

From all corners of the world, they come. Leaving their graves for food or vengeance, or by the command of mysterious powers, the dead walk among the living. As they always have. Some can be recognized by their appearance—their horror and putrefaction stun the senses. Others could be the person sitting next to you. A few might be members of your family. Or even your pets.

Some will go down before your shotgun just like the brain-eaters back home. But others are harder to kill. Some can only find rest when they have completed their purpose, and some cannot be killed at all. Ever.

Across the world and down through the centuries, people have wondered:

How do you kill something that's already dead?

The Atlas of the Walking Dead is a supplement for the All Flesh Must Be Eaten RPG.

In it, you will find:

- Descriptions of more than 60 worldwide walking dead from Aptrgangr to Zmeu, divided into 18 easy-to-use sections.
- Bonus aspects for each creature type, allowing almost endless customization.
 - Nearly 50 new zombie aspects.
 - More than 60 story ideas tied to these new creatures.
- An appendix covering undead animals from around the world.



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ATLAS OF THE WALKING DEAD

Sample file

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E D E N S T U D I O S P R E S E N T S A S H Y / V A S I L A K O S P R O D U C T I O N

A t l a s o f t h e W a l k i n g D e a d TM

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D A N D A V I S J A S O N J . R Y D E R
G E R R Y S A R A C C O M I K E W A L L A C E

SPECIAL THANKS TO EVERYONE IN THE PLAYTEST CAMP!

Based on the Original Concept by

C H R I S T O P H E R S H Y a n d G E O R G E V A S I L A K O S

W W W . A L L F L E S H . C O M

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Z O M B I E S

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Introduction

Welcome to the *Atlas of the Walking Dead*.

Every culture in the world has its own traditions and legends of the walking dead. From the draugr of Scandinavia to the ghouls of India and the Middle East to the hopping corpses of China, the variety is almost endless. The voodoo zombies of the Caribbean are quite different from the brain-eating monsters that have borrowed their name. And let's not forget vampires—before Polidori and Stoker got their hands on them, they were anything but suave and sophisticated. Not even the most fervent Goth would find a traditional European vampire anything but horrific.

So, if your Cast Members take a little vacation to distant and exotic parts, you'll be ready with some local color. These creatures can also show up unexpectedly in other places, either associated with immigrant communities or having got there from their traditional homelands by some other means. Whatever

the setting, you'll be able to throw things at your players that their character have never seen before. They may think they have—after all, most walking corpses look much the same the world over—but that only adds to the terror...

Contents

Within these pages you will find eighteen different varieties of the walking dead from myth and folklore around the world, ready to use in your *All Flesh Must Be Eaten* games. Many of them have subspecies and regional variants, which are also covered. Each class of creature comes with a selection of story ideas to get you started, and a range of bonus aspects for almost infinite customization.

Each creature entry starts with a short piece of fiction to set the scene and convey an overall feel for the creature. Many of these can also be used to generate story ideas. Next is a general description of the creature, followed by boxed text presenting the relevant rules and game stats. If the creature has multiple forms, full rules and statistics are given for each. Finally, a number of story ideas are presented for each creature. In addition to once-human creatures, several animal undead are covered.

You will also find a chapter of new rules, including all the new zombie aspects used in the creature descriptions—more than forty of them in total. There are rules for creature weight (useful for escaping across frozen lakes and rotten beams) and holding your breath (useful for hiding underwater—and, in some cases, for escaping creatures that hunt by smell).

Using

The Atlas of the Walking Dead

This book is intended for *Zombie Masters* only. The *New Rules* chapter includes a few things pertaining to *Cast Members*, but the *Zombie Master* should decide whether to use them.

The creatures presented in the *Atlas of the Walking Dead* can be used as they are, but that is only part of their potential. By exploring the bonus features listed with each creature, the *Zombie Master* can create endless variety, and a range of individuals for each creature type ranging from comparatively weak to lit-

erally unkillable. Especially when designing the “boss” that sits at the heart of a story, a well-drawn backstory reflected in a thoughtfully-chosen array of bonus features can make a creature unforgettable.

The story ideas given along with the creature descriptions are short and generalized. They are not developed *Deadworlds* like those in *Chapter Six: Worlds in Hell* of the *All Flesh Must Be Eaten* core-book. Instead, they are simply ideas the *Zombie Master* can develop, use, change, or ignore as desired. For the most part, they are written so they fit in with a wide range of game worlds. Many are short, one-off adventures, but some of them can be developed into long-running campaigns with a little extra work.

About the Author

Graeme Davis worked for a while as a grave robber (they prefer to call themselves funerary archaeologists) in his native Britain before joining Games Workshop as a staff writer in 1986. Since then, he has worked on more roleplaying products than he cares to remember. He has also spent ten years designing computer games, most of which were never released. Seeing the skeletons in Ray Harryhausen's movie version of *Jason and the Argonauts* at the age of six has left him scarred for life by an unhealthy fascination with the walking dead. He lives in Denver, Colorado with his wife Gina and two extremely spoiled cats.