just happened?

A (Glover): That's classified information. All you need to know right now is that no one is leaving this hospital. It is for your own safety.

A (Cooper): I don't know all the details. I work for the CIA, the agency sent me here to oversee these...idiots and to ensure they didn't fuck it up. Fat load of good that did. I can't tell you everything, but for now, stick close to me. It's not safe, and I don't trust Glover or his men.

Q: Was that a dead body attacking that soldier?

A (Glover): You have eyes—you saw it just as I did. If you don't wanna get your head chewed off, you will listen to me and stay away from that morgue.

A (Cooper): Looks like it...yeah. One minute she was lying dead on the slab, the next she was awake and screaming. I don't know what the army and Darrow Chemical Company are playing at, but I think they wanna turn these corpses into some kind of weapon.

Q: What is Darrow Chemical?

A (Glover): Where did you hear that name? It is a private chemical company under contract to the US Army. That is all I'm authorized to say.

A (Cooper): It is a manufacturer of chemical and nuclear weapons. The Army hired them to make that green gas you saw. I heard that it was supposed to be some kind of anti-marijuana spray, you know, to kill all those crops the hippies and commies keep growing. Looks like it has other uses...

Q: What was that gas?

A (Glover): That is classified information.

A (Cooper): It is called 245 Trioxin. Like I said, it is an herbicide of some kind. You don't wanna breathe it, that is for damn sure. It burns, not to mention stinks something awful. I don't know what Glover and his boys have planned for it, but it can't be anything good.

ENCOUNTER 3. IT'S COMING DOWN LIKE EIN BETRUNKEN SOLDAT

Once the heroes have had chance to talk to Cooper and or Glover, Game Masters should read aloud or paraphrase the following: :

Within a short time, Glover's soldiers have blocked every exit from the hospital, including the basement. Despite the earlier panic and mayhem, the hospital has grown eerily quiet. Only the lashing of the rain outside and the occasional crack of thunder break through the silence. Then, you hear it, muffled and distant, but unmistakable: dozens of people screaming outside. As you head to the windows at the back of the building to look out, the mysterious cries grow louder. It is dark, but you can just make out the green gas seeping and billowing out of the hospital's ventilation systems. It is pouring over the ground outside, almost like it has a mind of its own. As the rain hits the gas, the ground smokes and hisses as if touched by acid. A flash of lightning reveals that the area at the back of the hospital is actually a cemetery, and the sounds of screaming are coming from beneath the ground! As the realization hits you, you see the one of the gravestones sway and topple. Something is crawling its way out of the cold, wet ground. Then you see another gravestone topple. And another. And another! Dozens of hands are breaching the surface of the earth as the long-dead occupants of the graves rise from their tombs. And as they arise, they are all screaming into the night air as if caught in the terrible throws of some unspeakable agony: "Brains! Brains! Brains!"

WHAT IS IN THAT RAIN?

The Trioxin does not simply soak into the ground, it wafts up into the sky where it begins to alter the chemical composition of the rain. From this point forward, any hero venturing outside the hospital will be exposing themselves to Indirect Trioxin and Trioxin Acid Rain (see New Rules Chapter, p.XX). Anyone who dies outside, be it at the hands of zombies or otherwise, will quickly reanimate as one of the Living Dead.

In very little time, dozens of zombies have clawed their way out of their coffins and to the surface. Hungry for the brains of the living, they descend upon the hospital. Glover and his soldiers immediately try to contain the situation by shooting any zombies that try to enter the building. When they realize that their guns are not effective against the Living Dead, they start to pile up beds, gurneys, shelves, and anything else they can find to try and block the front and rear exits. Glover will ask the heroes to help his soldiers and will even order his men to hand over any spare side arms and grenades that they have to the heroes. The Game Master is free to decide how many, if any, zombies manage to break past the defenses and into the hospital. Remember, though, that these are Trioxin zombies: while many will relentlessly pound on and try to break through the doors and windows, others will attempt different methods of entry to get to the brains that they crave. Allow the heroes to combat a few zombies and come up with some of their own methods for keeping them from breaching the hospital. The Game Master should see this

encounter as a series of smaller encounters rather than one large battle. Listed below are several possible episodes that can occur during this encounter.

FIREFIGHT WITH THE DEAD

Trioxin Zombies can use firearms. In this episode, several of them have acquired rifles, pistols, and perhaps even some grenades to use against the heroes and the other survivors. While these zombies are armed, they are not that well organised or tactically minded. They will simply use their weapons to try and kill any survivors that they encounter in order to eat their victims' brains. Use the Armed Zombie stat block that appears in the Supporting Cast section of this scenario.

SEND MORE SOLDIERS

In this episode, a zombie pretends to be a survivor in order to gain access to the hospital. A zombie may pound on one of the windows or doors and try to convince someone to let them in. It could also be a Morgue Zombie trying to leave the basement. Alternatively, a zombie can find a nearby payphone, such as the one of the Beekman's Diner and call the hospital in a bid to get Glover to send some men or the heroes to help them. Heroes interacting with the zombie can make a Wisdom (Insight) check against the zombie's Charisma (Deception) check. Assume that the zombie is a Fresh Cadaver variant with Deception +4 and that the hero(es) have Disadvantage on the Wisdom (Insight) check. If characters are lured out this way, have a small group of zombies nearby ready to ambush them.

RAM RAID

In this episode, a group of zombies have stolen a construction vehicle (or perhaps one of the military trucks parked at the Morgue Loading Bay) and use it to smash through the hospital doors, opening a way for themselves and other zombies to get inside. Use the rules for vehicle crashes (Everyday Heroes Core Rulebook, p.256). The vehicle is travelling at Mid Speed. Each hero within the area of the Ram Raid must succeed at a DC 10 Dexterity Saving Throw. Failure means the hero takes 8d6 Bludgeoning damage and half that on a success. The heroes should get some kind of early warning of the attack. For example, they might see the vehicle swaying erratically as it speeds up and approaches the hospital. The GM makes a DC 12 Passive perception check for each hero. If successful, the hero may take the Dive for Cover action and avoid the vehicle's attack entirely.

Once the Game Master is satisfied with the encounter, they should move onto Act II, where the heroes are given a choice to either aid Glover or escape with Cooper.

ACT II: NIGHT OF THE LIVING DEAD

"It has been established that persons who have recently died have been returning to life and committing acts of murder. A widespread investigation of funeral homes, morgues, and hospitals has concluded that the unburied dead have been returning to life and seeking human victims"

-Newscaster (Night of the Living Dead)

The situation with the zombies is expanding beyond the VA Hospital and onto the streets of Pittsburgh. As some of the zombies start to realize that the hospital is well defended, they stagger off into the night in search of easier prey. Their first point of call is the Beekman Diner and the nearby gas station, down the road from the hospital, as well as any neighboring buildings where live brains may be found. Anyone killed by the zombies is reanimated by the Trioxin rain, adding more Living Dead to the zombie horde.

During this time, Lieutenant Glover contacts his superiors at the nearby army base. They inform him of reports that zombies are appearing in nearby areas such as other cemeteries, funeral homes, and morgues. Several platoons have been dispatched to combat the zombies, and the US Corps of Army Engineers is coming up with a plan to contain them. Glover's orders are to ensure that no one leaves the hospital and to await for an evac chopper, which should be arriving within the next 15 minutes.

Glover will then address his men and the remaining survivors, ominously telling them that no one can leave and that the army has a plan to contain the situation. Glover's address will be used by Harry Cooper for his own purposes in the next encounter.

ENCOUNTER 4. MONSTERS ABOVE, MONSTERS BELOW

At some point after Glover addresses the survivors about the army's plans, Cooper approaches the heroes with a plan of his own. Cooper insists that Glover and the army plan to kill everyone at the hospital in order to cover up the army and Darrow's involvement with the Trioxin experiments. Even government agents like himself, he contends, are expendable. What Cooper wants from the heroes is help with acquiring evidence of the army's experiments, which at present is still in the Basement of the hospital. Once he has the evidence, Cooper plans to murder Glover and the others and say that they were killed by the zombies.

COOPER VS. GLOVER

From this point, this scenario diverges into two possible paths. On one hand, the heroes can throw their lot in with Harry Cooper and his plan to recover evidence of the army's involvement in the Trioxin experiments. If they do this, Cooper will secure them a place on the evacuation chopper that is arriving to pick him up. It is up to the players to decide if they wish to help Cooper or not. Insight checks made against him will reveal that while he is telling the truth, or at least believes he is telling the truth, there is something guarded about what he is saying. This is because the "superiors" he contacted are actually his KGB masters and not the CIA. Ultimately, if the heroes decide to ignore Cooper's requests, he will convince some other survivors or some of Glover's men to retrieve what he needs instead.

PATH ONE: SIDING WITH COOPER

While the army is busy fortifying the hospital and readying for the evacuation, Cooper attempts to convince the heroes to sneak down into the Basement to retrieve the research notes and a small canister of Trioxin from the Experiment Room. The Trioxin, he claims, is vitally important in order to have proof of what has happened and to help put a stop to Darrow's plans by developing an antidote. Cooper has managed to contact his superiors and briefed them on what has been happening. They have agreed to extract Cooper and the heroes, providing that they have the notes and the Trioxin with them. Once they have the items, Cooper tells them to meet him at the morgue loading dock. He will wait for an opportunity to escape the hospital and meet them there. The group can insist that Cooper comes with them to the basement, but he will say that his plan is to keep Glover busy by starting an argument over jurisdiction between the CIA and the US Army. Glover can't resist an opportunity to flex his command.

PATH TWO: SIDING WITH GLOVER

If the heroes refuse to help Cooper, they can instead inform Glover about the situation. Glover will immediately arrest and detain Cooper. His commanding officer has suspected a KGB mole in the Trioxin project for some time, and Cooper's actions cause him to fall under suspicion. If the heroes ask why Cooper has been detained, Glover will happily tell them that he suspects Cooper is "a 'commie spy working for the Reds." From this point on, the heroes have now thrown their lot in with Glover. Glover too requires the secret dossier and the Trioxin from the basement, and his men are busy defending the hospital. Glover informs the heroes that an army helicopter is arriving within the next 30 minutes and will land on the roof of the hospital to evacuate them.

ENCOUNTER 5. RETURN TO THE MORGUE

Whether requested by Cooper or Glover, the heroes will need to return to the morgue to retrieve the documents and Trioxin canister.

There are two Trioxin zombies lurking in the basement area, both having been animated by residual Trioxin drifting into the morgue, and both wandering around looking for human victims. The GM is free to place these zombies anywhere in the basement. There are also two soldiers outside on the loading bay that were sent down earlier by Glover during the lockdown. The soldiers are busy packing up the bodies and Trioxin used in the experiments for transportation back to base and are unaware of the encroaching zombies. The soldiers are occupied with their task, and the heroes can decide to sneak past them, or otherwise divert their attention. One tactic would be to alert the soldiers to the presence of the two zombies and let both groups fight it out while the heroes complete Cooper's request. If they do this, the resulting gunfire is likely to attract more soldiers and zombies from upstairs. While this has the potential to spill into a full-on battle against the dead, it should also provide plenty of cover for the heroes to meet with Cooper outside the loading bay once they have what he requires. Regardless of their strategy, the heroes will need to return to the room where they first encountered the zombies in Act I and retrieve the dossier as well as a small canister of the Trioxin. The Trioxin canister that they seek is clearly recognizable in the room: it resembles a small, green oxygen tank attached to a tube and mask.

Once the group has procured the necessary items, Cooper meets them outside the basement on the loading bay. He tells them that a CIA helicopter is on route to evacuate them at a rendezvous point at the back of the Beekman Diner down the road. If there are soldiers still alive in the basement, Cooper will sneak up and shoot both of them dead.

ENCOUNTER 6A. BEEKMAN'S OR BUST

If the heroes sided with Cooper, they'll need to escape the hospital and make it to Beekman's Diner, where a helicopter will meet them.

There are several military vehicles in the loading bay, as well as nearby ambulances. The heroes are free to pick whatever vehicle they wish in order to make their way to the rendezvous point at Beekman's Diner. Unfortunately, a group of zombies have hijacked a military jeep and have seen the heroes leaving the hospital grounds. Hungry for brains, they give chase!

THE BEEKMAN CHASE

This vehicle chase has a Chase DC of 13 and ends after 4 rounds.

Vehicle Chase. The full rules for vehicle chases can be found in the Everyday Heroes Core Rulebook, pp. 248-259. These vehicles are moving at Mid Speed for the duration of the chase, and road conditions are Poor (DC 15). During this chase, if a vehicle crashes but is not Totaled, the opposing side receives 2 Chase Points as the crashed vehicle rights itself.

The Opposition. There are three Trioxin Zombies in the military jeep, one driving and the other two operating the machine gun. All three use the Trioxin Zombie stat block (Return of the Living Dead, pg. XX). The zombie on the trigger of the machine gun will attack anyone that exposes themselves and otherwise shoot at the tires of the heroes' vehicle. Its attacks are made at Disadvantage due to being in a moving vehicle.

Machine Gun. Ranged Attack: +0 to hit, PV 4, range 900/1800 ft., one target. Hit: 9 (2d8) Ballistic damage.

As soon as the zombies earn 2 or more Chase Points, they get close enough that one of the zombies leaps from the jeep onto the heroes' vehicle!

CHASE COMPLICATIONS

Following are the complications used for the Beekman Chase. The Game Master is free to change or replace them with their own. However, we recommend keeping the final Hazard as this ties into the narrative of Night of the Living Dead.

ROUND 1 COMPLICATION: THE BARRIER

The barrier in front of the hospital exit is currently down, so you must smash your way through it before pulling onto the road!

Hazard: Constitution Saving Throw using the vehicle's Bonus (driver only)

Gained Ground Suggestions:

- Hey! There's some brains over there! (prey only). Charisma (Deception) against Wisdom Saving Throw. A hero has Advantage if they have some brains they can throw from the vehicle

- 🔪 Push the jeep off the road (prey only, driver only).
Dexterity (Vehicles) against Dexterity Saving Throw
- 🔪 Blind them with high beams (predator only, driver only).
Dexterity (Vehicles) against Constitution Saving Throw

ROUND 2 COMPLICATION: TRIOXIN MUDSLIDE

The Trioxin acid rain has transformed the road into sludge, causing your vehicle to slip and slide as you make your escape.

Challenge: Dexterity (Vehicles) check (driver only)

Gained Ground Suggestions:

- 🔪 Ride the mudslide and pick up some speed (prey only, driver only). Dexterity (Vehicles) against chase DC
- 🔪 Cut the Heroes off (predator only, driver only). Dexterity (Vehicles) against Dexterity (Vehicles)

ROUND 3 COMPLICATION: DEAD MEN IN THE ROAD

Up ahead, several zombies stand in the road trying to flag the heroes' vehicle down in order to help the pursuers.

Challenge: Dexterity (Vehicles) check (driver only)

Gained Ground Suggestions:

- 🔪 We're zombies too! (prey only). Charisma (Deception) against Wisdom (Insight)
- 🔪 Smash into a zombie and splash blood on your pursuer's windscreen (prey only, driver only). Dexterity (Vehicles) against Wisdom (Perception)
- 🔪 Hop on board comrade, pull a zombie up on the jeep and increase your numbers (predator only). Strength (Athletics) against Dexterity (Vehicles)
- 🔪 Terrify the living driver (predator only). Charisma (Intimidation) against Wisdom saving throw

ROUND 4 COMPLICATION: THE GASOLINE TRUCK

As you close in on your destination, Beekman's Diner and the nearby gas station are visible up ahead. Unfortunately, a large gasoline truck with zombies hanging off of it is heading straight towards you!

Hazard: Dexterity Saving Throw, adding the vehicle's Dexterity modifier (driver only)

Gain Ground Suggestions:

- 🔪 Push the jeep into the truck! (predator only, driver only). Dexterity (Vehicles) against Dexterity (Vehicles)
- 🔪 Kill the lights and try to vanish (prey only, driver only). Dexterity (Stealth) against Wisdom (Perception)
- 🔪 Hard break and force them to rear-end you (prey only). Dexterity (Vehicles) against Dexterity (Vehicles)

If the heroes win the chase...

The zombies and their jeep smash into the gasoline truck as it crashes into the gas station, causing a huge explosion, which efficiently incinerates and destroys all of the zombies. Don't bother rolling for Overexposure on the zombies. The heroes are safe from the explosion and are free to continue on foot towards the helicopter arriving for them.

If the heroes lose the chase...

If the heroes fail, they avoid the truck, but slam into Beekman's Diner, causing a crash: each of them takes 7 (2d6) Bludgeoning damage.

The gasoline truck still crashes into the gas station and causes the explosion that kills the zombie pursuers.

TO THE HELICOPTER!

The heroes must now make it to the helicopter that is coming in to land at the patch of grassy wasteland at the back of the Diner. Some zombies in the area will attempt to pursue the heroes while screaming "BRAINS!" whereas others will be busy feasting on the brains of unfortunate victims in the diner.

The Game Master can choose to have another chase take place as a Foot Chase between the zombies and heroes or for the heroes to engage the zombies in standard combat if the Game Master feels that the heroes need one final challenge or that the game has gone quickly. Otherwise, the heroes can simply make it to the helicopter if they have been sufficiently challenged.

If the heroes have been working closely with Cooper, he will stay true to his word and take them with him. If they have disobeyed him or otherwise earned his wrath, he will attempt to shoot them before they can board. Unknown to the heroes, however, is that they have just helped America's enemies. Cooper has the information he needs, as well as the Trioxin sample.

ENCOUNTER 6B. THE HELIPAD

If the heroes side with Glover, they'll need to make their way to the roof. As the heroes wait for the helicopter, the growing army zombies outside finally breach the hospital. Glover orders the heroes to evacuate all remaining survivors and get them to the roof of the hospital. The helicopter coming to pick them up is one of the new Chinook transport choppers, and it can hold around 50 people, more than enough to get everyone out. Glover and his men will stay behind and make their way to join the contingency plan at Beekman's Diner.

As the heroes go for the helicopter, the zombies breach the hospital and a group of them chase the heroes as soldiers beat the rest back. If the adventure is going by very quickly, you can have the heroes fight another Trioxin Zombie or two before the doors are fully breached and the horde charges in.

THE HOSPITAL CHASE

This chase has a Chase DC of 13 and ends after 3 rounds. The full rules for chases can be found in the Everyday Heroes Core Rulebook, pp. 248-259.

The Opposition. The heroes are pursued by one Trioxin Zombie (Return of the Living Dead, pg. XX) per hero.

CHASE COMPLICATIONS

Following are the complications used for the Hospital Chase. The Game Master is free to change or replace them with their own.

ROUND 1 COMPLICATION: CLUTTERED HALLWAY

As the zombies breach the hospital, you head for the stairwell, but the hallway is filled with a jumbled mix of medical and military equipment, making passage difficult.

Hazard: Dexterity Saving Throw

Gained Ground Suggestions:

- Run straight through and try not to trip. Dexterity (Acrobatics) against Dexterity (Acrobatics)
- Throw off the zombies by hiding behind some junk (prey only). Dexterity (Stealth) against Wisdom (Perception)
- Knock some equipment over behind you. Strength (Athletics) against Dexterity (Acrobatics)

ROUND 2 COMPLICATION: THE STAIRWELL

You make it to the stairwell, but it's a long way up!

Challenge: Constitution (Endurance) check

Gained Ground Suggestions:

- Take the steps three at a time. Constitution (Endurance) against Constitution (Endurance)
- Fling open a door in a zombie's face (prey only). Strength (Athletics) against Strength (Athletics)

ROUND 3 COMPLICATION: THE ROOFTOP

You finally make it to the rooftop, where a large helicopter is landing. Safety is in sight, but a flock of birds has taken refuge under the stairwell awning. The birds scatter and take flight as you push through the thick cloud of feathers.

Hazard: Strength Saving Throw

Gained Ground Suggestions:

- Duck through the swarming birds. Wisdom (Perception) or Dexterity (Acrobatics) against Chase DC
- Scare the birds back to distract the zombies (prey only). Wisdom (Survival) or Charisma (Intimidation) against a Dexterity saving throw.
- Convince a zombie to try eating bird brains instead of human brains. Charisma (Deception) against Wisdom (Insight)

If the heroes win the chase...

The heroes make it to the helicopter before any zombies catch them.

If the heroes lose the chase...

The heroes get to the helicopter, but are first attacked by zombies. One Trioxin Zombie uses a Swipe attack against each hero. If any hero is dropped to 0 hit points, or is grappled, the helicopter leaves without them as they are torn apart by a horde of zombies.

Leaving. Once they manage to board the chopper, the heroes and remaining survivors are safe.

CONCLUSION

If the heroes escape with Cooper, he will order the pilot to "Take me to the safe house in Evans City" and the helicopter will head north. Glover's helicopter is instead due to return to the army base.

As they fly away, the heroes are witness to the US Army's contingency plan. From their vantage point they can see platoons of soldiers wearing hazmat suits and gas masks using flamethrowers and what appears to be some form of weaponized liquid nitrogen spray corralling as many zombies as they can into reinforced pens on the back of army trucks. They can also see some soldiers grappling with bound zombies, forcing them into barrel-like tanks, and sealing them inside. If they left from the hospital roof, they may also witness the Beekman's Diner explosion from Encounter 6a, but as they are now safe it does not affect them.

CONTINUING THE ADVENTURE

Where they go from here is for the Game Master to decide. If they sided with Cooper, perhaps they are dropped off in Evans City none the wiser, or perhaps Cooper attempts to

recruit them into the KGB. If they go with Glover, the heroes will likely be questioned by the military and sworn to silence about what has happened. The army or Darrow Chemical may even try to recruit them. The decisions they make could serve as a basis for a follow up scenario set in the Living Dead Universe.

You can also expand this adventure by having the helicopter crash into the Evan City Cemetery—the area where the Night of the Living Dead movie begins. The Trioxin canister leaks and awakens the zombies in that graveyard, forcing the survivors to find refuge at a nearby deserted farmhouse...and continue the story!

SUPPORTING CAST

"Get hold of yourself, you're an American soldier! We got a firefight on our hands, and the enemy's already dead. It's a beaut! All right, you dead sons-of-bitches, I'm blowing your tired, ugly asses right back to hell!"

- Sarge (Return of the Living Dead Part II)

This section provides all the NPC stat blocks that you will need to play the Typical Army Fuck-Up adventure.

ADVENTURE ANTAGONISTS

Here you will find both named and generic antagonists from the adventure, Typical Army Fuck-Up, presented in alphabetical order. There are two categories: Living Antagonists and Undead Antagonists.

LIVING ANTAGONISTS

HARRY COOPER

CR 1/2

Stat Block: Use the Intelligence Agent (Everyday Heroes Core Rulebook, p. 370).

Harry Cooper is a high-ranking CIA agent. His real name is Raymond Ashton, Cooper is simply a secret identity that the CIA crafted for him when he was assigned by the agency to be the Army's handler on the Trioxin project. Unknown to almost everyone is that Cooper is secretly a Russian mole working under the direct command of Gregori Zotov, the First Director of the KGB. Cooper's goal is to secure a sample of Trioxin as well as the project's data and deliver it to the Kremlin.

LIEUTENANT HORACE GLOVER

CR 2

Stat Block: Use the Officer (Everyday Heroes Core Rulebook, p. 379).

Horace Glover is the US Army's commanding officer in the Agent Green project. He was tasked by his superiors with securing a contract with a chemical weapons supplier in order to combat the War of Drugs. Glover eventually settled on Darrow due to their previous experience creating weapons for the U.S Army. Glover suspects that there is a Russian mole somewhere in the staff of the Agent Green project, but as yet he has been unable to identify them. His current list of suspects include Cooper, Dr. Tallman, and any of the heroes who question him too much on the project.

DR. WILLIAM TALLMAN

CR 0

Stat Block: Use the Expert variant of the Civilian (Everyday Heroes Core Rulebook, p. 385) with 14 Intelligence and Medicine and Natural Sciences at +6.

Dr. Tallman is the medical director at the Highland Place Hospital, and he is also on the board of directors for the Darrow Chemical Company. Tallman is thoroughly unliked by almost everyone who knows him, and he is more interested in acquiring wealth than helping any of the patients at the hospital. Tallman knows little about the Agent Green Project, Glover uses him to control the hospital staff and keep them from sticking their noses into the experiments in the morgue.

U.S ARMY SOLDIERS

MILITARY RECRUIT

CR 1/4

SOLDIER

CR 1

Stat Block: Use the standard Military Recruit (Everyday Heroes Core Rulebook, p. 376) for the grunts and the Soldier for the squad sergeants (Everyday Heroes Core Rulebook, p. 377)

There are currently two seven-man squads of soldiers, each led by a sergeant and assigned to Glover as part of Agent Green. These soldiers, though loyal and skilled, know almost nothing about Trioxin other than what protective equipment to wear when handling it. They are unprepared for the zombie outbreak, and the Game Master should use them as fodder for when the zombies attack en masse in Act II. Once the dead start to rise, the loyalty of some of the soldiers to Glover may start to wane, and Cooper could potentially recruit these soldiers to do his dirty work if the heroes refuse his offer.

UNDEAD ANTAGONISTS

TRIOXIN ZOMBIES

CR 1/2

Stat Block: Use the Basic Trioxin Zombie (Return of the Living Dead) with Deception and Persuasion +4 for Morgue Zombies.

The main antagonist of the adventure, the Trioxin Zombies come in two "flavors." The first are the Morgue Zombies, which are relatively well preserved and intact. Given the right circumstances, a Morgue Zombie could attempt to pass for a living human. When using Morgue Zombies, the Game Master should use the Fresh Cadaver variant (p. XX).

The other type of zombie is the Cemetery Zombie, which are rotting and decrepit and hideous to behold. They have little hope of convincing anyone that they are human, at least face to face. When using Cemetery Zombies, the Game Master should use the Long Buried Corpse variant (p. XX).

VARIANT: ARMED ZOMBIE

CR 1/2

These zombies are part of the optional Firefight with the Dead in Encounter 3. If the GM wishes the zombies to be less lethal, apply the Pain of Being Dead condition at level 2.

Add Equipment: 9mm Pistol, Assault Carbine, Grenade (choose one per zombie)

Add Actions: (as appropriate for equipment)

9mm Semi-Auto Pistol (21 rounds; bonus reload). Ranged Attack: +2 to hit, PV 2, range 100/200 ft., one target. Hit: 8 (1d10) Ballistic damage.

Assault Carbine (30 rounds; bonus reload). Ranged Attack: +2 to hit, PV 3, range 800/1600 ft., one target. Hit: 8 (1d12) Ballistic damage, or 15 (2d12) Ballistic damage when using Burst fire.

Grenade (1). Thrown Explosive Attack: +2 to hit, PV 3, range 80 ft. Effect: Each combatant within 20 feet of the explosion must attempt a DC 13 Dexterity saving throw, taking 18 (4d8) Explosive damage (PV 3) on a failed save, or half as much on a successful one.

PRE-GENERATED HEROES

The following heroes have been prepared specifically for Typical Army Fuck-Up. It is not necessary to play these heroes in the adventure, but any heroes created for the adventure should be period-appropriate and have a reason to be at the Highland Place Hospital. Level 2 is recommended for this adventure.

BARBARA TODD [CHARMING] LEADER LEVEL 2

Barbara is the Head Pathologist at the VA Hospital and the leader of a small team of morticians who take care of the remains of those unfortunate servicemen who pass away on site. She sees herself as a custodian of the dead and her work as an important act of preservation and caregiving. Barbara's father passed away when she was a child, and ever since she attended his funeral, she felt a pull towards working with the dead. A capable leader, many staff at the hospital trust her and come to her for advice on all manner of matters.

Background Caregiver

Profession Mortuary Service

Wealth 3

Defense 14

Hit Points 15

Hit Dice 2d8

Speed 30

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	15 (+2)	10 (+0)	16 (+3)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Constitution +3, Charisma +5

Skill Proficiencies Insight +2, Medicine +4, Natural Sciences +4, Perception +2

Skill Expertise Persuasion +7

TALENTS

Accustomed To Death (Return of the Living Dead—Professions—Mortuary Service). You have advantage on saving throws vs. being Sickened.

Charm (*Everyday Heroes* Core Rulebook, p. 110—Charming Hero—Level 2)

Command-Improved-(*Everyday Heroes* Core Rulebook, p. 117-Leader Level 1)

Influence-Improved-d8-(*Everyday Heroes* Core Rulebook, p. 110-Charming Hero-Level 1)

Soothing (*Everyday Heroes* Core Rulebook, p. 33-Backgrounds-Caregiver)

TRICKS

Defensive Order (*Everyday Heroes* Core Rulebook, p. 117-Leader Tricks)

Motivate (*Everyday Heroes* Core Rulebook, p. 117-Leader Tricks)

FEATS

Signature Weapon-Bone Saw - (*Everyday Heroes* Core Rulebook, p. 190-Major Feats)

ATTACKS

Bone Saw (Medium Hurtful Thing) *Melee Attack* +2 at disadvantage, 1d8+2 Slashing damage, PV 1. *Properties*: Improvised, Thrown (50/100), Versatile (1d10).

Scalpel (Small Knife) *Melee Attack* +4, 1d4+2 Slashing damage, PV 1. *Properties*: Finesse, Light, Thrown (30/60).

Unarmed Strike. *Melee Attack* +4, 1d4 +2 Bludgeoning damage, PV 1. *Properties*: Finesse, Light, Special.

EQUIPMENT

Clothing. Apron, Scrub Suit, Work Boots

Gear. Autopsy Tools, Goggles

Weapons. Bone Saw, Scalpel

Armor. None

BEN HUSS [TOUGH] COMMANDO LEVEL 2

Ben is a private from the nearby base who was wounded during training when a fellow soldier accidentally shot him. Ben has been resting up in the VA hospital for the last week and recovering from his injuries. He has been intrigued by the strong military presence on site and keeping an eye on what is happening. He recognizes Glover and some of the men, but so far has refrained from talking to them. He has instead formed a close relationship with one of the other heroes (pick one of the other pre-gens).

Background Military Tradition

Profession Military

Wealth 2

Defense 17

Hit Points 27

Hit Dice 2d12

Speed 30

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	18 (+4)	13 (+1)	8 (-1)	10 (+0)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Military

Saving Throw Proficiencies Strength +4, Dexterity +3, Constitution +6

Skill Proficiencies Athletics +4, Endurance +6, Perception +1, Vehicles +3, Stealth +3

TALENTS

Advanced Combat Training (*Everyday Heroes* Core Rulebook, p.59-Commando-Level 1)

Fighting Spirit (*Everyday Heroes* Core Rulebook, p. 73-Commando-Level 1)

Military Solidarity (*Everyday Heroes* Core Rulebook, p. 35-Backgrounds-Military Tradition)

Payback (*Everyday Heroes* Core Rulebook, p. 69-Tough Hero-Level 1)

Servicemember (*Everyday Heroes* Core Rulebook, p. 46-Profession-Military)

Tough As Nails (2)-(*Everyday Heroes* Core Rulebook, p. 69-Tough Hero-Level 2)

Watch Your Six (*Everyday Heroes* Core Rulebook, p. 73-Commando-Level 1)

FEATS

Ability Score Training-Constitution-(*Everyday Heroes* Core Rulebook, p. 182-Minor Feats)

Survival Training-Dexterity-(*Everyday Heroes* Core Rulebook, p. 182-Minor Feats)

ATTACKS

Combat Knife *Melee Attack* +4, 1d6+2 Slashing damage. PV 1.

Pistol, Holdout Ranged (50/100) Attack +3, 1d6+1 Ballistic damage, PV 2. Reload Action. Rounds 1. *Properties*: Disguised, Light, Loud, Slow-firing.

Unarmed Strike. *Melee Attack* +4, 1d4 +2 Bludgeoning damage, PV 1. *Properties*: Finesse, Light, Special.

EQUIPMENT

Clothing. Hospital Gown, Civilian Clothing, Military Fatigues & Combat Boots

Gear. None

Weapons. Combat Knife (Machete), Holdout Pistol

Armor. None

JOHNNY TODD [AGILE] SCOUNDREL LEVEL 2

Jonny is Barbara's older brother. Unlike his sister, Jonny is largely unsuccessful in life. He fell in with the wrong crowd at an early age and has been in and out of institutions due to his long wrap sheet of petty crimes. Recently, he has attempted to put himself back on the right track. To help him out, Barbara pulled some strings and got him a job at the VA hospital as a handyman and janitor. Jonny doesn't mind the work, it keeps him busy, and it pays ok. Secretly, he is jealous of his sister's position at the hospital and enjoys teasing her in front of her staff.

Background Juvenile Delinquent

Profession Trades

Wealth 3

Defense 15

Hit Points 17

Hit Dice 2d8

Speed 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	8 (-1)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Improvised

Saving Throw Proficiencies Dexterity +6, Charisma +1

Skill Proficiencies Arts & Crafts +4, Deception +1, Mechanics +3, Security +3, Streetwise +4

Skill Expertise Stealth +8

TALENTS

Fast Reflexes (*Everyday Heroes* Core Rulebook, p. 61–Agile Hero–Level 1)

Handy–Mechanic–(*Everyday Heroes* Core Rulebook, p. 47–Profession–Trades)

Quickness (*Everyday Heroes* Core Rulebook, p. 61–Agile Hero–Level 2)

Underworld Contacts (*Everyday Heroes* Core Rulebook, p. 35–Backgrounds–Juvenile Delinquent)

Vital Strike (*Everyday Heroes* Core Rulebook, p. 65–Scoundrel–Level 1)

FEATS

Ability Score Training–Dexterity–(*Everyday Heroes* Core Rulebook, p. 178–Minor Feats)

Equipment Training–Improvised–(*Everyday Heroes* Core Rulebook, p. 178–Minor Feats)

ATTACKS

Unarmed Strike. *Melee Attack* +6, 1d4+4 Bludgeoning damage, PV 1. *Properties:* Finesse, Light, Special.

EQUIPMENT

Clothing. Overalls, Work Boots

Gear. Electrician's Kit, Toolbelt, Custom Wrench, Small Workshop, Key to the Basement Rooms

Weapons. None

Armor. None

JUDY ROSE LARSON [SMART] COMBAT MEDIC LEVEL 2

Judy is the beautiful and charismatic head nurse at the VA Hospital. Working with soldiers, some of whom suffer injuries either during training or from getting into trouble off base, has given her a broad understanding of treating combat wounds. She grew up on a farm in Evans City, north of Pittsburgh, but always dreamed of leaving rural Pennsylvania to become a nurse in the city. Though she has fulfilled her ambitions, she is slowly growing jaded due to all the deaths she sees during her duties.

Background Rural Family

Profession Medicine

Wealth 3

Defense 13

Hit Points 18

Hit Dice 2d6

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	14 (+2)	16 (+3)	13 (+1)	16 (+3)

Proficiency Bonus +2

Equipment Proficiencies Basic, Advanced, Military

Saving Throw Proficiencies Constitution +4, Intelligence +5,

Skill Proficiencies Insight +3, Investigation +5, Mechanics +5, Persuasion +5, Social Sciences+5, Survival +3

Skill Expertise Medicine +7

TALENTS

Genius (*Everyday Heroes* Core Rulebook, p. 78–Smart Hero Level 1)

Healthy (*The Vault Vol.1*, p. 58–Combat Medic Level 1)

Mental Refresh (*Everyday Heroes* Core Rulebook, p. 78–Smart Hero Level 2)

Prescriptions (*Everyday Heroes* Core Rulebook, p. 45–Professions – Medicine)

PLANS (4)

Adrenaline Burst (*The Vault Vol. 1*, p. 58–Combat Medic Plan). You can activate this plan as a reaction when an ally drops to 0 hit points, as your adrenaline surges in this crisis moment. You gain the following benefits of this plan for the next hour after activating it:

You have advantage on Strength (Athletics) checks made to move or break objects.

You can ignore the effects of the Encumbered condition.

You can carry the body of a comrade without accounting for their bulk (if using the optional bulk rules).

You can ignore the effects of difficult terrain and difficult movement.

You gain 1d6 + your Intelligence bonus temporary hit points.

Expect The Unexpected (*Everyday Heroes* Core Rulebook, p. 78–Smart Hero Plan)

Field Surgery (*The Vault Vol. 1*, p. 59–Combat Medic Plan). You can enact this plan during a short rest to perform field surgery on an injured, but living, creature. The creature must be a willing patient or be unconscious. You can do this without having a medical facility, but it does require a first-aid kit. The surgery is automatically a success due to your medical genius. Enacting this plan heals short-term injuries completely. You can heal the permanent damage from long-term injuries, but they still require recovery time to remove the effect.

Just Take This (*The Vault Vol. 1*, p. 60–Combat Medic). You can enact this plan as an action to administer prescription-grade combat drugs to yourself or an adjacent ally, granting a range of temporary benefits. When activated, choose one of the following prescription drugs:

Go Pills (Stimulant): The target is immune to the effects of Exhaustion levels for the next 48 hours, or until they complete a long rest, whichever comes first. They gain advantage on Wisdom (Perception) checks to locate traps or hidden enemies until they complete a long rest.

No-Go Pills (Depressant): The target is immune to the effects of the Distracted and Frightened conditions. They have advantage on Wisdom saving throws. These effects last until they complete a long rest.

Pain Relievers (Opiate): The target gains 2d8 temporary hit points and has advantage on Constitution saving throws. These effects last until they complete a long rest.

FEATS

Ability Score Training–Dexterity–(*Everyday Heroes* Core Rulebook, p.178 –Minor Feats)

Resourceful (*Everyday Heroes* Core Rulebook, p. 188–Minor Feats)

ATTACKS

Unarmed Strike. *Melee Attack* +2, Damage 1d4 Bludgeoning damage, PV 1. *Properties:* Finesse, Light, Special.

EQUIPMENT

Clothing. Nurse’s Uniform, Smart Shoes

Gear. First Aid Kit, Key to the Pharmacy

Weapons. None

Armor. None

TOM BITNER [STRONG] MMA FIGHTER LEVEL 2

Like Judy, Tom grew up in rural Pennsylvania. But unlike her, he never wanted to leave. Growing up on a farm helped to shape Tom’s body into a powerful weapon, and he excelled in his favorite pastimes of boxing and wrestling, even winning a few regional trophies. Unfortunately, Tom got into a bar fight one night in Evans City and unintentionally killed a man. Instead of handing himself over to the cops, he fled and has never looked back since. He took to the road for a few years, driving trucks around the US. Figuring that the heat may have died down a little, he returned to Pittsburgh and got a job as a mechanic. One of the garage’s clients is the Highland Place VA Hospital. Tom visits once a month to make sure that the ambulances are in tip-top working condition.

Background On The Run

Profession Transportation

Wealth 2

Defense 14

Hit Points 20

Hit Dice 2d10

Speed 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	10 (+0)	8 (-1)	13 (+1)

Proficiency Bonus +2

Equipment Proficiencies Basic

Saving Throw Proficiencies Strength, Dexterity

Skill Proficiencies Endurance +4, Mechanics +2, Perception +1, Streetwise +1, Vehicles +4

Skill Expertise Athletics +7

TALENTS

Experienced Driver (*Everyday Heroes* Core Rulebook, p. 48–Professions–Transportation)

Heavy Hands (*Everyday Heroes* Core Rulebook, p. 59–MMA Fighter Level 1)

On Edge (*Everyday Heroes* Core Rulebook, p. 35–Backgrounds–On The Run)

Pin (*Everyday Heroes* Core Rulebook, p. 59–MMA Fighter Level 1)

Power Attack (*Everyday Heroes* Core Rulebook, p. 53–Strong Hero Level 2)

Reckless Attack (*Everyday Heroes* Core Rulebook, p. 53–Strong Hero Level 1)

Submission Move (*Everyday Heroes* Core Rulebook, p. 59–MMA Fighter Level 1)

FEATS

Jack of All Trades–(*Everyday Heroes* Core Rulebook, p. 169–Minor Feats)

Racer (*Everyday Heroes* Core Rulebook, p. 187–Minor Feats)

ATTACKS

Unarmed Strike. *Melee Attack* +5, 1d6+3 Bludgeoning damage, PV 1. *Properties:* Finesse, Light, Special.

EQUIPMENT

Clothing. Jeans, Oil Covered Overalls Work Boots

Gear. Machine Parts, Mechanic's Kit

Weapons. None

Armor. None

APPENDIX: NEW RULES

TRIOXIN

"2-4-5 Trioxin it's called. It was to spray on marijuana or something, and the Darrow Chemical Company was developing it for the army..."

– Frank Johnson

Trioxin is a deadly chemical herbicide created by the Darrow Chemical Company to help destroy marijuana crops in the US government's "War on Drugs" in the 1960s. Its more interesting side-effect, however, is its ability to reanimate the dead, as well as transform the living into zombies. Trioxin is especially deadly and difficult to deal

with. Even a small amount will reanimate the dead, and direct exposure to the living will cause them to slowly die and become zombies. Since this discovery, the US Army as well as the Darrow Chemical Company have continued to develop the chemical, albeit in secret.

2-4-5 TRIOXIN (CHEMICAL POISON)

DC 20 (Direct)

DC 15 (Indirect)

2-4-5 Trioxin is a gas-based herbicide originally developed as a defoliator. It can be exposed to a potential victim either through inhalation, in its gas form, or by touch with its other forms. There are two forms of Trioxin, direct and indirect.

Direct Trioxin is the pure form of the chemical typically stored in special canisters and containers used by the army. The Darrow Chemical canisters that contain the zombies from the 1969 incident are one such source of direct Trioxin, but there are certainly others (see Trioxin Canisters). Exposure to direct Trioxin offers a Save to Avoid only. Failure to avoid it results in Zombification (see below). The victim gradually dies, suffering from the painful effects of rigor mortis. They eventually flatline completely and die. This is not the end however, only the start of their new life as one of the Living Dead.

Indirect Trioxin is when the chemical is filtered through something in the environment first such as soil or water. Trioxin mixed with water becomes a powerful acid and the victim may also make a Save For Half. A Save to End may be made providing the victim has removed themselves from the source of the Trioxin, such as Trioxin Acid Rain. Thankfully this Acid rain cannot cause Zombification in the living, it simply causes chemical burns. However, should a victim who has been exposed to Trioxin Acid Rain later die, they will become a zombie.

Note: Zombies are immune to the damaging effects of Trioxin Acid Rain.

TRIOXIN ACID RAIN

Delivery: Contact

Effect: 1d6 acid damage per turn

Constitution DC: 16

Save Result: Save for Half

Burning Zombies give off Trioxin Fumes, which while not as deadly as direct Trioxin, can still cause death and Zombification if a victim breathes in too much. Anyone within 5-feet of a Burning zombie must make a Save to Avoid against indirect Trioxin each turn they are within range of the fumes. Anyone who fails this Saves to Avoid

from Trioxin Fumes three times within a 1-hour period is treated as if they had just failed a Save to Avoid against Direct Trioxin. This is why burning zombies are a real threat to survivors.

TRIOXIN FUMES

Delivery: Inhalation

Effect: 2d6 acid damage per turn

Constitution DC: 14

Save Result: Save to Avoid

A dead body exposure to any form of Trioxin is reanimated (see Zombification). Trioxin affects all living creatures, from insects to mammals. A special Trioxin Zombie template is provided that can be applied to any existing Creature in Everyday Heroes. It is possible to have Zombie tigers. Zombie baboons. Zombie sharks, etc.

ZOMBIE BITES

Trioxin isn't a virus, it's a chemical weapon. Under the standard rules a bite from a Trioxin Zombie does not expose a person to the chemical, and subsequently does not turn the victim into a zombie. However, in The Return of the Living Dead Part III it does appear as if bites from Trioxin Zombies do create more Living Dead. Game Masters who wish to incorporate this into their scenarios may use the following optional rule: Anytime a Trioxin Zombie bites a living person there is a small chance that the bite may expose the victim to direct Trioxin, but this is not automatic. The bitten victim makes a Save to Avoid vs direct exposure, but the DC is 10.

TRIOXIN ZOMBIES

ZOMBIE DAMAGE TYPES

Listed below is a detailed description of how each damage type and condition applies to Trioxin Zombies.

ACID

Powerful acid burns through dead flesh as easily as living flesh and it is one of the best ways to combat the Living Dead. The real trick lies in procuring a large enough amount of it to destroy the whole corpse. Trioxin Zombies have no innate protection against acid damage and it affects them normally.

BALLISTIC AND PIERCING

Firearms and stabbing weapons do little to stop a Trioxin Zombie, and they have Damage Reduction 10 against both. A Critical Hit scored with a piercing weapon lodges

the weapon into the Trioxin Zombie that requires a DC 10 Strength (no skill) check as a Special Attack to pull free.

COLD

Zombies are susceptible to cold damage and enough of it can cause them to fall into a state of frozen hibernation as their brain freezes. A zombie reduced to 0 hit points by cold damage becomes dormant and enters this hibernation state. As long as the body is kept lower than 4°C (39°F) it will continue to slumber. Placing the body inside a Trioxin Canister while it is slumbering is one of the only sure-fire methods of containment (p.XX).

ELECTRICAL

Under the standard rules, electrical damage does little to Trioxin Zombies and they have damage reduction of 10 against it.

OPTIONAL RULE: HIGH VOLTAGE ELECTRICITY

The Return of the Living Dead Part II introduced the idea that Trioxin Zombies can be killed by the use of electrical shock. Game masters who wish to introduce this can use the following optional rule.

High voltage electricity attacks are one of the few ways to truly kill a Trioxin Zombie. The voltage, however, must be more than 1000 volts, which in game terms translates to 10 or more electric damage from one source. High voltages will also arc from one Trioxin Zombie to any other within 5 feet, applying the same amount of damage suffered by the first zombie. A Trioxin Zombie over-exposed to these kinds of electrical attacks is permanently destroyed.

EXPLOSIVE

Trioxin Zombies are harmed by explosive attacks, and it affects them normally.

FIRE

Trioxin Zombies are Flammable, just like regular zombies and they have no damage reduction against fire damage. A Trioxin Zombie taking any fire damage is Burning. This can be problematic however, as once Burning they start to give off a Trioxin Fume (see Trioxin, above) that can affect the living and the dead, turning them into Zombies.

POISON

Trioxin Zombies are immune to Poison Damage, and it does not affect them.

SLASHING

Trioxin Zombies are affected by Slashing damage normally.

ZOMBIE CONDITIONS

Trioxin Zombies are immune to Exhaustion, Intoxication, Paralyzed, Sickened, Stunned, and Unconscious. All other conditions affect them normally.

NEW CONDITION: ZOMBIFICATION

Zombification is the process that takes place whenever a subject is exposed to the chemical 2-4-5 Trioxin. The process varies depending on if the subject is alive or dead at the time of exposure.

ZOMBIFICATION OF THE DEAD

Zombification of the dead is simple; a deceased creature exposed to any amount of Trioxin, be it direct or indirect, is immediately reanimated as a Trioxin Zombie. Most zombies are human in origin, but Trioxin will revive any animal, including insects.

ZOMBIFICATION OF THE LIVING

You have no pulse, your blood pressure is zero over zero. You have no pupillary response, no reflexes. Your temperature is 70 degrees. It's a puzzle, because technically, you're not alive. Except you're conscious, so we don't know what it means.

A living being exposed to direct Trioxin runs the risk of being transformed into a Trioxin Zombie. Direct Trioxin has a Save to Avoid DC of 20, making it especially deadly. Direct Trioxin does not cause damage and there is no Save For Half or Save To End associated with it. A living creature that fails its Save to Avoid is immediately rendered unconscious and the process of Zombification begins. Zombification is treated as a special version of the Exhaustion Condition that gradually worsens as time passes; it cannot be reversed by any known method.

Level	Effect	Time Since Eating Brains
1	Sleep of the Dead	Immediate
2	Coughing Fit	20 minutes
3	Burning Chills	1 hour
4	Flatline	2 hours
5	Rigor Mortis	2.5 hours
6	Living Death	3 hours

(Level One) Sleep of the Dead

Initial exposure to Trioxin renders the victim Unconscious. After a 20-minute period, the victim regains consciousness. From this level onwards, other Trioxin Zombies are uninterested in the victim's brains.

Unconscious Condition.

(Level Two) Coughing Fit

Upon awakening, the victim suffers with coughing fits as their body tries to reject the Trioxin from their system.

Disadvantage on ability checks.

(Level Three) Burning Chills

The victim's body charts fluctuate between burning up and then dropping deathly cold. This is typically accompanied by a splitting headache as brain death starts creeping in.

Disadvantage on attacks and saving throws.

(Level Four) Flatline

At this point, the victim is dead. Their heart has stopped beating and their body drops to room temperature. They have no pulse and no blood pressure. Anyone medically examining them will conclude that they are dead—which they are.

(Level Five) Rigor Mortis

By this point, the victim is experiencing incredible pain as their joints cease and lock up as rigor mortis grips their body.

Movement is reduced to 0.

(Level Six) Living Death

At this point, the victim is now a reanimated zombie. The Zombification condition no longer applies to them, and they recover from its effects. They immediately gain the following traits: Reanimated Cadaver, The Pain of Being Dead, Vigor Mortis, and Sense Brains.

MERCY KILLING

A living creature that begins the Zombification process can still be affected by damage normally and even killed. However, if they die they will immediately become a zombie if they are killed before reaching Level 6 Zombification. Anyone thinking they are doing their friend a favor by ending their pain is simply accelerating the process. The exception for this is if the body is completely destroyed as part of the process, such as being placed inside a crematorium or being blown to smithereens. The GM has the final say on if the body is in a state that can be reanimated.

NEW CONDITION: THE PAIN OF BEING DEAD

Upon being resurrected by Trioxin, all Living Dead feel a deep and terrible agony known as The Pain of Being Dead. The pain is so extreme that it causes zombies to cry out in agony and often overrides their capacity for higher thinking, though they can certainly find moments of clarity. This is due to the corpse being sentient and aware as it experiences the stages of death. Freshly transformed zombies typically feel the pain in the form of livor mortis

(blood pooling in the body) and rigor mortis (stiffening of the limbs). Older corpses, like those that have been buried for a while, can feel their body rot and putrefy.

There is no cure for the Pain of Being Dead, but its effects can be temporarily subdued by eating live human brains. The chemical composition of the brain acts as a natural pain killer for the Living Dead. Zombies instantly understand that they need brains in order to offset the pain, but they also crave them. All zombies can sense the presence of brains by smell and are drawn towards them by a terrible hunger that is almost impossible to deny.

Like Zombification, the Pain of Being Dead is measured in six levels of increasing penalties and negative effects. The longer a zombie goes without eating brains, the worse the pain becomes. If, for whatever reason, a zombie ever wishes to pass up the chance to eat brains, it must first succeed at a DC 15 Wisdom saving throw.

Eating a brain will momentarily cause the pain to subside for 10 minutes as well as heal 2d4 hit points. During this time, the zombie no longer feels pain and the condition is removed, regardless of which level it was at before eating brains. This is not to say that the zombie becomes placid or pacified. Zombies are aware that the numbing effects of eating brains are temporary and are constantly on the prowl to find more.

If the GM is unsure on which level of the condition to apply to zombies in their game, they can roll 1d6 and choose that level. If the corpse is fresh, the GM should instead roll 1d3.

Level	Effect	Time Since Eating Brains
1	Distracting Cravings	10 minutes
2	The Jerks	1 hour
3	Maddening Cravings	3 hours
4	The Tremors	8 hours
5	Enfeeblement	12 hours
6	Deactivation	24 hours

Level One (Distracting Cravings)

The thought of consuming live brains occupies the zombie's every thought and makes it difficult for them to think or make decisions beyond killing the living.

Disadvantage on Intelligence and Wisdom ability checks.

Level Two (The Jerks)

The zombie's craving for brains is beginning to affect their motor functions.

Disadvantage on Dexterity ability checks and saving throws.

Level Three (Maddening Cravings)

At this level, the cravings for brains are so severe that the zombie finds reasoning and higher cognition almost impossible.

Disadvantage on Intelligence and Wisdom saving throws.

Level Four (The Tremors)

The zombie's hold over its motor functions starts to collapse, causing them to move in the classic "zombie shambling" fashion.

Disadvantage on attack rolls and Dexterity saving throws. Reduce movement speed by 5 feet.

Speed halved.

Level Five (Enfeeblement)

The pain is starting to greatly weaken the zombie.

Remove Vigor Mortis trait.

Level Six (Deactivated)

What remains of the zombie's metabolism causes it to go into a hibernation-like status as it tries to preserve what remains of its mind.

Deactivated.

NEW CONDITION: DEACTIVATED

Under certain circumstances, such as being subject to cold damage, a zombie will enter a Deactivated state that resembles hibernation. In this state, the zombie is unaware of what is happening around it, its Speed drops to 0 and it can be safely installed into a Trioxin canister

or avoided. However, their Sense Brains trait is still active, and the GM can allow them a Search Action to see if they sense the presence of live brains and wake up. A zombie waking up from deactivation has a renewed hunger drive, automatically suffering level 4 in the Pain of Being Dead condition (even if they were in hibernation due to being at level 6).

A zombie placed in a Trioxin canister will automatically awaken if the canister is damaged or opened.

NEW RULE: OVEREXPOSURE AND BODILY TRAUMA

Trioxin zombies don't die like living creatures do. Instead, when a zombie is reduced to 0 hit points, it becomes Overexposed. Any damage that causes a zombie to become Overexposed, and any damage against a zombie that is already Overexposed, causes the zombie to risk Bodily Trauma. A critical hit against a zombie always treats it as Overexposed. When a zombie risks Bodily Trauma, consult the following chart to see what, anything happens.

	Acid	Ballistic	Bludgeoning/ Piercing	Cold	Electrical/ Explosive	Fire	Slashing
1 Torso	Bleached	--	--	Hybernation	FullDestruction*	Burnt	Split
2 Left Arm	Caustic Weapon	--	Broken Limb	LimbDestruction	LimbDestruction* (Disadvantage)	Cinder Weapon	Severed Limb
3 Right Arm	Caustic Weapon	--	Broken Limb	LimbDestruction	LimbDestruction* (Disadvantage)	Cinder Weapon	Severed Limb
4 Left Leg	LimbDestruction	--	Broken Limb	LimbDestruction	LimbDestruction* (Disadvantage)	LimbDestruction	Severed Limb
5 Right Leg	LimbDestruction	--	Broken Limb	LimbDestruction	LimbDestruction* (Disadvantage)	LimbDestruction	Severed Limb
6 Head	Caustic Weapon	HeadDesctuction (Advantage)	HeadDestruction	Hybernation	HeadDestruction (Disadvantage)	Cinder Weapon	Severed Head

*If using the Optional Rules for electrical damage based on The Return of the Living Dead Part II, always treat electrical damage as Full Destruction, and the electricity may arc from it to another zombie nearby. See Zombies and Damage Types (Page XX).

Bleached. The zombie must make a Constitution saving throw with a DC equal to the damage dealt. If it succeeds, it becomes a Bleached Boner. If it fails, it melts into a puddle of goo and is destroyed.

Broken Limb. The limb is damaged. Attacks made with broken limbs are made at disadvantage. If one leg is broken, the zombie's speed is halved and it has disadvantage on Ability Checks and Saving Throws made to remain standing. If both are broken, it automatically falls Prone and cannot stand up.

Burnt. The zombie becomes a Burnt Boner unless the damage dealt is equal to or exceeds its maximum hit points, in which case it is burned to ash and is effectively dead.

Caustic Weapon. The zombie must make a Constitution saving throw with a DC equal to the damage dealt. If it succeeds, it gains the Caustic Claw weapon of a Bleached Boner on an affected hand, or the Caustic Bite weapon if its head is affected. If it fails, the affected body part is melted away to nothing and is destroyed as the Head Destruction or Limb Destruction result. Further acid damage to a body part that has gained a caustic weapon has no effect.

Cinder Weapon. The zombie gains the Cinder Claw weapon of a Burnt Boner on the affected hand, or the Cinder Bite weapon if its head is affected, unless the damage dealt equals or exceeds half of its maximum hit points, in which case the affected body part is burned away to ash and destroyed as the Head Destruction or Limb Destruction result. Further fire damage to a body part that has gained a cinder weapon has no effect.

Full Destruction. The zombie must make a Constitution saving throw with a DC equal to the damage dealt. On a failure, it is blown to tiny bits and is for all intents and purposes dead.

Head Destruction. The zombie must make a Constitution saving throw with a DC equal to the damage dealt. This save is made at disadvantage against Electrical or Explosive damage, or advantage against Ballistic damage. If it succeeds, its jaw or teeth are damaged, causing it to suffer disadvantage on Bite attacks. If it fails, its head is destroyed and it becomes a Headless Corpse.

Hibernation. The zombie must make a Constitution saving throw with a DC equal to 10 + the damage dealt. If it fails, the zombie goes into a hibernation state and is Deactivated.

Limb Destruction. The zombie must make a Constitution saving throw with a DC equal to the damage dealt. This save is made at disadvantage against Electrical or Explosive damage. If it succeeds, the limb is broken instead, as the Broken Limb result. If it fails, the limb is completely destroyed.

If one leg is destroyed, the zombie automatically falls Prone and cannot stand up. If both are destroyed, its movement is also halved, in addition to movement becoming difficult due to crawling. A zombie cannot even crawl if all of its legs and arms are destroyed.

Severed Head. The head is severed creating a Dead Head as well as a Headless Corpse.

Severed Limb. The limb is severed. The zombie loses that limb, as with Limb Destruction, but the limb is not destroyed. Limbs severed in this way continue to move, but generally cannot do anything on their own.

Split. The zombie is cut in two, creating a Half-Corpse and a Leg Shanks.