



D&Z

GAME MASTER'S GUIDE

**A GUIDE TO A MODERN DAY, POST-APOCALYPTIC
SETTING FOR DUNGEONS & DRAGONS 5TH EDITION**

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V.3.2

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Introduction

You are the Game Master. Creator of Worlds. A God among nerds. You control everything... Almost everything... But today, you want to play something new. Something unique. Well look no further. D&Z is a *Dungeons and Dragons 5e* Inspired RPG game written by Jay Gilbert, set in a modern post-apocalyptic universe. As the GM you are responsible for creating a living and breathing world (or lack thereof). This document (paired with the *Player's Guide to D&Z* and the *D&D 5e Player's Handbook*) can be used like a template for creating your very own zombie survival world. The game mechanics are already done for you here. You just need to create the world and the story.

The *Player's Guide to D&Z* explains how to create a modern day character for D&Z. You must read the *Player's Guide* as well as the *GM's Guide* to understand how everything works together.

The *GM's Guide* mostly includes monster stats, items, and other helpful information to suit your apocalyptic needs. But these are all just the base elements, feel free to add anything you can think of to your game.

The Infection

At the end of the day, the lore is up to you. However, we've provided you with a default infection to implement into your story:

The infection is a fungus that targets the brain of its host. It most likely transitioned from animals to humans at some point and began to spread quickly through the populations. The fungus is transferred to a human through

the bloodstream. This can be done by being bitten by a zombie or inhaling spores.

Bites:

Saliva (or other fluids) from the zombie may enter the bloodstream if from a bite. A zombie bite only transfers the infection if the zombie rolls a critical hit. Upon a crit, the player must make a DC 18 CON saving throw or be infected.

There is no immediate side effect from receiving the infection. For 48 hours, the infected person shows no symptoms.

After which, the human enters **Stage 1** of infection and loses control of their body, they are now an NPC and the GM gains full control over the character. They become hyper-aggressive and lose all rational thoughts. Fungus begin to grow on the body and their stats become that of a Zombie.

The zombie enters **Stage 2** after two weeks, where it may transition to one of the other simple zombie types. These include: The *Crawler*, *Runner* and *Baby Zombie*. If the zombie doesn't eat for more than four weeks, it dies.

At week four, it enters **Stage 3**. The zombie may transition again. This time into any of the following: The *Clicker*, *Charger*, *Hunter*, *Tank*, *Jockey*, *Smoker*, *Bloater*, or *Spitter*.

Spores:

When a zombie dies, it attaches itself to a wall or object and the fungus begins to grow out from the host. Fungus covers the surrounding surfaces. After two weeks of growing, the fungus matures and releases spores into the air. If a player breathes in these spores and fails a DC15 CON saving throw, they will become infected.

NPC's

As a GM, you have nearly unlimited options to make for your post apocalyptic zombie game. One of the biggest decisions is the Zombies. How realistic do you want your game to be? Below is a list of pre-built creatures for your game. All Zombies are hit point based. You could alternatively force players to need a headshot to kill. The first is the Normal Zombie. This is your standard for any game and is the most simple version. After that, the creatures become less realistic but more unique.

Zombie

The walking dead. They look much like a normal person but features like boils and fungus set them apart from their living counterparts. They show no emotion and wander about aimlessly when food isn't around.

AC: 8
HP: 10
Speed: 10

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 Ft., passive Perception 8
Languages None
Challenge 1/4 (50 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage.

Slash. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) piercing damage.



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Crawler

Crawlers are just like a zombie except something has happened to their legs. Usually they have been chopped off, forcing them to use their hands to drag themselves around.

AC: 5
HP: 5
Speed: 5

STR	DEX	CON	INT	WIS	CHA
8(-1)	1(-5)	15(+2)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 Ft., passive Perception 8
Languages None
Challenge 1/8 (25 XP)

Crawler is always prone
ACTIONS:

Slam. *Melee Weapon Attack:* -5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -6 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Runner

Zoom Zoom! These bad boys are a survivor's worst nightmare. Not only do they want to eat you, but they also can do it really fast.

AC: 11

HP: 15

Speed: 30

<u>STR</u>	<u>DEX</u>	<u>CON</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
13(+1)	14(+2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 1/2 (100 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Baby Zombie

"A child!" They might look all cute and innocent, but they're teething, and boy do they need a chew toy.

AC: 5

HP: 5

Speed: 20

<u>STR</u>	<u>DEX</u>	<u>CON</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
7(-2)	14(+2)	11(+0)	2(-4)	1(-5)	14(+2)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 5

Languages None

Challenge 1/4 (60 XP)

ACTIONS:

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.



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Clicker

Due to excessive growths of fungus and boils on its face, the Clicker has lost its eyesight and now resorts to using echolocation to navigate. It wanders about cautiously while it lets out audible clicking sounds which can be heard by players when close enough.

AC: 12

HP: 45

Speed: 15

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	6(-2)	5(-3)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 7

Languages None

Challenge 3 (700 XP)

ACTIONS:

Unless Clicker is provoked by gunfire within 60 feet, players failing a DC 10 stealth roll within a 30 foot radius, or being attacked directly, the Clicker will not attack. Clicker uses echolocation since it is blind. (Clicking sounds can be heard by players when nearby)

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: (1d10 + 1) slashing damage.

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage

Chomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (3d10 + 1) slashing damage.

Guarded Visage. Once per day, the Clicker may choose to ignore a critical hit that it was the target of.

Charger

The Charger is extremely muscular in one of its arms. The non-dominant arm seems to shrivel up and dangle beside it. When the Charger uses its “Charge” ability, it tucks its arm in front of its body and runs in a straight line.

AC: 15

HP: 50

Speed: 20

STR	DEX	CON	INT	WIS	CHA
16(+3)	5(-3)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 6 (2,300 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + STR) bludgeoning damage

Charge. *Melee Weapon Attack:* Range 40 ft (straight line only), one target. Players must succeed in a DC 10 Dexterity Saving Throw or be grappled by the Charger. Charger may move an additional 10 feet after a player is grappled. Charger will slam a player into any nearby solid objects dealing 1d8+STR per turn. Player must succeed in a DC 15 Strength Saving Throw or will continue to be grappled by the Charger.

Hunter

The Hunter looks much like a zombie, except they walk on all fours and uses its special “Pounce” ability to knock players prone and begin tearing them apart. They only come out at night

AC: 15

HP: 25

Speed: 25

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	16(+3)	12(+1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 2 (450 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage

Pounce. *Melee Weapon Attack:* +1 to hit, player must roll a DC 13 Dexterity Saving Throw or be knocked prone for 1 full turn. Range 10 feet., One target. *Hit:* (1d6 + 2) slashing damage. Players must make a DC 15 Strength Saving Throw to escape the Pounce attack or be knocked prone for an additional turn.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Tank

This big guy forgot leg day, but his upper body is on point. The Tank is extremely muscular in both of its arms and is capable of lifting boulders, cars, and even pieces of the road to chuck at its enemies.

AC: 17

HP: 75

Speed: 20

STR	DEX	CON	INT	WIS	CHA
18(+4)	3(-4)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Resistances Slashing

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 7 (2,900 XP)

ACTIONS:

Hulk Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (2d12 + STR) bludgeoning damage and pushes players back 10 feet plus the damage roll total.

Rubble Smash. *Ranged Attack:* (Players must succeed in a DC10 Dexterity Saving Throw) range 15 ft., one target. *Hit* (2d12+STR) damage.



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Jockey

The Jockey is a chunky, tiny creature. It bears a wide smile of teeth which burrows into a survivor's head while using its "Head Grapple" ability. Its arms and legs are skinny and frail looking.

AC: 13

HP: 30

Speed: 20

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	16(+3)	16(+3)	10(+0)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages None

Challenge 3 (700 XP)

ACTIONS:

Head Grapple. *Melee Weapon Attack:* Player must roll a DC 13 Dexterity Saving Throw or be grappled for 1 full turn. Reach 10 ft., one target. *Hit:* (1d4+1) slashing damage. While Jockey is grappled to Player's head, Jockey is in full control of Player's movement. Player's speed is halved while grappled.

Smoker

This zombie creature is covered in boils on the left side of its body from the top of its head, to the arms and legs. A tentacle-like tongue hangs from its mouth. When using its "Frog Tongue" ability, it whips the tongue at extremely high speeds, making it a difficult dodge. The tongue will strangle the survivor and pull them inward, forcing them to breathe a toxic gas from their mouth.

AC: 12

HP: 30

Speed: 20

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	10(+0)	10(+0)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Resistances Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 5 (1,800 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + STR) bludgeoning damage

Frog Tongue. *Ranged Weapon Attack:* +3 to hit, range 15 ft., one target. If a player does not succeed on a DC 15 Dexterity Saving Throw, they become grappled by the Smoker and will be pulled in toward the creature. It releases a toxic gas to kill the player while grappled. (1d6) damage per turn unless the player is wearing a working gas mask.

Final Blow. *Ranged attack:* Once killed, Smoker releases a toxic gas in a 15 foot radius dealing (1d6) damage unless the player is wearing a working gas mask. Impairs players vision giving them disadvantage on attacks for 1 round.

Bloater

The Bloater is a very vulnerable monster, but also deadly. Its low HP makes for a quick kill, but upon its death, this behemoth will explode all of its acidic vomit, dealing large aoe damage.

AC: 10

HP: 15

Speed: 10

STR	DEX	CON	INT	WIS	CHA
16(+3)	3(-4)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Vulnerabilities Piercing

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 2 (450 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage

Acid Vomit. *Ranged attack:* +3 to hit, range 10 ft., multiple target area of effect 10 foot radius. Zombies immune to poisonous vomit. *Hit:* (1d6+2) acid damage per turn.

Bite. *Melee Weapon Attack:* -5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Final Goodbye. *Ranged attack:* Once killed, Bloater explodes in a 10 foot radius dealing (2d10+5) acid damage.

Spitter

The Spitter has a long neck and a large gaping mouth. Its jaw detaches and makes the mouth even larger when it lets out its “Projectile Acid Vomit” ability.

AC: 12

HP: 22

Speed: 25

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 4 (1,100 XP)

ACTIONS:

Projectile Acid Vomit. *Ranged attack:* +3 to hit, range 30 ft., multiple target area effect 5 foot radius. Zombies immune to poisonous vomit.

Hit: (1d6+2) poison damage per turn

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.



Colossus Mutant

The Colossus Mutant is a construction of multiple zombies merged together into one gargantuan giant. This massive beast wields a makeshift club made from the trunk of a tree. After the Mutant loses more and more health, it will begin to drop zombies from its back. These zombies will be added to the battlefield. At the end of its life, it will crumble into a heap of dead bodies and 1d10 zombies will rise back up.

AC: 16

HP: 120

Speed: 5

STR	DEX	CON	INT	WIS	CHA
26(+8)	5(-3)	12(+1)	13(+1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Vulnerabilities Explosive

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 8 (3,900 XP)

ACTIONS:

Club. *Melee Weapon Attack:* +3 to hit, reach 10 ft., multiple target area of effect 5 foot radius. *Hit:* (3d6+8) damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (2d8 + 8) slashing damage.

Punch. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d20 + 8) bludgeoning damage.

Dismantle. Once Colossus Mutant has lost 50% of its health (60HP), 1d4 zombies will fall apart from the body, becoming their own NPC's. This happens again at 25% health (30HP). Upon hitting 0 HP, the Mutant will crumble into a pile. 1d10 zombies will stand up ready to fight one last time.



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Bandit (Human)

Bandits are other survivors that tend to be aggressive. Most are part of a group and wear symbols or colors that correspond to their particular gang.

AC: 12

HP: 26

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages Any one Language (Usually Common)

Challenge 1 (200 XP)

ACTIONS:

Spiked Bat. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. Hit: (1d8+1) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +2 to hit, range 40/75 ft., one target. Hit: (1d8+2) piercing damage.

Bandit Leader (Human)

The Bandit Leader is typically the strongest of the group. Whether that be their leadership skills, smarts, or plain old muscle. They are usually in charge of any actions that go on within a gang.

AC: 14

HP: 30

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Damage Resistances Slashing

Senses Passive Perception 10

Languages Any one Language (Usually Common)

Challenge 3 (700 XP)

ACTIONS:

Machete. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. Hit: (1d8+1) slashing damage.

AK-47. *Ranged Weapon Attack:* +4 to hit, range 40/75 ft., one target. Hit: (2d10+2) piercing damage.

Civilian (Human)

Civilians are just average people trying to survive. They may be aggressive or passive but they are simply doing what they have to do to survive.

AC: 11

HP: 20

Speed: 25

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages Any one Language (Usually Common)

Challenge 1/8 (25 XP)

ACTIONS:

Fear. Civilian can run double their movement speed for 1 action per long or short rest. (Doesn't count as movement)

Military & Police (Human)

Military & Police are at first under the authority of the government, but soon after, they begin to break away to take care of their families. They wear camouflage and typically a full gas mask, a military helmet, military vest, pants and steel toe boots. They always carry at least one firearm on them at all times (usually military grade) and a knife.

AC: 16

HP: 30

Speed: 35

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	15(+2)	10(+0)	7(-2)	11(+0)

Damage Resistances Slashing, Piercing

Senses Passive Perception 8

Languages Any one Language (Usually Common)

Challenge 6 (2,300 XP)

ACTIONS:

Fighting Strength. When put into a combat situation, the Military Troop gains a +1 to every roll once it is their turn in combat.

Assault Rifle. Ranged Weapon Attack: +3 to hit, range 100/200 ft., one target. Hit: (3d6+2) piercing damage.

Military Knife. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 3) slashing damage.

Armored Zombie

What was once a Police Officer or National Guard soldier, is now a stumbling sack of flesh and kevlar.

AC: 13

HP: 10

Speed: 10

STR	DEX	CON	INT	WIS	CHA
13(+1)	4(-3)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Resistances Slashing, Piercing

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 2 (500 XP)

ACTIONS:

Slam. Melee Weapon Attack: -3 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage.

Bite. Melee Weapon Attack: -3 to hit, reach 5 ft., one target. Hit: (1d10 + 1) piercing damage.

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Vehicle Types (Standard)

Motorcycle

Armor Class	8
Hit Points	20
Passenger Limit	2
Top Speed	900ft
Round Speed	45ft
Miles Per Gallon	40
Tank Size	4 gallons
Engine HP	12
Engine STR	10 (0)
Wheel HP	3
Headlight HP	4

Pickup Truck

Armor Class	13
Hit Points	85
Passenger Limit	3 (+7 in truck bed)
Top Speed	900ft
Round Speed	45ft
Miles Per Gallon	20
Tank Size	25 gallons
Engine HP	30
Engine STR	15 (+2)
Wheel HP	5
Headlight HP	4
Window HP	5

Sedan

Armor Class	12
Hit Points	65
Passenger Limit	5 (+1 in trunk)
Top Speed	1000ft
Round Speed	50ft
Miles Per Gallon	30
Tank Size	12 gallons
Engine HP	25
Engine STR	14 (+2)
Wheel HP	3
Headlight HP	4
Window HP	4

Semi Truck

Armor Class	18
Hit Points	150
Passenger Limit	3 (+25 in trailer)
Top Speed	800ft
Round Speed	40ft
Miles Per Gallon	5
Tank Size	150 gallons
Engine HP	45
Engine STR	20 (+5)
Wheel HP	30
Headlight HP	4
Window HP	5

SUV

Armor Class	14
Hit Points	100
Passenger Limit	7
Top Speed	1000ft
Round Speed	50ft
Miles Per Gallon	25
Tank Size	20 gallons
Engine HP	35
Engine STR	16 (+3)
Wheel HP	5
Headlight HP	4
Window HP	5

RV

Armor Class	12
Hit Points	50
Passenger Limit	2 (+5 in back)
Top Speed	600ft
Round Speed	30ft
Miles Per Gallon	8
Tank Size	40 gallons
Engine HP	15
Engine STR	14 (+2)
Wheel HP	6
Headlight HP	4
Window HP	5

ATV/UTV

Armor Class	9
Hit Points	20
Passenger Limit	2/4
Top Speed	450ft
Round Speed	20ft
Miles Per Gallon	20
Tank Size	5 gallons
Engine HP	22
Engine STR	11 (+0)
Wheel HP	3
Headlight HP	4
Window HP	N/A

Bus

Armor Class	14
Hit Points	100
Passenger Limit	50
Top Speed	600ft
Round Speed	30ft
Miles Per Gallon	7
Tank Size	80 gallons
Engine HP	35
Engine STR	16 (+3)
Wheel HP	4
Headlight HP	4
Window HP	7

Vehicle Types (Special)

Humvee

Armor Class	17
Hit Points	300
Passenger Limit	4
Top Speed	500ft
Round Speed	25ft
Miles Per Gallon	5
Tank Size	25 gallons
Engine HP	55
Engine STR	19 (+4)
Wheel HP	30
Headlight HP	10
Window HP	20

APC

Armor Class	18
Hit Points	350
Passenger Limit	13
Top Speed	500ft
Round Speed	25ft
Miles Per Gallon	5
Tank Size	96 gallons
Engine HP	75
Engine STR	20 (+5)
Wheel HP	45
Headlight HP	4
Window HP	35

Train Engine

Armor Class	25
Hit Points	5000
Passenger Limit	2
Top Speed	500ft
Round Speed	25ft
Miles Per Gallon	500
Tank Size	3000 gallons
Engine HP	50
Engine STR	27 (+8)
Wheel HP	100
Headlight HP	10
Window HP	7

Tank

Armor Class	19
Hit Points	500
Passenger Limit	7
Top Speed	400ft
Round Speed	20ft
Miles Per Gallon	5
Tank Size	200 gallons
Engine HP	100
Engine STR	21 (+5)
Wheel HP	300
Headlight HP	5
Window HP	N/A

Horse

Armor Class	10
Hit Points	13
Passenger Limit	2
Top Speed	300ft
Round Speed	15ft
Engine STR	3 (-4)
Strength	10 (+0)

Bicycle

Armor Class	7
Hit Points	5
Passenger Limit	2
Top Speed	200ft
Round Speed	10ft
Engine STR	1 (-5)
Strength	Users STR
Wheel HP	2

Motorboat

Armor Class	11
Hit Points	25
Passenger Limit	5
Top Speed	400ft
Round Speed	20ft
Miles Per Gallon	7
Tank Size	30 gallons
Engine HP	15
Engine STR	13 (+1)
Headlight HP	5

Small Airplane

Armor Class	21
Hit Points	75
Passenger Limit	4
Top Speed	2000ft
Round Speed	100ft
Miles Per Gallon	100
Tank Size	50 gallons
Engine HP	30
Engine STR	23 (+6)
Wheel HP	10
Headlight HP	5
Window HP	7

Special Items

Flamethrower

Rounds: 1 Canister - Automatic

Damage: 3d12 + firearms (fire damage) Targets on fire take additional 1d6 dmg for 1 round.

Range/Area: Self/20ft cone

Canisters: Refueled by combining empty fuel canisters with a liquid fuel source (Gas)

PSRL-1 Rocket Launcher

Rounds: 1 Rocket - Automatic

Damage: 2d100 + firearms

Range: (60/100) Splash dmg 10ft radius

On a successful ranged attack the target must make a dexterity saving throw with a DC equal to 15. If they succeed, the target suffers only half damage, while on a failed save the target suffers full damage and is knocked prone.

Taser Gun

Rounds: 1 Round - Semi Auto

Damage: 1d4 + firearms

Range: (5/10)

(No disadvantage on 5 foot ranged attack)

On a successful ranged attack the target must make a constitution saving throw with a DC equal to 16. If they fail they are stunned for 1 round. At the beginning of each of the target's turns the target may reroll the constitution saving throw if they fail they are stunned for another round up to a maximum of 3 rounds.

(Taser cartridges cannot be reused)

Riot Shield

One-Handed item

AC: 19

Stealth Disadvantage

Narrow Protection: While the Riot Shield is equipped, all objects and creatures within the Narrow Protection zone have an AC of 19. The zone is 5ft x 5ft, directly behind the shield. The shield acts as total cover for anything obscured behind it. Attacks made when equipped with the Riot Shield are done with disadvantage.

Ghillie Suit

Head, Chest, & Leg slots clothing item

AC: +2

Stealth: +8 bonus to stealth checks in dense foliage environments

Camouflage: Spending one hour to veg your ghillie suit to match your environment provides an additional +2 to stealth checks

Mounted Machine Gun

Rounds: 500 Rounds - Automatic (25 Rounds)

Damage: 5d12 + firearms

Range: (100/300)

Repair: In order to utilize this weapon or item, a Tinkering check with a DC of 16 is required in order to make the item operational. On a failed check, the item is broken further and requires a higher DC of 18 in order to become operational.

Mounted: This weapon or item requires being placed onto a solid surface in order to be utilized. If used when not mounted, the user must make a Constitution saving throw with a DC of 15 or suffer 1 point of Exhaustion.

Tactical Vest

Chest slot clothing item

AC: +2

Stealth Disadvantage

Quick reload: While wearing the tactical vest, weapon reloads are made using a bonus action instead of an action.

Large Loot Items (d100)

1. 2 gallon gas canister
2. Copper wire (50ft)
3. Large metal water bottle
4. Melee weapon (random)
5. Pistol firearm (random)
6. Shotgun firearm (random)
7. Rifle firearm (random)
8. Military firearm (random)
9. Other ranged weapon (random)
10. Explosive (random)
11. Weapon attachment (random)
12. Bolt cutters
13. Wrench
14. Hammer
15. Hand saw
16. Rake
17. Canteen
18. Blow torch
19. Generator
20. Fishing rod
21. Newspaper
22. Lighter
23. Magazine
24. Book
25. Toilet paper
26. Medical item
27. Flashlight
28. Random plant seeds
29. Random moldy produce
30. Sticks
31. Rocks
32. Random wild plant
33. Map
34. Old cell phone
35. Headlamp
36. Lightbulb
37. Bottle of alcohol
38. Random clothing item
39. Scrap metal
40. Paper
41. Melee weapon (random)
42. Firearm (random)
43. Food item
44. 50 feet of rope
45. 100 feet of rope
46. Brick
47. Plate
48. Toolbox
49. Cooler
50. Wheelbarrow
51. Car tire
52. Car battery
53. Small Backpack
54. Medium Backpack
55. Large Backpack
56. Duffle Bag
57. Melee Weapon
58. Working car
59. Working motorcycle
60. Arrow (1d10)
61. Wagon
62. Bicycle
63. Manual Air Pump
64. Walking cane
65. Propane Lamp
66. Propane canister
67. Metal pipe
68. 55 gallon barrel
69. Bedroll
70. Blanket
71. Pillow
72. Tent
73. Random food item
74. Bolt cutters
75. Bag of raw explosives
76. Electronic Parts
77. Solar panel
78. Ladder
79. Bear trap
80. Bag of charcoal
81. Empty 2 gallon gas canister
82. 24 pack of water bottles
83. 24 pack of canned cola
84. Gas mask
85. Propane Tank (small) (20 Meals)
86. Propane Tank (large) (40 Meals)
87. Propane stove
88. Netting
89. Copper Wire (100ft)
90. *Pelican* Protective Case
91. Ammo Box
92. Radiator
93. Construction Light
94. Camo Net
95. Solar Panel
96. Barrel
97. Tarp
98. Car tire
99. Chainsaw
100. Random Large Rifle

Small Loot Items (d100)

- 1d20 \$ Cash
- Head clothing item (random)
- Face clothing item (random)
- Chest clothing item (random)
- Back clothing item (random)
- Leg clothing item (random)
- Feet clothing item (random)
- Pen
- Pencil
- Usable small bag
- Watch
- 5 feet of rope
- 10 feet of rope
- 20 feet of rope
- 50 feet of rope
- 100 feet of rope
- Fishing line
- Fishing hook
- Piece of paper
- Map of Local Area
- Pocket knife
- 1d100 \$ Cash
- Water bottle
- Apple
- Granola bar
- Bag of chips
- Random food item
- Hatchet
- Random pistol firearm
- Bread
- Box of 20 matches
- Lighter
- Candle
- Sewing kit
- Dandelion greens
- Tire iron
- Bottle of Alcohol
- Rabbit carcass
- Rat carcass
- Hammer
- 10 nails
- Roll of duct tape
- Wrench
- Electrical wire
- Flashlight
- Canteen
- Binoculars
- Road flare
- Keys
- Electronic parts
- Old cell phone
- Wild Plant
- Headlamp
- Bandage
- Antibiotics
- Pain killers
- Medkit
- Bottle of alcohol
- Can of alcohol
- Purification tablets
- Wirecutters
- Random food item
- Scrap metal
- Screwdriver
- Old cell phone
- Plant seeds
- Moldy food
- Empty aluminum can
- Solar powered phone charger
- Large ammo (2d8)
- Small ammo (2d10)
- Small ammo (2d20)
- Slug Rounds (1d10)
- Arrow (bow) (1d10)
- Bolt (crossbow) (1d10)
- Walkie talkie
- Bag of charcoal
- Weapon attachment
- 3 ft square cloth scrap
- Spark plug
- Random explosive
- Batteries
- Glasses
- Magnifying glasses
- Newspaper
- Bottle of glue
- Magazine
- Notebook
- Flint and steel
- Tire patch kit
- Rag
- Bundle of feathers
- Glass shards
- Flashlight
- Aluminum tankard
- Food ration
- Bottle of kerosine
- Rubber bands
- Paperclips
- Scissors

Random Food Items (d100)

1. **Small bag of potato chips** (½ ration)
2. **Granola bar** (1 ration)
3. **Candy bar** (½ ration)
4. **Slice of bread** (½ ration)
5. **Loaf of bread** (3 rations)
6. **Expired milk ½ gallon** (1 water ration) (DC 15 Constitution saving throw or food poisoning)
7. **Plastic water bottle** (1 water ration)
8. **Plastic water gallon** (4 rations)
9. **Moldy cheese** (½ ration) (DC 15 Constitution saving throw or food poisoning)
10. **Canned beans** (1 ration)
11. **Canned corn** (1 ration)
12. **Canned tuna** (1 ration)
13. **Canned sardines** (1 ration)
14. **Canned soup** (1 ration)
15. **Raw noodles** (1 ration)
16. **Tomato** (1 ration)
17. **Potato** (1 ration)
18. **Apple** (1 ration)
19. **Pear** (1 ration)
20. **Corn** (1 ration)
21. **Box of Blueberries** (1 ration)
22. **Box of Strawberries** (1 ration)
23. **Bag of Carrots** (1 ration)
24. **Lettuce head** (2 rations)
25. **Bundle of Dandelion greens** (½ ration)
26. **Box of cereal** (2 rations)
27. **Canned ham** (1 ration)
28. **Box of mushrooms** (1 ration)
29. **Mint gum** (decreased insanity level)
30. **Cigarettes** (decreased insanity level)
31. **Whole fresh salmon fish** (6 rations)
32. **Whole fresh trout fish** (4 rations)
33. **Whole fresh bluegill** (2 rations)
34. **Dozen expired eggs** (2 rations) (DC 15 Constitution saving throw or food poisoning)
35. **Jar of peanut butter** (2 rations)
36. **Jar of applesauce** (2 rations)
37. **Instant ramen** (1 ration)
38. **Single serving ravioli** (1 ration)
39. **Dried fruit** (1 ration)
40. **Juice box** (½ water ration)
41. **Bag of rice** (3 rations)
42. **Can of mixed nuts** (2 rations)
43. **Jelly** (1 ration)
44. **Beef Jerky** (1 ration)
45. **Expired Pie** (4 rations) (DC 15 Constitution saving throw or food poisoning)
46. **Candy** (½ ration)
47. **Ground coffee** (adds to ½ ration water) (decreases insanity level)
48. **Bag of pretzels** (1 ration)
49. **Large bag of tortilla chips** (3 rations)
50. **Large bag of pretzels** (3 rations)
51. **Large bag of potato chips** (3 rations)
52. **Jar of pickles** (2 rations)
53. **Jar of olives** (1 ration)
54. **Bag of Bagels** (3 rations)
55. **Jar of popcorn kernels** (3 rations when popped)
56. **Instant oatmeal** (2 rations)
57. **Bag of dog food** (10 rations - Increased insanity)
58. **Bag of cat food** (8 rations for human - Increased insanity when eaten, 15 rations for an animal)
59. **Can of cat food** (½ ration for human - Increased insanity when eaten, 1 ration for an animal)
60. **2 liter of cola** (2 water rations)
61. **Tomato juice** (2 water rations)
62. **Sports drink** (1 water ration)
63. **Energy drink** (1 water ration) (forced “Nat 20” initiative roll for one combat encounter after drinking)
64. **Spoiled yogurt** (1 ration) (DC 15 Constitution saving throw or food poisoning)
65. **Alcohol** (4 water rations)
66. **Canned Chicken** (1 ration)
67. **Canned Beef** (1 ration)
68. **Box of cookies** (3 rations)
69. **Canned tomatoes** (1 ration)
70. **Canned peaches** (1 ration)
71. **Canned pineapples** (1 ration)
72. **Canned Oranges** (1 ration)
73. **Spam** (1 ration)
74. **Canned Sausages** (1 ration)
75. **Box of 10 Tea bags** (add to ½ ration of water) (decreases insanity level)
76. **Bag of sugar** (½ ration)
77. **Canned Mixed Veggies** (1 ration)
78. **Metal water bottle** (1 water ration)
79. **Powdered milk** (adds to 4 rations of water)
80. **Orange** (1 ration)
81. **Box of Raspberries** (1 ration)
82. **Box of Blackberries** (1 ration)
83. **Almond milk** (4 water rations)
84. **Prepackaged pudding cups** (1 ration)
85. **20 water purification tablets** (purifies 1 ration of water per tablet)
86. **Bag of dry beans** (4 rations)
87. **Spices** (adds to 10 rations, lowers insanity level)
88. **Stale chips** (½ ration)
89. **Rotten meat** (1 ration) (DC 15 Constitution saving throw or food poisoning)
90. **Rotten apple** (½ ration)
91. **Rotten pear** (½ ration)
92. **Soggy waffles** (2 rations)
93. **Moldy “frozen” pizza** (2 rations) (DC 15 Constitution saving throw or food poisoning)
94. **Unknown Food Can** (1 ration)
95. **Bag of lettuce** (2 rations)
96. **Canned pork** (1 ration)
97. **Mushrooms** (1 ration)
98. **Can of Cola** (½ water ration)
99. **Can of Lemonade** (½ water ration)
100. **Can of Beer** (½ water ration)

Random Encounters (d100)

1. A single zombie wanders around alone
2. 2 zombies wander around
3. 3 zombies wander around
4. 4 zombies wander around
5. 5 zombies wander around
6. 6 zombies wander around
7. 7 zombies wander around
8. 8 zombies wander around
9. 9 zombies wander around
10. 10 zombies wander around
11. 15 zombies wander around
12. 20 zombies wander around
13. 1 zombie and a runner
14. 2 zombies and a runner
15. 3 zombies and a runner
16. 2 zombies and 2 runners
17. A hunter and a zombie
18. A hunter and 2 zombies
19. A clicker
20. A clicker and 2 zombies
21. A charger rushes toward the players
22. A smoker is breathing heavily by itself
23. A tank stands still
24. A spitter is investigating a dead body
25. A bloater and 3 zombies
26. A jockey and 2 zombies
27. A tank and 2 runners
28. A smoker and 4 zombies
29. A single zombie wanders
30. A zombie crawls around, missing its legs
31. A spitter and 5 zombies
32. A single bandit is hastily digging through trash on the ground
33. 2 armed bandits sneak up on the players. They want some stuff.
34. 3 armed bandits approach the players. They won't let the players get away without some form of payment,
35. A group of 5 bandits drive a car down the road yelling
36. A man protecting his daughter acts aggressive to the players. He will do anything to keep her safe.
37. A rabid dog growls at the players. If they get closer he will attack.
38. A dead body lays on the ground (if on dirt, body lays in an open grave) if players get close it raises as a zombie.
39. A backpack sits on the ground with 10 random items. Surely it belongs to no one...
40. A single zombie slowly walks in circles
41. A crawler is laying on the ground. It looks dead.... Is it?
42. The building up ahead seems to be fortified. It's a camp of bandits inside. If the players make themselves known, the gang of 25 bandits will instantly attack.
43. A mountain lion (same stats as a panther) stands on a ledge above the players. It is growling. If the players get closer it will attack.
44. A group of tents are set up. Motorcycles are parked nearby. Gang bandits live here. They will not attack unless the players refuse to leave instantly.
45. A pickup truck is left running with the door open. There is some supplies inside and some stuff in the back. Noone is using it right...?
46. A Bullet wizzes past a player. A Sniper? Time to roll initiative...
47. Two zombies are fighting each other. Anyone want to place bets?
48. A tripwire crosses the path of the players. If triggered, a bomb will go off. It is connected to the right side of the tripwire. (grenade stats from D&Z)
49. A pack of wolves surrounds the party, they have a craving for human meat.
50. A wounded man stumbles toward the party. If the players stop, the road will be blocked off by a bus and bandits will surround the car. They want anything of value on the players. They aren't afraid to kill.
51. The players cross a group of three bandits scavenging for supplies.
52. A single survivor is sprinting away from three runner zombies. Helping him will grant the players each a gift for their bravery. He wishes to be left alone afterward.
53. A huge horde of zombies of all kinds catch the players off guard. They are now coming right toward them.
54. A man is screaming in the distance but the players can never find the source.
55. Marauders on motorcycles drive by yelling joyfully.
56. A man is selling drugs for a fair price in a dark alley/hallway
57. A series of tents are set up. The people are very nice and offer the players food and shelter for a night.
58. A man selling high quality fish
59. A homeless dog runs out. He is skittish but is friendly
60. A thick fog rolls in out of nowhere, players have disadvantage.
61. A car drives past the players. A dead body falls out of the open trunk as it passes by.

62. A Kitten is stuck in a tree. It is scared and dirty but is very loving.
63. In the distance, a flock of birds are seen flying away from the ground. Maybe something scared them off...?
64. An old man stumbles toward the players; he is clearly completely wasted. He is holding a bottle of vodka and verbally harassing the players but does not make any sense.
65. A group of crows flies down to a dead body and starts to pick at it.
66. A rabbit scurries across the path in front of the players.
67. The players come across a group of three civilian survivors scavenging for supplies who will flee if they are spotted.
68. A man protecting his wife and 2 kids confronts the players and asks for anything to help them. He has nothing to give in return.
69. A deer is spotted by a player up ahead
70. A squirrel hops along
71. A pack of coyotes munch on a corpse. They will get scared off by humans.
72. A stray horse with a saddle is very scared. It hops and runs around, it does not trust the players, or anything for that matter. It can be calmed.
73. There is a roll of thunder in the distance, it looks like it may begin to rain soon.
74. A black dog jumps out at the players from the bushes, but it is friendly. It looks like it is trying to show the players something. It will attempt to lead the players to its master, who has been shot in the arm, he needs help.
75. A thick pool of blood lays in the path, it streaks along the ground into a nearby building (or room) the trail leads to a corpse leaning against a wall with a letter clutched in their hand.
76. Gunshots ring out in the distance, but they are too far to be of concern yet.
77. A little girl stands in the road, she looks lost, but it is all part of a trap. There is a group of bandits carefully watching from the shadows.
78. A party member gets caught in a trap, it wraps around their foot and violently pulls them up into a tree. They are hanging 8 feet off the ground upside down, but no enemies are nearby.
79. A mystery key is found laying in the road, maybe it opens a door?
80. A chicken pecks at the ground.
81. A random goat with a bell on its neck trots along
82. Two brothers are trapped in a room with a zombie trying to break in.
83. A glint is seen in the distance just before a sniper shot lands at the feet of a player.
84. An old man holds the body of his deceased wife, he sees the players and proceeds to scream in agony, 2 zombies run toward him but he does not flinch
85. A deer slowly walks across the path out in front of the players.
86. A military truck full of bandits aggressively drives past the players, if seen, they shoot on sight.
87. A zombie has caught itself in a fence and cannot escape.
88. A zombie is dangling in a tree by its foot from a trap, nobody is nearby to claim ownership.
89. A party member gets caught in a trap, it wraps around their foot and violently pulls them up into a tree. They are hanging 8 feet off the ground upside down. 3 bandits approach the players. They want your stuff.
90. An armed military vehicle slowly patrols the street but hasn't yet noticed the players. It's full of bandits.
91. A roadblock is set up ahead, you can see figures standing there, but are they friendly?
92. You hear a single whistle from off to your right, a man is frantically waving at you, he points off in the distance to reveal a horde of zombies slowly approaching, he offers his barricaded home as refuge.
93. A random zebra grazes on the lawn in front of a building.
94. A crazy naked man leans against a tree, he asks the players a riddle, if they get it wrong after 1 try he screams "incorrect" and lunges at a player, trying to bite them like a zombie.
95. Someone has set up a tiny pawn shop stand, they are selling and trading random items.
96. A woman is dragging a zombie corpse into a nearby building, she is a scientist and is trying to learn more about the infection.
97. A single bandit sneaks up behind a player and grapples them, they have a knife to the players neck and are forcing them to give up some food.
98. You come upon an old highschool which has been fortified into a sanctuary. You can offer something to stay the night.
99. A baby is crying nearby, there is nobody around to claim to be the parent.
100. You come across a military burial site, an M4 is propped up in a boot with a military helmet on top. There is no ammo in the gun.

Credits

Written and Designed by Jay Gilbert
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Inspiration For This Project

Many of the game mechanics have been influenced by *The Last of Us*.

Zombie NPC's are a combination of *The Last of Us*, and *Left for Dead* zombies.

Many of the clothing item ideas came from the video game *Unturned*.

Many of the Background Abilities and Career Choices were written by community members

Remaining elements have been invented without inspiration.

The Insanity effect was an idea from a Post-Apocalyptic RPG forum discussion, mentioned by an unknown user.

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Artwork by Naughty Dog LLC