



ZOMBICIDE

CHRONICLES

FREE RPG DAY

MISSION
BOOKLET

RPG
FREE
GIVEAWAY
10.14-21

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ZOMBICIDE

CHRONICLES

MISSION BOOKLET



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#1 CRUISE OF THE DEAD

Transmissible diseases, non-functioning toilets, people falling off the promenade into the sea... what wasn't there to like about cruises? Now, they have zombies! You're going to write a very strongly worded letter to the company if you ever get off this ship.

Some of the Survivors saved up for this trip. Others won it on a radio giveaway. Maybe one of you was even on the Childlike Empress' staff. Doesn't matter now. Everyone but you is dead. Now, you have to get to the Bridge and call for help. Surely, the Coast Guard will come to the rescue, right?

- **District:** Special (see Campaign Start below)

✕ INTRODUCTION

The Survivors' relaxing cruise has turned into a nightmare. They have no idea what the state of the outside world is, but things have gone south on the ship. They need to get help fast.

Their cruise started out quite pleasantly, but by the 3rd day out at sea, many people on board began to get sick. Before long, the sick people mutated into living dead, hungry for the fresh meat of the healthy. Then, the carnage began. Pirates chose this very moment to board the ship from a small boat. It was pretty terrible timing. Chased by zombies, they escaped to Deck One. But after being surrounded, they ended up like the other passengers. Bye, bye pirates.

The Survivors are currently on Deck Two near the pool. Their goal is to work their way from Deck Two to Deck One and then to the Bridge where the radio will surely provide rescue. They need to get to the Atrium to go up. The Atrium and its stairs are crammed with corpses. The Survivors know the Grand Ballroom rises two decks. They could climb up there and avoid the dead in the Atrium. Those are their 2 options for ascent.

- The only weapons each Survivor has managed to collect is either a **Crowbar** or a **Fire Axe** (replace the weapons listed on their ID Sheets with either one, players' choice).



CAMPAIGN START

This Mission doesn't take place in the City but on a cruise ship. It is perfect as the First Mission of a campaign. The Survivors don't know each other but are simply together in an enclosed space when the outbreak starts. Their goal is to survive and reach land where they'll discover the events they experienced on the Childlike Empress are happening worldwide.

Treat the cruise ship as a special District with 3 locations, each with a different Threat Level (TL):

- Deck Two has TL 1.
- Deck One has TL 2.
- The Bridge has TL 3.

✕ LOCATIONS

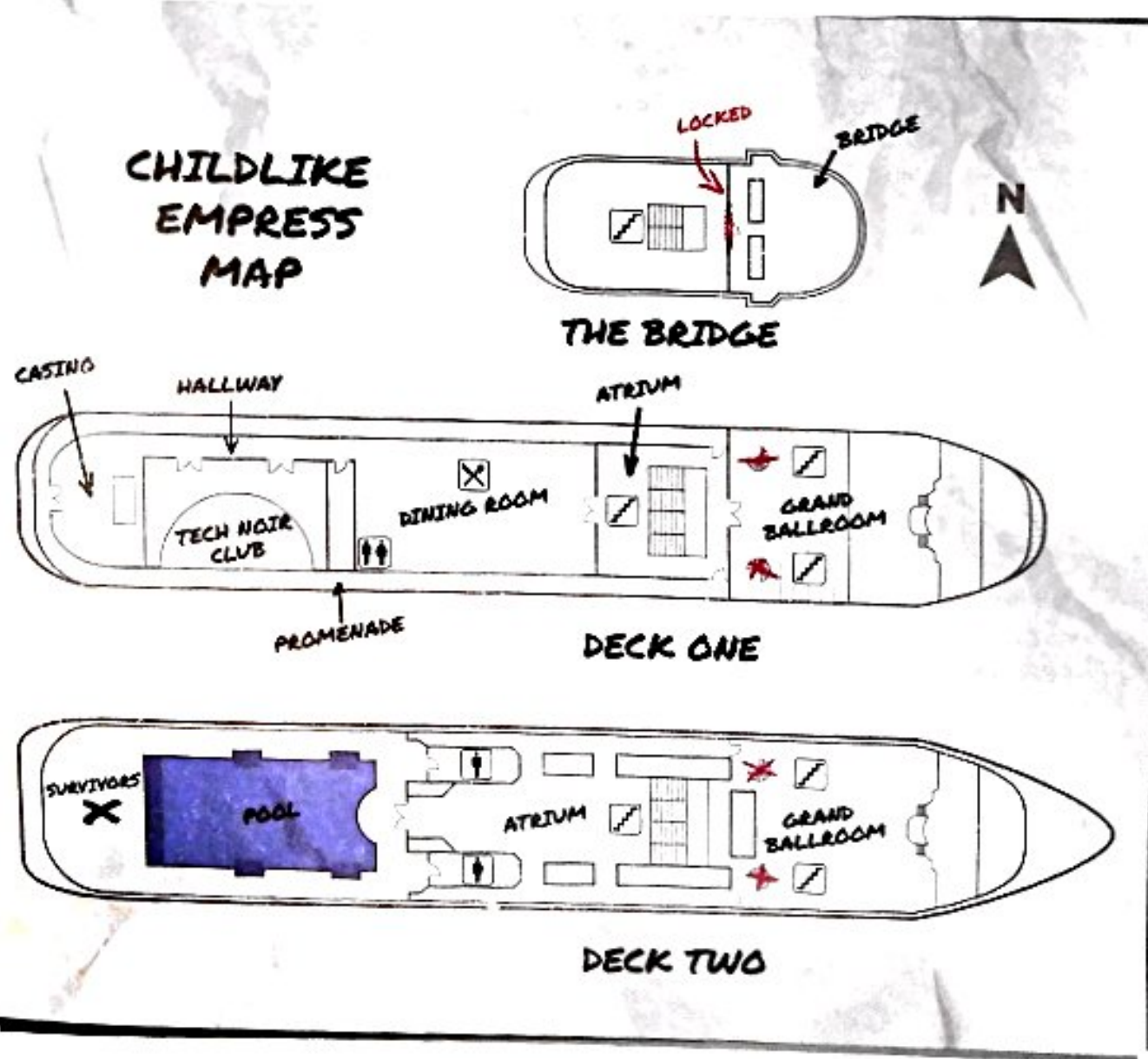
While there are at least 12 decks on the Childlike Empress, only the upper three are navigable. Below, ravening hordes of the dead cram into cabins and halls. Further down, the lower decks are flooded. Someone even said they saw a shark... right before a Brute bit their face off. Anyway, the Survivors only need to deal with the upper two decks.

The ship itself is best imagined as a floating party, replete with brass finery, picturesque views of the open sea, and lots and lots of blood and guts. The toilets quit working two days ago and not everyone was dead at that point. So, behind the stench of death is that of a giant backed up sewer. Fun times. The Survivors probably should have taken that trip to Lake Tahoe instead.

- **Crossing the decks:** The GM rolls a die anytime the Survivors move from one location to another, traversing a deck, or are otherwise arriving. Rolling a with Zombie Head (1) results in a Horde (x1) showing up.

Deck Two

Normally, this deck would be in the teens as numbered by most ships, but that isn't helpful here. There are twelve decks in total. Most are below the two decks and the Bridge in which the Mission takes place. So, Deck Two is really high up and Deck One is even higher. The bridge is at the very top of the ship. That's where the Survivors need to be.



Pool

Shuffleboard, a tennis court, the Olympic sized pool, sun chairs, it's all here. The pool is red now, but it used to be clear. It was really lovely. Ignore the floating limbs. There are several portable bars as well. Behind one is a dead man in a red jacket whose nametag reads Isaac. If the Survivors search his body, they will find a makeshift Molotov Cocktail that the poor bloke evidently couldn't put to use.

There is a Horde (x1), plus Runners (x1). The Runners were actually runners, wearing track outfits and everything. There's a running track along the perimeter of the lido area. Fitness pays off in the afterlife, it seems! Well, maybe not for the Survivors.

At the end of combat, a huge Horde (x4) shows up. This could overwhelm the Survivors. However, there is a solution. Zombies cannot swim and cannot float, either...

- The pool is the way out of this mess. The Survivors can navigate across it with STUNT actions and the dumb zombies will just follow them in. If they do this, they only have to deal with a Horde (x1) after getting out on the other side.

The other side is, of course, where the stairs and Atrium are.

Atrium

Picture the grand staircase from Titanic under a dome of glass and with a gaudy chandelier. That's the Atrium. Also, plants. Lots of plants.

At the top of the stairs is a Horde (x2). If the GM wants to put on the pressure, another Horde (x1) appears at the bottom of the stairs. The Survivors have to fight their way up.

Grand Ballroom

This room is cavernous, like having an entire Broadway theater at sea. It actually rises two levels, but the stairs between decks are littered with corpses and/or broken. Survivors wishing to climb to the next level can try with a STUNT action. This is a clever way to avoid zombies, but dangerous. Failure results in a 4-yard fall (see box).

FALLING

Survivors lose 1 Hit Point per 2 yards of falling. A roll of STUNT reduces the amount of HP lost by 1 for every success rolled.

If any damage is suffered, the Survivor should also be left suffering from a Condition (a twisted ankle, a sprained wrist, bruised ribs, etc.). As a general rule, accidental damage imposes a hindering Condition when it causes the loss of 1 Hit Point, or an impairing Condition when it causes the loss of 2 or more Hit Points.



The stage is near the front of the ship (bow). Chairs are bolted to the floor. A Horde (x3) is here, mostly dressed for an evening out. A magician's box and various props sit on the stage. The name on the banner reads Criss Ironfield's Grand Guignol. Criss himself is part of the Horde. Guess he couldn't magic himself out of this one. He's a Brute now.

With a successful SNEAK action by each Survivor, the group can avoid the Horde. Trouble on any of these rolls causes the Horde to increase in size by x1 as the noise attracts even more zombies.

Deck One

Like the other deck, this is actually numbered over 10. But for ease of use, we call it "one". This deck has the Promenade, a Casino, clubs, and various other entertainment places.

Promenade

The Promenade winds itself around most of the deck. A Horde (x2) roams here. If combat happens, because the railing is here, and because zombies aren't very coordinated, any successful Melee attack sends another zombie over the edge and into the ocean below (consider it eliminated). However, if a Trouble on the attack comes up, the unfortunate Survivor must make a STUNT roll or fall over the side as well!

Casino

A large casino, not quite Vegas-sized but still impressive. Faux Grecian columns hold up the ceiling. The décor is gaudy as hell with lots of gold and black. At any rate, the gamblers and croupiers are all dead. One Brute spins itself around on a huge roulette table like a merry-go-round. One of the slot machines is barking noise and flashing lights as if someone won. They did. Their body is under a pile of coins right there.

A Horde (x2) is gathered around the machine making noise.

If the Survivors want, they can make a TINKER action and cause one or more other machines to go off. These attract zombies, allowing the Survivors to sneak their way out of the Casino.

Hallway

A long corridor connects the Dining Room directly to the Casino. This is exactly where the pirates were pinned down by zombies and slaughtered. Large and small pieces of their bodies lie scattered here and there. But the weapons they carried are still perfectly intact! The Survivors can make a Search (Weapons 3), but with a Trouble, they attract a Horde (x2).



Tech Noir

A full-fledged club/lounge sits on this deck. It's decorated in loud neon, black paint, and blood that glows in the blacklights. It's like a goth's fever dream. There are two bars and a huge dancefloor. Music still plays, some aggressively generic, empty strain of EDM. Zombies dance to it or try to. A couple of Brutes in the middle mosh people out of a skank circle.

Survivors can do a SNEAK action and not be noticed by zombies if they are successful (the music is very loud, after all). If not, the mosh pit turns on them! It functions as a Horde (x3). The Survivors can also make a Search (General 1), which additionally yields enough materials to prepare a Molotov Cocktail (no roll required).

Dining Room

White linen table clothes and (dead) waiters in white shirts and ties. Well, the shirts WERE white. People lay face down in their food. Rats have the run of the tables and dine on the leftovers.

The waitstaff and back of house chefs and staff are all zombies. One of them, the head chef, Gustavo, is a Brute. The Dining Room is otherwise a Horde (x2).

The Bridge

The Bridge is locked and barred. There's no getting in through the door. Bummer. But the bridge is atop something a bit like a conn tower, though they don't call it that. There's a lip that runs around it on the outside that Survivors can crawl out on. A STUNT roll is needed not to fall for 6 yards (see previous box). If they succeed and get to the front outside the bridge where the big windows are, they can break the glass and get inside using a Fire Axe.



Inside are dead crew. All of them in crisp uniforms that were bleach white but are now darkened by oceans of dried blood. The Captain is an Abomination, if the Survivors have had an easy time getting this far. Otherwise, he's simply a Brute with 4 Hit Points. The rest of the crew is a Horde (x2).

Once they deal with those inside, and remember, they must unbar the door to let the others in, they can get to the radio. The problem is, it's already broadcasting an SOS. Anyone making an EDUCATION action can determine this. It was probably set when the dead started getting back up and biting people.

There's a telescope of immense power here through which the Survivors see land. They see a port city (the City where the campaign is set). They see columns of smoke rising Rapture-like from it. They aren't going to get any help.

Hey! What about the lifeboats? Well, friends, those are all gone. Some lucky folks made it off without you. Maybe they are eating each other now. Who knows? But you? You're stuck here.

Man, that's a real downer. But, hey, this is a zombie apocalypse. Remember, in a one-shot adventure, much like a series finale, no one HAS to survive.

✖ AFTERMATH

Once the Survivors realize the radio won't bring help, or at least hadn't, things look pretty grim. But there's good news and bad news! The crew set the ship to autopilot, guided by GPS, prior to being turned. So, the Childlike Empress will get back to port. The problem is, with the telescope up here, they can see the City... and it's on fire. A big column of smoke rises from their destination.

Still, if they can hold out for another couple hours, the ship will reach the City. Being driverless, it will crash into the docks, crowded with the dead. It would be best for the Survivors to find some way to get ashore before the crash, such as swimming (STUNT) or setting up a makeshift raft (TINKER). If they manage to land, they'll be in the City, relatively safe. Then, they'd better look for a Shelter. After that, their *Zombicide: Chronicles* campaign is ready to take off!

#2 DEATH IS JUST A STATE OF MIND

You wouldn't pass up a celebrity cure for the zombie plague, would you?

Willow (think blonde actress become celebrity wellness mogul) Rhiannon Meagre was famous for her Academy Award winning performance a couple of decades ago and then, more recently, as the creator of Slop, a goo you put, well, basically everywhere and is sure to cure what ails you. During the initial outbreak, Rhiannon tried to heal zombies using Slop. It didn't go well and now her center is overrun. But a rumor says that one variant of Slop actually cures the plague. And if that's true, well maybe it's worth checking out?

• **District:** Uptown

✕ INTRODUCTION

The Mission is simple: go into one of Rhiannon Meagre's Wellness Clinics and get some Slop, some special Slop that supposedly cures one from, ya know, being dead. You wouldn't have believed it, but you saw Bill McKinnon trying to eat his brother yesterday and today he's walking and talking like normal. Even if Billy is full of it, the Wellness Center might have good loot left.

Besides, when the zombie plague hit, the spa was hosting an all-star guest list of celebrities and who among you hasn't wanted to meet some of your favorite movie stars... even if they are dead?

The Mission opens with the Survivors outside the Slop Spa. All they have to do is get in, get the Slop formula, and get out. Easy-peasey, right?



✕ LOCATIONS

Slop Spa caters to an upscale, often famous, clientele. The decor is somewhere between New Age flash and sublime deserts with crystals, serene paintings, and diagrams of naked bodies with chakras pointed out in bold, sans serif capitals.

Reception

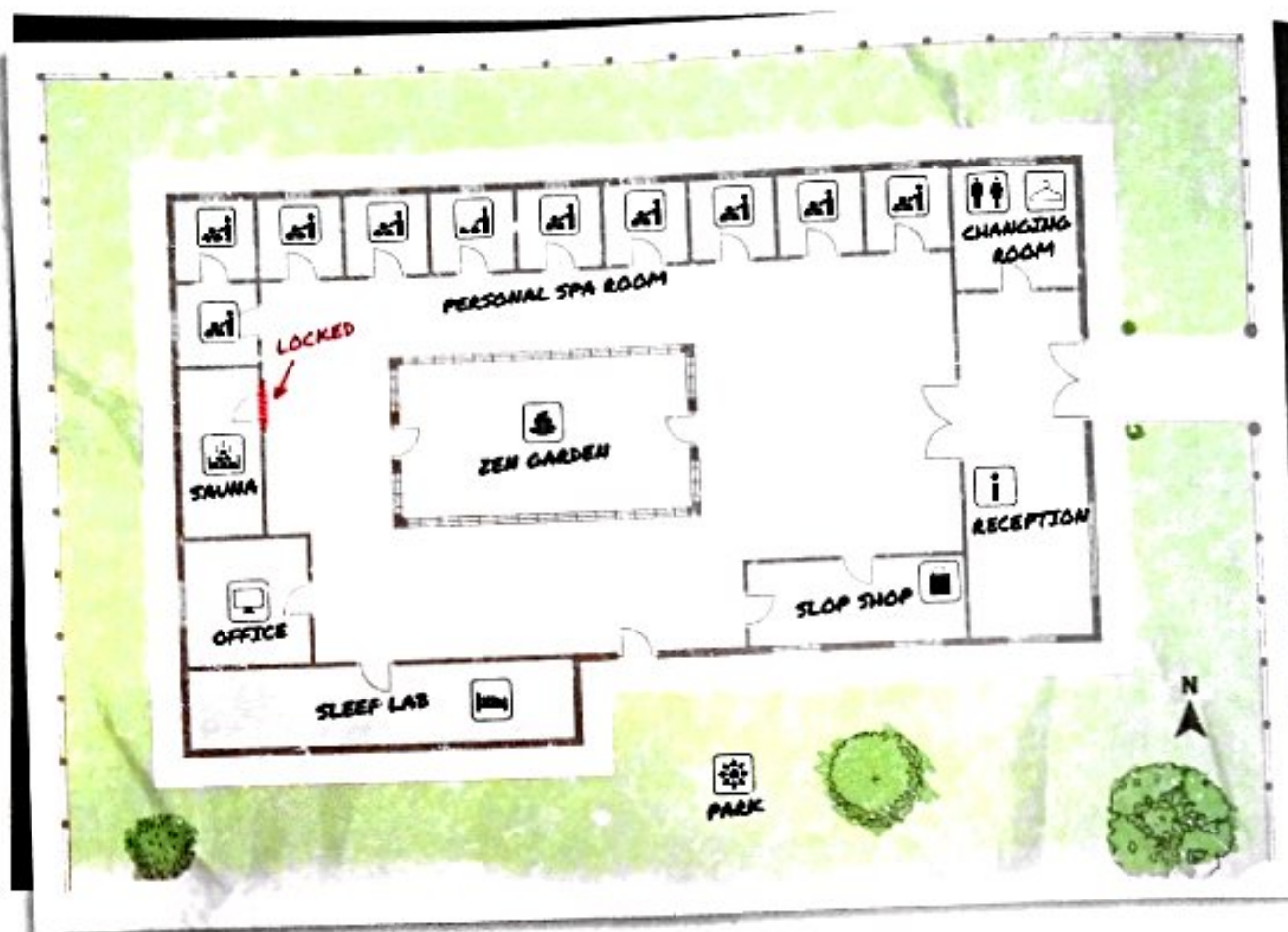
This area is painted in soft, earthy pastels designed to be calm the mind and spirit. Posters of desert vistas and peaceful ocean views adorn the walls. A severed hand, with very elaborately done nails, still types away on a keyboard, making a constant ticking noise.

Blood mars the otherwise blissful environment. On the reception desk and at a small table flanked by comfy chairs, are brochures. They say, "Why slop is not a cult" and proceed to explain how it is, definitely, a cult. A Horde (x1) loiters here, presumably waiting for their turn for the full Slop treatment.

Changing Room

This room offers private, curtained areas for changing into soft robes as plush as stuffed animals. There is a poster and a series of brochures showing just how, and where, you're supposed to insert Slop for best results. The less said about that, the better.

A successful Search (General 1) of the room additionally turns up a functional phone with the names and addresses of several famous people in the city. These could provide leads for later looting or celebrity spotting, as the case may be.



Zen Garden

This Zen garden is entirely encased in shatterproof glass, even the ceiling. It's like a mini desert in here, with cacti and sand sculpted in waves around rocks. Though the waves have been disturbed by many footprints and spatters of blood... and a severed limb or two. But otherwise, you know, very peaceful.

A live iguana regards you with pale, limpid eyes.

There are Walkers (x2) here, but they are under the sand and not visible until inside the room, even though it's encased in glass. A SPOT roll is needed to avoid being Surprised upon entering the encased garden.

Slop Shop

You can buy Slop here, or, well, you could. Now, you can just steal it off the shelves. It doesn't do anything, but people used it anyway. A Horde (x2) of previous customers still wanders in the store.

There's a little bit of everything here, including demure sex toys. They can be used to create enough noise to lure any 1 Horde.

- Oils, scented candles, crystals, and all manner of other kitsch and New Age healing elements are also for sale. They have no practical use on their own, but they can be combined together with a TINKER roll to get 1 Molotov Cocktail per success rolled (up to a maximum of 3).

Personal Spa Rooms

Each of these rooms catered to an individual client. Each has a massage table; a comfortable, Swedish chair; and a hot tub. Hot rocks were heated in electric stoves made to look like the real thing. Crystals litter some floors. Various scents of patchouli and floral bouquets still overpower the stench of death. There are 10 such rooms. They collectively allow a Search (General 3). In case of any Trouble, the heroes stir up a Horde (x1).

All bodies in these private rooms, and most throughout the Wellness Center, wear expensive watches. They have diamond rings, gold earrings, and clothes that once cost as much as a Survivor might have made in four paychecks. None of this has any value now.

Sauna

This room is still steamed up. Survivors cannot see in. It's also barred from the inside. An appropriate item can pry the door open if necessary.

Inside are wet corpses stinking in the heat. These people blockaded themselves in here to save themselves from the zombies, but basically boiled to death. If you ever wanted to know what steam-cooked Oscar-winning actors smelled like, now you know. A successful **ENDURE** roll is required to avoid a **hindering** Condition due to the foul odor.

Office

This room is reserved for when Rhiannon Meagre was in town and she was very much in town when the plague hit. In fact, she took some experimental doses of Slop to ward off the plague. It didn't work, but it did turn her into an Abomination, though not the lumbering kind seen before.

Instead, Rhiannon is a kind of stretchy monster, malleable and bent all over the room like the straw-thin woman she was. She's dead, so she'll never age, and that is probably what she wanted all along. Good for you, Rhiannon. Her stats are not different from other Abominations, just her appearance. In addition, her stretching and bendy nature give her the Grabbing special ability (see box). The GM should describe how she bends, twists, and absorbs lesser attacks.

GRABBING

At the start of each Zombie Phase, this creature grabs all Disengaged Survivors, dragging them in contact again. Each Survivor can prevent this by making a **STUNT** roll. A grabbed Survivor can be dragged through a window, a door, out of a car, etc.



Once she has been dealt with, the Survivors can roll **SECURITY** to hack her computer. There, they find evidence that her daughter, Pear Meagre, was immune to the plague. Rhiannon was hiding her from the government, though it is not clear where. Email entries only reveal that Pear is somewhere in the city. It's a lead for a whole campaign, if this thing is real!

On the desk is a picture of Pear in happy times with her ex-husband with whom she had a "conscious uncoupling."

Park

Bounded by a secure, razor-wire fence, the Park was strictly off limits to non-members. Near a pond are a semi-circle of bodies in white robes with hands joined. It's not clear how they died at first. Anyone with a medical background can see they went via cyanide or other poison with a successful HEAL roll. They all also wear identical white sneakers of the same brand.

The park is dotted with trees and topiary cut in the shape of various animals. It'd be very pleasant were it not for the Horde (x3) milling about here. They've chowed down on everyone but the suicides. It isn't clear why they haven't eaten them. That's left up to the GM, should they wish to expand this one-shot into a full campaign.

Sleep Lab

This is where Rhiannon's scientists perfected Slop. Sadly, it doesn't cure the plague. In fact, the cure to the plague is denial of its reality as can be seen from several "test subjects" who are dead and strapped to hospital beds.

The doctors' charts on the end of each bed can be deciphered with an EDUCATION roll. The gist of it is simple. Ms. Meagre and her "scientists" didn't believe the plague was real. They were *anti-plaguers*. They instead believed that the whole thing was a government experiment involving mass hallucination and collective behavior.

Their solution was to deprogram people's minds with soothing thoughts, New Age pabulum, and crystals arranged on their chakra. Surprisingly, it didn't work. Billy, it turns out, got brainwashed by this "treatment" and thinks he was cured of being a zombie. In fact, he never was a zombie. He thought he was a zombie so fully that he tried to eat his own brother! What Billy really is is a fanatic member of the Slop cult.

Billy's chart is on an empty bed at one end of the "Sleep Lab." An attached report details the above.

The people strapped to the tables look very healthy (due to the Slop treatments), but they are still zombies. The players can choose to kill them, but they better do it quietly unless they want to attract a Horde (x2) from the Park outside. Killing healthy-looking people requires a COOL roll. If the characters hesitate too long, the patients break free and become a Horde (x1).

A Search (Any 1) turns up whatever is rolled plus a collection of personal items inside a couple lockers. One set of items belonged to a prominent radio personality who trafficked in disinformation, vitamin supplements, and 'roid rage. He was a known prepper and there are a series of keys in his personal bag along with his ID and address.

X AFTERMATH

The Survivors leave with several leads (if they leave at all). This weird celebrity cult clearly had a delusional premise, but at least Rhiannon's daughter seems to have legit immunity. Further, the group might have gathered intel leading to celebrity stashes and even Pear Meagre herself. Did Rhiannon herself only pretend the plague was fake? Who can say?

Overall, the Survivors probably confirmed their biases about what people with too much fame and too much money do when confronted with real problems. They make up their own reality and leave the plebs to their own devices. Didn't work out well for them this time.



#3 THIRD LEVEL UNDERGROUND

15

*A truck full of medical stuff, hoos, waiting only for us.
You are not afraid of the dark, are you?*

The Survivors get the hook of this Mission in the most casual way: killing a zombie, a carrier for *Fast At Your House*, a renowned delivery company in the City.

The corpse still holds a folder with fliers which falls at the feet of the Survivors. It contains the shipping manifest of the carrier's delivery truck and a parking receipt. The shipping manifest reveals the truck was carrying four big packages of antibiotics and other medicine for a supermarket, still to be delivered. A parking receipt, dated to the day of the outbreak, shows that the vehicle waits for its driver in a parking garage on the opposite side of the street, place 17B.

The only problem is the floor number on the ticket: 3rd level underground.

• **District:** Heart of the City

✕ INTRODUCTION

This Mission is quite straightforward: being the Survivors are really close to the garage when they discover the hook, they could be tempted to go there immediately, loot the van, and return to their Shelter before sundown.

All nice and easy, but "Haste makes waste," as the saying goes.

The parking garage is located on the ground and underground floors of a big building that mostly houses offices.

With a **CONTACTS** roll, the Survivors remember a curious thing they heard about the place. Fix, another Survivor, talked of "terrible things" dwelling in that building, stuff far more dangerous than the ordinary moaning dead. He cannot say what they are, but he lost all his old companions down there.

If the Survivors spend some time searching the body of the carrier (no roll required), they also find the keys for the truck (useful later).

Hold your Breath!

The real danger of the parking garage is not zombies, but a gas leak on the lowest floor. The concentration isn't strong enough to explode, but it causes hallucinations if the Survivors stay there too long. Then, intoxication, and finally death (see Gas Leak on Third Underground).



✖ LOCATIONS

The biggest threat in venturing in an underground parking garage is darkness. Unless the Survivors have some source of light, they will be **impaired** in most of their actions.

There are three ways to move between floors: through the car ramp, using the stairs, or using the elevator. The last one is the safest way, but first the Survivors must find the auxiliary generator on the first floor and start it (see Generator Room). The elevator allows them to reach the first and second floors underground.

Each floor's paragraph describes the state of the respective car ramps, stairs, and elevator doors.



First Floor

The first floor of the parking garage has one entrance and one exit. In front of the exit stands the keeper's booth, a glass and metal room with a seat and a desk. A big metal box lays in a corner, locked (SECURITY roll to open it) with a pile of cheap books the keeper used to read. Inside the booth, there is the keeper himself, now reduced to a Brute. He springs up, surprising any Survivor who fails a SPOT roll. He still carries a working flashlight on his hip. The parking lot is a mess. People tried to escape during the outbreak, congesting all the exits. A Horde (x3) roams the first floor.

Generator Room

The elevator is not working, but there is a service room near the entrance with an auxiliary generator. It can be turned on with a TINKER roll, but it is very noisy, potentially attracting all the dead on the floor. Turning on the generator brings another Horde (x3) to the area.

- Car ramp to First Underground: Free.
- Stair to First Underground: Free.
- Elevator: Free but not working until the auxiliary generator is started.

First Underground

The parking space is less messy than above because people didn't have time to take the cars. The majority of the cars were professionally opened with a crowbar and searched. The culprit is Spot, a crazy man who lives in the ventilation passages of the parking lot. The entrance for his hideout, a movable grate, can be found with a SPOT roll and is blocked by a padlock. Spot is very territorial, wears a gas mask, and is as stealthy as a cat. Spot knows of the Horde near the car ramp (see below) and makes some noise (throwing an empty can) to lure them toward the Survivors, all of this while staying concealed.

Spot's Hideout

A single, claustrophobic pocket in the vents system of the complex, it contains canned food, water, and a long-lasting electric light to read a pile of car magazines. With a SCOUT roll (or Spot's cooperation) from this place, it is possible to crawl to any level of the garage and even reach the surface.

- Car ramp to Second Underground: Blocked by two wrecked cars infested by a Horde (x2).
- Stair to Second Underground: A Horde (x1) of dead white-collar office workers lurks here.
- Elevator: Free.

Second Underground

This level is almost unlooted. Most of the cars and vehicles are untouched by Spot. The gas is already present here, but in a very weak concentration and cannot be smelled. The Survivor with the lowest MUSCLE feels a little headache, but nothing more.

Betty and the Cleaners. Betty was the senior cleaning girl who did the floors of the garage twice a month. She hated it and it is a real pity she died there with a cleaning mop still in hand. Betty is a Brute with 4 Hit Points, while her companions are Walkers (x1). They continue to wipe the floors, but the blood and innards they spill on the ground doesn't help.

The Black Impala. The wet dream of any car enthusiast, this baby has something really disturbing in it. First, the windows are steamed, preventing the Survivors from looking inside. Second, if a Survivor comes close to it, a burglar alarm starts (luring Betty and the Cleaners), as if she wanted to be left untouched. The trunk contains 2 Molotov Cocktails and a Pistol (actually, an old Colt, probably a replica) engraved with strange symbols. The license plate is missing.

- Car ramp to Third Underground: Free.
- Stair to Third Underground: Free.
- Elevator: Blocked doors (SECURITY roll to open or using a door-opening weapon) and it is impossible to go down.

Third Underground

This level is the last one of the parking garage. It is the only one with spots for large vehicles, like buses. The air is still and there is a weird smell: the leaking gas. Characters with a background in chemistry or construction sites can recognize it with an EDUCATION roll.

Gas Leak. Unless the Survivors adopt some kind of protection (gas masks, even improvised ones), they are prone to suffer the effect of the gas. Every 10 minutes of exposure, the Survivors must do an ENDURE roll. The first time they fail, they become **hindered** by hallucinations (see sidebar). The second failure, they are **impaired**. A third failure causes them to pass out, followed by death in one hour if they aren't moved to fresh air. A person recovers from the effect of the gas with a couple of hours of fresh air.



IT IS NOT REAL!

The Gamemaster must make good use of the hallucinations caused from the gas to make the session memorable. As a general rule, play on the fears of the Survivors and the weirdness of the situation. For example, finding a dead Oktoberfest delegation in an underground garage who suddenly start dancing to music no one else can hear...

Effects of Gas

Every time a Survivor who is hindered or impaired by the gas causes Trouble, roll on the following table:

Roll	Effect
1-2	The Survivor fails, losing 1 Hit Point.
3-4	The Survivor sees something horrific from their past, accumulating 1 point of Stress.
5-6	A Walker attacks the Survivor with Surprise.

Oktoberfest Bus

One of the firms in a nearby building dealt in beer and had a party planned with a Bavarian delegation on the night of the outbreak. The hosts got off the bus, but they never reached the elevator. For this reason, there is a whole bunch of dead dressed in traditional Oktoberfest costumes on this floor. They are a Horde (x2) led by Frau Inge, an Abomination. She was deadly organized in life. Now, she is only deadly.



Delivery Truck. The *FastAtYourHouse* truck is exactly where it is supposed to be, place 17B. Unless the Survivors got the key from the carrier's body at the beginning of the Mission, they have to force it open with a SECURITY roll (or a door-opening weapon). Inside, the Survivors find the four boxes of medical supplies and can perform a Search (Health 3).

- **Elevator:** a truck crashed into the elevator's doors, trying to avoid two Oktoberfest dead. The elevator cannot be used on this floor.

✕ AFTERMATH

The Survivors hopefully recovered the medical supplies and left the garage after, but there is likely more stuff to loot in the dozens of vehicles laying in the darkness, if one is mad enough to return there...

✕ ADVERSARIES AND NPS

Spot

Spot was a mild programmer with the passion for cars. He turned feral during the outbreak and now feels safe only in the vents of the garage. He knows of the gas leak on the third floor but won't warn the Survivors unless threatened (he hopes they die or go away). Spot is obsessed by the Black Impala on the second level underground, but he thinks it is cursed. The only time he found the courage to come close to it, the burglar alarm started, calling Betty and the Cleaners, so he had to bolt.

SPOT

- **Name:** Spot
- **Description:** Skinny man wearing a gas mask, a wool cap, and a dirty bathrobe.
- **Motivation:** Survive, this is my shelter.
- **Gear:** Gas mask, crowbar.
- **Enemy Level:** Harmless.
- **Special Rules:** Stealthy as a cat (roll 2 less dice to SPOT him).



MISSION BOOKLET



This booklet contains 3 original missions for you to start your adventures in **Zombicide: Chronicles** - The Roleplaying Game.

In *Cruise of the Dead*, you start your life as a Survivor inside a zombie infested cruise ship, where you and your group must fight your way across different areas of the *Childlike Empress* to send an SOS and try to reach safety on dry land.

Death is just a State of Mind will have you investigating a celebrity health clinic and spa, where legend claims a miracle cream was made that is able to cure just about everything - maybe even whatever is turning people into zombies.

Finally, in *Third Level Underground*, you and your group find a valuable clue: there's a delivery truck full of medicine in the 3rd level of a parking lot. However, zombies are not the only things lurking in the dark, and Survivors will have to deal with different challenges in order to come out of this mission alive.

These missions were designed and distributed as part of Free RPG Day 2021 and can be played using the downloadable Quickstarter rules.

