

**GORO'S REVENGE: ALL-OUT SUPER VAMPIRE ATTACK!  
FIGHT! CAN YOU DO ANY LESS?  
(The Eight Thousand Masters, Volume 1)**

**A Badly Dubbed and Poorly Edited Deadworld of Rural and Anime  
Kung-Fu Mayhem  
for the *All Flesh Must Be Eaten* RPG**

By TexasZombie

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**WARNING:** Some language and ideas herein may be offensive to some.  
Exercise personal responsibility and read at your own risk.

**The following Eden Studios Books are recommended for this Deadworld:  
*Core Rulebook, Atlas of the Walking Dead, Enter the Zombie, Zombie  
Smack Down, Pulp Zombies, and One of the Living***

**Caveat** – Liberties have been taken with the development of the undead in this Deadworld. Since I was worrying about doing it by-the-books, you shouldn't either. Enjoy!

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"Thanks for that fascinating report, Sue. Those darned Frisians..."

"And back in our own neck of the woods, residents of Still Creek continue to report seeing Unidentified Flying Objects in addition to crop circles and other bizarre phenomena. Local experts are baffled by the continuing reports.

"We spoke with residents earlier today who also reported incidents of missing persons and cattle mutilations that they attribute, at least in part, to the presence of alien beings.

"The spokesman for the local police department categorically denied these reports and attributed them to mass hysteria. The spokesman urged public calm and reiterated that they were enforcing a curfew to cut back on the number of armed citizens driving the back roads of the area looking for UFOs.

"At the same time, word of the on-going reports has spread and now dozens of UFO researchers have converged on Still Creek in hopes of documenting the phenomena being reported. We'll have more on this tonight on the 10 o'clock broadcast.

"Back to you, Sue."

## KHIK, Local Channel 7, Still Creek County, Oklahoma

Ah, if only it were that simple. No, things are not what they seem in Still Creek. People *are* seeing balls of fire in the sky. People *are* going missing. Cattle *are* being mutilated and crop circles *are* appearing with disturbing regularity.

But it's not aliens. Well, not the extraterrestrial kind, anyway. The dead walk in Still Creek. They *are* aliens, but they're from Japan, not Mars. Medieval Japan to be more precise. And they're looking for something and are determined to find it whatever the cost...

### THE PLOT

A Shuten-Doji, his lesser Shuten-Doji wife and servants, and a group of ravenous Gaki are rampaging through the area after Enslaving local officials who could impede them. They are looking for the ashes of their daimyo's body (yes, the leader Shuten-Doji is a floating severed head). If the ashes can be found, the Shuten-Doji can get his body back.

Amazingly enough, the ashes of this beings body have ended up in rural Oklahoma in the possession of a young resident. He has no idea what he possesses or why a bunch of monsters are trying to kill him.

Even more amazingly, a group of kung-fu and wrestling superheroes have arrived to stop the Shuten-Doji and prevent his plans from succeeding. Their leader, Big-Hearted Kaga, knows a spell that will destroy the Shuten-Doji once and for all.

And if that weren't enough, servants of another Shuten-Doji have arrived to ensure that both Goro's ashes and Big-Hearted Kaga are destroyed.

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### THE STORY

Kevin Johnson was a corporal in the United States Army, assigned to the occupation of the Empire of Japan at the end of the World War II. While there, Kevin met and fell in love with Michiko Yoshiwara. Ms. Yoshiwara, despite the admonishment of her friends, was fascinated by this gentle *gaijin* (barbarian) and came to love him too. In return she was disowned by her family and culture. After Kevin's term of service was over, they married and moved back to the States. Post-war California didn't look kindly on "that kind of marriage" and resentment and prejudice towards ethnic Japanese was still strong. After a couple of years the couple moved to the quiet town of Still Creek in the barren prairies of the Oklahoma Panhandle.

What even Kevin didn't know however, and what Michiko never fully understood, was that Michiko's ancestry contained a dreadful secret. She was a direct descendent of the brother of Goro Yoshiwara, a *samurai* and *daimyo* of Ieyasu Tokugawa, the first Shogun of Japan. Goro was a mighty warrior and his bloodthirst was so insatiable that he was eventually cursed by the gods of his land. He became one of the undead, a Shuten-Doji, cursed forever to walk in darkness and feed on the blood of the living.

Goro's powers were not diminished by this curse. He became even stronger. His prowess in battle was seen by many as an affront against the gods, and his excesses in victimizing his opponents' vassals were so heinous that his deeds were stricken from the histories of the time.

Eventually Goro met his match at the hands of a *sohei*, a warrior-priest of the peasant class who had renounced all attachments to worldly things and was known only as Big-hearted Kaga. Kaga struck Goro's head from his body, but was unable to find the head in the heat of battle. Kaga settled for cremating Goro's body and sealing the ashes inside an ornate burial urn. This, however, was not the end of Goro. Unknown to anyone, Goro had used his dark powers to transform his wife, Kaijuko into a Shuten-Doji. With her assistance Goro was able to recover some of his previous powers, but his body was lost to him. Or so he thought.

Over the years Goro and Kaijuko searched in vain for the ashes of Goro's body. In their dark travels they accumulated various wicked spirits as servants, including Gaki, undead cursed to eternal hunger. Despite Goro's lack of a body, his remaining and newly developed powers, with those of his wife and their undead allies, gained Goro great status among the hidden world of the Shuten-Doji. He had few allies but many enemies.

In the meanwhile, Big-hearted Kaga grew old. He married and begat many big-hearted children who in turn begat big-hearted children of their own. As the years passed the tales of the first Kaga's battle with the evil Goro were eventually forgotten. A later descendent, finding the ashes of Goro in an ornate urn, undertook to return them to the Yoshiwara Clan for proper ritual farewells befitting a valiant warrior. He had no idea who Goro Yoshiwara was. Fortunately for everyone at the time, Kaga's big-hearted descendent took the ashes to Goro's living relatives. No one realized that Goro still existed...

Hundreds of years passed. Over the years the ashes of the revered Goro were passed down from generation to generation of the Yoshiwara clan, finally coming to rest with Michiko Johnson, resident of Still Creek, Oklahoma. Things might have always remained thus, with Goro's ashes passing into obscurity. But fate, as always, threw the living a curveball.

Henry Falkirk was born to Osborne and Julie Falkirk. Osborne was an unemployed drunkard whose chief hobby was beating his wife and only son. Julie was the bread-winner of the family – a stripper and prostitute. Osborne didn't care as long as Julie brought home cash and gave him a little of what she gave everyone else. Until fate intervened, Henry was doomed to follow in his parents' footsteps.

Henry was alone in the world. Not wanted at home, reviled by the other children for being the child of a drunk and a prostitute, he was looking for comfort and a family. He found both with the aging Mr. and Mrs. Johnson.

Childless themselves, they took care of "Hank" as the son they never had. With the Johnsons' influence, Hank developed into a responsible if introverted young man. His interest in Samurai movies and anime, far from being scorned by his peers at school (this being before anime hit the mainstream), impressed Michiko. Hank found acceptance with the Johnsons. Michiko taught Hank Japanese language, culture and arts. She encouraged him to pursue multicultural interests and "meet a nice Japanese girl" someday. Hank eventually moved into the Johnson's house to take care of the Johnsons as they grew older. His biological parents never noticed. When the Johnsons eventually passed away, they left everything they owned to Hank.

Among the Johnson's things, Hank found the names of some of Michiko's family members. He sent letters to them telling of Michiko's passing. He also mentioned family heirlooms that he felt they should have if they wanted them. One item in particular was a very old crematoria vase that Michiko told him contained the ashes of one of her ancestors, a famous samurai called Goro.

No one ever responded to the letters, but several people read them. One of Michiko's cousin's grandchildren, a young and upcoming member of a bosozoku gang attached to a local branch of the Yakuza, knew of Goro's search. He tried to barter the knowledge of the ashes for influence in Goro's Yakuza vassal gang. Instead his mind was eaten and his body was fed to the Gaki. For the first time in centuries Goro had an idea where his body might be found.

At the same time, another grandchild told her boyfriend, an earnest young man named Kaga, about the letters. That night, Kaga spoke with his *sensei* about the letters and a quickly convened conclave of the leaders of the Eight Thousand Masters was able to use their arcane knowledge to learn of the significance of the ashes. Kaga left Japan that same night for America. The Eight Thousand Masters sent out the call to their agents in America and several other heroes traveled to Oklahoma to join with Kaga in his battle, their goal to ensure that Goro is destroyed once and for all.

Now strange forces and stranger beings are converging on Still Creek, Oklahoma. A few of Goro's Yakuza henchmen have arrived in Still Creek with

Goro, Kaijuko, and their Gaki enforcers. Big-Hearted Kaga and his allies have arrived to stop them. And, worse still, Yakuza servants of a rival Shuten-Doji have arrived to thwart everyone. They want both Goro and Big-Hearted Kaga destroyed to end any threats to their own Master's existence. They have been promised eternal existence in return for their service. As a result, and because of the intense dread and fear inspired by their Master, they will do anything, including fighting to the death, to reach their goals.

Goro and his servants arrived first, and Hank barely escaped with his life. He fled to the house of his girlfriend empty-handed.

The problem was that Hank no longer had the ashes.

If that doesn't suit you, make up something else. In the kind of media on which this Deadworld is based, logic and plot take second place to people flying around on wires, screaming incoherently and whatnot.

### **KEY WORDS**

Key words for this Deadworld are 1) heroism; 2) confusion; 3) frantic; 4) paranoia; 5) intolerance; and 6) BATTLE!!!

For each scene in which the Cast Members are involved, the reader is invited to roll 1D6 and apply one of the above key words to the encounter. For example, if the Cast Members confront the Yakuza and you roll a 2, then perhaps the Yakuza are intermingled with Japanese tourists. If the encounter is with Rednecks and you roll 5, there's a mob out to lynch the weirdos and alien spies. If the encounter is with local folks and you roll 3, then the local folks are, well, frantic or something. You get the picture.

**Note:** You don't have to roll a 6 to have a battle. You could roll a 4 and have a battle in total darkness where everyone is attacking everyone else indiscriminately.

Heck, roll two or three D6 for a really weird scene: Confusion, BATTLE and paranoia could make for an interesting UFO sighting (for example, no one knows that the ball of fire is a Gaki even after it sets the hayfield on fire; when the Gaki is attacked, it could bring reinforcements for a BATTLE!!! during which Enslaved locals come to help the Gaki and UFO nuts try to stop the Cast Members in the middle of the fight.

### **TWISTS AND TURNS**

When Hank's letters went unanswered, he began sorting the tons of antiques and various oddities from the Johnson's basement. They'd left him a nice piece of change but Hank knew it wouldn't last forever. He took several of the items that appeared to be the most valuable to a local antique/junk shop to see what they were worth. The items, including Goro's ashes, are currently locked in a huge vault in the back of the shop awaiting appraisal from an expert. The expert will arrive in a week or so. Afterwards the ashes may disappear for another few hundred years.

## THE ORDER OF BATTLE

Several different forces are arrayed against each other in Still Creek at the start of the game.

1. Goro and Kaijuko are living in Hank's basement. They have the following forces at their disposal:
  - All eight local police officers have been Enslaved. The other two Slaves are the town's doctor and undertaker. The cops, doctor, and undertaker are helping dispose of bodies and cover up evidence of the undead presence in Still Creek.
  - Goro and Kaijuko have abducted ten additional locals and transformed them into Shuten-Doji. They are not nearly as powerful as their makers, but what they lack in supernatural power they make up in viciousness. All ten are members of a biker gang chapter who found Goro's offer irresistible.
  - Thirty mortal Yakuza thugs (PUDs mostly), some of whom are at Hank's house, others of which are dispersed among the homes of the Enslaved locals.
  - The Gaki are currently running rampant through the countryside, their eternal hunger and shape-shifting abilities are causing the "UFO" flap. The distance from Japan and its spiritual substructure have caused the Gaki to be less reliable servants than before. The Shuten-Doji plan to destroy them if they cannot be brought to heel in the near future.
2. Sixty more Yakuza thugs (mostly PUDs) are lying low in the seedy motel by the truck stop and in various abandoned buildings. They are loyal to Masumoto Nagamori, a rival Shuten-Doji and sworn enemy of Goro. They have orders to destroy Goro's ashes, and they have a prayer-cloth with a single-use spell that will allow them to destroy the ashes permanently. They also have a cursed dagger that will send Goro's head spiraling into eternity with his ashes. They are getting desperate after being attacked by Big-Hearted Kaga and his big-heated allies.
3. Big-Hearted Kaga has already fought one battle with Nagamori's henchmen. This is why there are only sixty of them left instead of the original two hundred. Kaga knows a spell that will not destroy Goro – instead it will force his reincarnation into a new life. If Kaga knows that Goro will end up being reborn as a swamp rat in Thailand, he's not telling anyone. He knows Hank is in town but has not been able to find him – there is no one at Hank's house except, apparently, a horde of puny Yakuza errand boys. Kaga suspects Goro will arrive eventually, but does not know Goro and his supernatural hencemen have already arrived.

Kaga may have compatriots with him, fellow members of the Eight Thousand Masters. These, if the ZM desires, are the Cast Members. Members of the Eight Thousand Masters can be Martial Artists (from Enter the Zombie, Eden Studios) or Technical Wrestlers\* (from Zombie Smack Down, Eden Studios). A few might be Mentalists (from Pulp Zombies, Eden Studios) or Sorcerers (Witchcraft, Eden Studios).

\*Because in the world of the Eight Thousand Masters, Professional Wrestling is *real*. But only Technical Wrestlers/Technicos can belong to the Eight Thousand Masters. Rudos and Heels are servants of evil.

The Eight Thousand Masters (more details later) are a worldwide secret organization of martial artists, mentalists, wizards and various assorted other superheroic types. The organization has existed for millennia (it was the Four Masters when originally formed to destroy Set's undead mummy assault in prehistoric Egypt (more on that later!) but has grown since then). The Eight Thousand Masters always operate in secret, and exist solely to protect "normal" people from the depredation of supernatural villains. They will never willingly hurt everyday people, even those who are allied with supernatural enemies. The Eight Thousand Masters hold the moral high ground and maintain a positive Karmic Surplus (more later!) at all times. Failure of a member to adhere to the Code of the Eight Thousand Masters results in their banishment to an alternate dimension resembling the Earth of the Miocene Era.

In many ways the Eight Thousand Masters is literally an amalgamation of Shinto religion, Buddhist philosophy, Kabbalic wisdom, Hermetic magic, and Iron Age warrior societies.

#### **The Code of the Eight Thousand Masters:**

1. Battle Evil in all its forms.
2. Protect the innocent.
3. Do not reveal the Eight Thousand Masters to those who would destroy the group or actively impede the mission of the Eight Thousand Masters.
4. Never use one's powers for personal gain or to injure in any way those whom the Eight Thousand Masters are destined to defend.
5. Support all other members of the Eight Thousand Masters.
6. Obey the commands from the Elders of the Eight Thousand Masters.
7. Listen to your heart but think with your mind.
8. Avoid Government entanglements.
9. Never eat fish on Mondays, or on Wednesdays when there is a full moon or Sagittarius is in the 13<sup>th</sup> House of the Dead.\*
10. Be kind to animals, children, old people, crazy people, and poor people.\*\*

\*Probably something to do with astrology or something like that. If a member of the Eight Thousand Masters breaks this rule, all their roles are made at -1 for each time the rule is broken until they under a weird and prolonged ritual purification that takes place on the Lunar New Year in Tibet.

\*\* Even if starving children are trying to kill you, be kind to them while doing battle. Otherwise, suffer as described above!

4. Hank, Alex and Sondra are holed up at Sondra's house. The police aren't evicting the Shuten-Dojis, so the three friends have figured out the cops are in on it. They're allied with the UFO nuts who can sense that Becky is special. Sondra's cats hold Shuten-Dojis and Gakis at bay. Sondra's little sister, Becky, however, appears to be able to come and go as she pleases, cats and all. In fact, cats from all over town have started converging on Sondra's house, sitting attentively in her yard like a furry army.
5. Sue Ann Stanton and her Action 7 News Crew have arrived in town. They have it on good authority that the police are involved in the recent string of disappearances and cattle mutilations and intend to find out what is going on. They don't have a clue that there are actual supernatural forces involved. They are operating on the belief that the police are involved in Satanic Drug Cult.

## **END GAMES**

- Nagamori's Yakuza henchmen want Goro's head. They wouldn't mind having Kaga's head too.
- Big-Hearted Kaga wants Goro's ashes AND his head to destroy Goro's power forever.
- Goro just wants his ashes back.
- The Gaki are just hungry and have found Okra-homa to be the Land of Plenty. Their fireball form is causing the UFO sighting. Eating cattle is causing reports of cattle mutilation. When nothing else can be found, the Gaki are eating the grain in the fields, causing the Crop Circle sightings.
- Hank is the only guy that could get Nagamori's henchmen to form a temporary alliance with Big-Hearted Kaga to destroy Goro, as he is the only neutral guy in town who speaks Japanese.

## **PLOTS AND ADVENTURES**

The Cast Members can be brought into this game from any one of several directions.



- They could be members of Nagamori's Yakuza henchmen.
- They could be in allies of Big-Hearted Kaga (Martial Artists from Enter the Zombie, Technical Wrestlers from Zombie Smack Down, Mentalists from Pulp Zombies, or Less Gifted from Witchcraft). Highly recommended.
- The Cast Members could be Hank and his friends (if the ZM is feeling particularly evil; this is not recommended as "normal" Cast Members would be reduced to spectators if not killed outright when the final battle takes place).
- The Cast Members could just be Survivors, Inspired, or Pulp Heroes passing through (their movements guided by the mystical powers of the Eight Thousand Masters without the Cast Members realizing it).
- They could be UFO Nuts who think they've cornered honest-to-goodness extraterrestrials. In this case they may well get caught up in the Gaki-Hillbilly feud and miss out on all the Shuten-Doji fun.
- Or maybe they just live in Still Creek and get caught up in the mayhem.

#### **Things the Cast Members should probably do:**

- Help Big-Hearted Kaga find Hank. Hank can tell the good guys where Goro's ashes are. Of course, all the undead except the Gaki will converge on the scene to stop the Cast Members. How do the bad guys know where to go too? Bad Guy Magic.

**ZM Note: "Bad Guy Magic"** can be used, when cinematically appropriate, to allow the bad guys to know to arrive at the same place at the same time as the Good Guys. There are no rules for this power. If players wonder why, they could be referred to this effect in many contemporary anime series and OAVs.

- Free the Enslaved townsfolk by destroying the Shuten-Doji.
- Avoid killing the living, especially locals who have been Enslaved by the Shuten-Dojis.
- Destroy Goro.

#### **Campaigns and Adventure Seeds**

There are three main ways for this game to end:

- Cast Members stop Goro from reincarnating and wipe out Kaijuko, the new Shuten-Dojis and the Gakis. Everyone lives happily ever after.
- Cast Members fail to stop Goro and must defeat him another time. This is a longer-term game with Goro and Kaijuko and their minions appearing as recurring villains. This is good for an off-the-wall Enter the Zombie campaign, as other Shuten-Doji may eventually become involved.

- Not only do the Cast Members fail to stop Goro – they become part of his army either as Slaves or as newly created Shuten-Doji. Not very heroic, but it is a possibility.

### **And In This Corner...**

- ...is an entirely separate storyline that will be running concurrently with that of the Cast Members. A clan of local Hillbillies decides they are completely fed up with all these aliens running around and abducting people and mutilating cattle – that's the Hillbillies' job, thinks they. They decide to take things into their own six-fingered hands and hunt themselves up some alien critters. Several pickup trucks and several dozen hillbillies will start a running gun battle with the Gaki outside of town. As the conclusion of the game draws nearer, so will this battle. The Gaki, being relatively easy to dispatch, will flee to Goro for protection. Incidentally this will bring the Hillbilly horde down on Goro's minions, evening the score if necessary by adding some much-needed muscle to that of the Cast Members.
- ...and not to be outdone, the Action 7 News Team flashes into Lights! Camera! Action! Pretty much all they will accomplish as Extras is to get into trouble and require assistance/rescue. If they are the Cast Members, who knows? Remember, *Zombie Smack Down* has rules for beating folks with a video camera...
- Also remember that as the battles begin and increase in ferocity the townspeople will start to notice. People will start carrying firearms everywhere and start setting up neighborhood watches to be on the lookout for North Korean Commandos and UFOs.

### **Resolutions (or Lack Thereof)**

- The Cast Members, whoever they are, manage to help Big-Hearted Kaga destroy Goro, Kaijuko, and all their undead minions. The Enslaved citizens are freed. Note that all the undead will vanish in puffs of foul-smelling smoke when or if they are killed. This means there will be absolutely no evidence of their presence. Even photographs and videotapes will not hold their images. They will vanish like an evil dream that fades with the rising sun.
- The Cast Members fail to stop Goro. He reincarnates his body and is made whole. A super-foe has been created! He will go on to try and conquer this new land and civilize the barbarians herein. This can lead to a series of new scenarios with the Cast Members battling the Shuten-Doji and his evil minions across the American plains. *Bishimon* help the Cast Members if Goro gets loose in a major city – he might well create an entire Shuten-Doji army... (hint hint!!!) The Eight Thousand Masters, a secret world-wide society of martial artists and sorcerers, might become involved at that point.
- Whatever the outcome, the ZM should try to ensure that this scenario is concluded within a few days of "game time" (i.e. from the point of view of the

Cast Members and Extras, the entire story should be told and concluded in two or three days). Fast and furious and kung fu in the dark. Trust me, it's better that way.

## THE CAST

## THE UNDEAD

### Kaijuko Yoshiwara, Shuten-Doji

Power	Description
Weight	Life-like (0)
Weak Spot	All (0)
Getting Around	Life-Like, Leaping (6)
Strength	Dead Joe Average, Claws, Teeth, Iron Grip (13)
Senses	Like the Living,(1)
Sustenance	Daily; Blood (-2)
Intelligence	Language, Long-term Memory, Problem Solving, Teamwork (25)
Spreading the Love	Circumstances; ritual – created by another Shuten-Doji (-4)
Special Powers	<p><b>Enter the Zombie</b>            Bloody Mass (4)            Just a Flesh Wound (5)            Mind Eating – permanent, level 3 (15)            Wall Crawling (2)</p> <p><b>Atlas of the Walking Dead</b>            Night Stalker (-2)            Night Vision (2)            Obsessive-Compulsive –Counting (-3)            Tough Decisions (-2)            Tranquilize – by playing flute (3)            Prohibition – Cats (-5)            Regeneration (5)            Slaves – 10 slaves, Supporting Cast (10)            Stealthy (2)            Unkillable (10)</p>
Power	85
Attributes Dead Points 26 Str 2/10 Int 2 Dex 2 Per 2 Con 2 Wil 2 Spd 4 Essence 12	

Skills: Brawling 2, Language (Japanese) 5, Rituals 5 (Specialty – Shinto Reincarnation), Hand Weapon (Katana) 4

New Skills (Mind Eating): Language (English) 5, Gun (Handgun) 4, Fine Arts (American Culture) 3, Gun (Shotgun) 3, Streetwise 3, Beautician 2

Attack: Claw 2D6 (6) or Bite D4X2 (4) Slashing

Kaijuko was created by her “husband” Goro Yoshiwara. She appears much as she did in life – a beautiful willow-thin woman with an unnaturally pale complexion and long jet-black hair. Undeath has not been kind to Kaijuko in many ways, as much of her former physical grace has been lost. Still, she remains devoted to Goro Yoshiwara and cares for his head with the solemn care expected of the wife of a samurai.

Oh, she also carried Goro’s Katana, a cursed weapon capable of dealing devastating damage when wielded by a Shuten-Doji:

**Akagi-Kama, Katana, [D12(6)+3] X Str\*\*&, EV2/1, Cost: priceless, Aval: Unique**

In addition, she carries Goro’s armor with her. As with the Katana, it has special properties when used by a Shuten-Doji:

**O-Yori Armor, Armor Value: D8X2+8(16), EV: 2/1 @, Cost: priceless, Aval: Unique**

### Goro Yoshiwara, Shuten-Doji Without Body

Power	Description
Weight	Life-like (0)
Weak Spot	All (0)
Getting Around	Leaping (6)
Strength	Dead Joe Average, Teeth (4)
Senses	Like the Living,(1)
Sustenance	Daily; Blood (-2)
Intelligence	Language, Long-term Memory, Problem Solving, Teamwork (25)
Spreading the Love	Circumstances; ritual – created by another Shuten-Doji (-4)
Special Powers	<b>Enter the Zombie</b> Fighting Flying Head (3) Prehensile Hair (3) Mind Eating – permanent, level 3 (15) <b>Atlas of the Walking Dead</b> Night Stalker (-2) Night Vision (2) Obsessive-Compulsive –Counting (-3) Tough Decisions (-2) Prohibition – Cats (-5)

	Regeneration (5) Stealthy (2) Unkillable (10)
<b>Power</b>	58
<p><b>Attributes</b>  Dead Points 26  Str 2 Int 2 Dex 2 Per 2  Con 2 Wil 2 Spd 4 Essence 12  Skills: Brawling 2, Language (Japanese) 5, Rituals 7 (Specialty – Shinto Reincarnation)  New Skills (Mind Eating): Language (English) 5, Streetwise 2, Fine Arts – Photography 3  Attack: Bite D4X2 (4) Slashing</p> <p>Goro Yoshiwara is a mad and vicious being. Once a mighty warrior in the service of Ieyasu Tokugawa, Goro's thirst for blood became literal and he was cursed with undeath and became a Shuten-Doji. Dead or not, Goro-san remained dedicated to his feudal lord and continued to serve him. Eventually Goro was decapitated by a rebel warrior-monk during the wars that overthrew the Tokugawa shogunate. The priest, realizing that Goro was a Shuten-Doji, was able to cremate Goro's body. The shuten-doji's head escaped, and the monk was unable to find it. However, destroying the body and hiding the ashes did inhibit Goro's powers.</p> <p>Now Goro knows that the ashes of his body are nearby. He and his servants will stop at nothing to obtain them. If all else fails, Goro will slowly build an army then order his minions to raze the town to the ground in order to find the remains of his body.</p>	

**Goro Yoshiwara, Shuten-Doji  
With Body**

<b>Power</b>	<b>Description</b>
<b>Weight</b>	Life-like (0)
<b>Weak Spot</b>	All (0)
<b>Getting Around</b>	The Quick Dead, Leaping (13)
<b>Strength</b>	Strong Like Bull, Teeth, Claws, Iron Grip (18)
<b>Senses</b>	Like the Living,(1)
<b>Sustenance</b>	Daily; Blood (-2)
<b>Intelligence</b>	Language, Long-term Memory, Problem Solving, Teamwork (25)
<b>Spreading the Love</b>	Circumstances; ritual – created by another Shuten-Doji (-4)
<b>Special Powers</b>	<b>Enter the Zombie</b> Bloody Mass (4) Just a Flesh Wound (5)

	<p>Prehensile Hair (3)  Mind Eating – permanent, level 3 (15)</p> <p><b>Atlas of the Walking Dead</b>  Night Stalker (-2)  Night Vision (2)  Obsessive-Compulsive –Counting (-3)  Tough Decisions (-2)  Prohibition – Cats (-5)  Regeneration (5)  Stealthy (2)  Unkillable (10)</p> <p><b>Martial Arts and Chi Powers</b></p> <p><b>Core Moves</b></p> <ul style="list-style-type: none"> <li>• Jab 4</li> <li>• Disarm 4</li> <li>• Sucker Punch 4</li> </ul> <p><b>Other Moves</b></p> <ul style="list-style-type: none"> <li>• Back Kick</li> <li>• Flip 2</li> </ul> <p><b>Chi Powers</b></p> <ul style="list-style-type: none"> <li>• Essence Channeling 5</li> <li>• Balance of the Cat</li> <li>• Be Like the Water</li> <li>• Catch Bullets</li> <li>• Combat Sense</li> <li>• Crippling Hold</li> <li>• Great Leap</li> <li>• Running the Gauntlet</li> <li>• Wave of Chi</li> </ul>
<b>Power</b>	100+
<p><b>Attributes</b>  Dead Points 26  Str 4/10 Int 2 Dex 3 Per 2  Con 2 Wil 2 Spd 18 Essence 15  Skills: Brawling 2, Language (Japanese) 5, Rituals 7 (Specialty – Shinto Reincarnation), Hand Weapon (Katana) 7, Martial Arts 5  New Skills (Mind Eating): Language (English) 5, Streetwise 2, Fine Arts – Photography 3  Attack: Bite D4X2 (4) Slashing</p> <p>Notes: IF Goro can recover the ashes of his body, he can perform a ritual that will allow him to regain his body. The ritual takes 4 hours (one for each element) after which Goro will be restored to his former glory and then some. The author</p>	

recommends that the Cast Members fail (gasp!) to stop Goro from reincarnating his body and becoming hole again. This may well happen despite what everyone wants. The end result will be a mighty opponent that will go on to try and carve a new empire in a strange and barbaric land.

### New Shuten-Doji)

<b>Power</b>	<b>Description</b>
<b>Weight</b>	Life-like (0)
<b>Weak Spot</b>	All (0)
<b>Getting Around</b>	Life-Like, Leaping (6)
<b>Strength</b>	Dead Joe Average, Claws, Teeth, Iron Grip (13)
<b>Senses</b>	Like the Living,(1)
<b>Sustenance</b>	Daily; Blood (-2)
<b>Intelligence</b>	Language, Long-term Memory, Problem Solving, Teamwork (25)
<b>Spreading the Love</b>	Circumstances; ritual – created by another Shuten-Doji (-4)
<b>Special Powers</b>	<b>Enter the Zombie</b> Wall Crawling (2) <b>Atlas of the Walking Dead</b> Night Stalker (-2) Night Vision (2) Obsessive-Compulsive –Counting (-3) Prohibition – Cats (-5) Tough Decisions (-2)
<b>Power</b>	31
Attributes Dead Points 26 Str 2/10 Int 2 Dex 2 Per 2 Con 2 Wil 2 Spd 4 Essence 12 Skills: Brawling 4, Hand Weapon (pick) 3, Drive (Motorcycle) 4 Attack: Claw 2D6 (6) or Bite D4X2 (4) Slashing  Note: There are ten new Shuten-Doji when the game starts. One new one per night will be created if the Yoshiwaras are not impeded for at least four hours.	

### Gaki

<b>Power</b>	<b>Description</b>
<b>Weight</b>	Withered Corpse (2)
<b>Weak Spot</b>	All (0)
<b>Getting Around</b>	Life-Like (3)
<b>Strength</b>	Dead Joe Average (0)
<b>Senses</b>	Like the Living (1)

<b>Sustenance</b>	Constantly, Everything Must Be Eaten* (4)
<b>Intelligence</b>	Animal Cunning (4)
<b>Spreading the Love</b>	Circumstance – cursed (0)
<b>Special Powers</b>	<p><b>Enter the Zombie</b>  Crimson Spray (1)  Wall Crawling (2)</p> <p><b>Atlas of the Walking Dead</b>  Feed by Touch (5)  Shapechanging – Smoke, Fire (16)  Sleep (4)  Scent Tracking (2)  Night Vision (2)  Stealthy (2)  Language (1)</p>
<b>Power</b>	44
<p><b>Attributes</b>  Dead Points 26  Str 2 Int 1 Dex 2 Per 2  Con 2 Wil 1 Spd 4 Essence 15  Skills: Brawling 2, Language (Japanese) 5  Attack: As normal human  Notes: There are currently 18 Gaki accompanying the Shuten-Doji couple.</p> <p><b>*New Zombie Aspect:</b>  <b>Everything Must Be Eaten (8)</b>  The undead suffers not only from an unending hunger, but can fill that hunger, at least in the short term, with virtually any organic material. Grass, wood, dryer lint, plastic – anything will work. BUT (and there’s always one of those, right?), when presented with warm living flesh the undead must make a Difficult Willpower test in order not to immediately attack and try to consume this much more satisfying source of sustenance.</p>	

## HEROES AND VILLAINS



**Big-Hearted Kaga***Experienced Martial Artist***Attributes**

Str: 4  
Dex: 5  
Con: 5  
Int: 3  
Per: 4  
Wil: 4

**Qualities:**

Hard to Kill 5  
Fast Reaction Time  
Nerves of Steel  
Allies 4 (The Eight Thousand Masters)

**Drawbacks:**

Honorable 3  
Adversary 4 (Shuten-Doji Underworld)  
Emotional Isolation

**Skills:**

Martial Arts 6  
Notice 4  
Stealth 5  
Language (English) 3  
Climb 4  
Swim 2

**Metaphysics:**

Gift  
Essence Channeling 4  
Balance of the Cat  
Flying  
Iron Palm  
Chi Punch  
Flying Chi Kick

**Spell** – Destroy Goro

**Martial Arts:**

Jab 5  
Kick 5  
Disarm 3  
Stabbing Hand 4  
Roundhouse 1

**Gear:** Bedroll, rugged clothing, several books on philosophy

**Personality:**

"For all of my days I have trained for this fight. I know the ways of the Evil Ones, and I know the way in which they may be destroyed. They cannot escape me this time. This time Goro will die!"

**Quote:**

"You! Wicked warrior! Defend yourself!"

WDR, 2004,  
[eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)

**Spell** – Destroy Goro's Soul\*

\*This spell can only be cast on the ashes of Goro after his head has been incapacitated. Preparation takes 30 minutes of meditative chanting and 10 Essence Points. If successful, Goro mortal remains vanish into foul-smelling smoke and he will be reincarnated as a Southeast Asian swamp rat with a bad limp and a stiff neck.

### Allies of Big-Hearted Kaga

- Martial Artists (Enter the Zombie);
- Technical Wrestlers (Zombie Smack Down);
- Mentalists (Pulp Zombies); and/or
- Lesser Gifted (Witchcraft).

All must possess **Quality – Allies 4 – The Eight Thousand Masters.**

### Archetypes

<p><b>UFO Nut</b> <i>Norm</i></p> <p><b>Attributes</b> Str: 2 Dex: 2 Con: 2 Int: 2 Per: 3 Wil: 3</p> <p><b>Qualities:</b> Contacts (Other Nuts) 2 Photographic Memory 2 Situational Awareness 2 Resistance (Sleep) 3</p> <p><b>Drawbacks:</b> Delusions (UFOs are Real) 2 Covetous (UFO Contact) 2 Charisma -3</p> <p><b>Skills:</b> Trance 3 Craft 3 (choose one) Drive (Minivan) 3 Electronic Surveillance 2 Surveillance 3 Rituals (New Age) 3 Fine Arts (Photography) 3 Computers 2 Myth and Legends (UFOs) 2 Bureaucracy 2 Notice 2 Fine Arts (Science Fiction genre) 3 Science (Psychology) 2</p>	<p><b>Gear:</b> Camera, film, notebook, laptop computer, binoculars, camping gear, mystic crystals for use in Alien Communication</p> <p><b>Personality:</b> "I've got this feeling.</p> <p>"I just know it. This is it! This is the one!</p> <p>"Crop circles, cattle mutilations, lights in the sky, abductions... the signs are all here. Now all we have to do is wait.</p> <p>"Why mutilate cattle? Oh, dear, they don't actually <i>hurt</i> the cows. The Alien Friends just transmute them into a higher plane of existence where there's no more pain or...blah blah blah..."</p> <p><b>Quote:</b> "Look!!! There's another one!!!"</p> <p>WDR, 2004, <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
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Play Instrument or Sing 2 (Specialty – Folk Tunes) 4	
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<p><b>Yakuza (low ranked)</b> <i>Norm</i></p> <p><b>Attributes</b> Str: 3 Dex: 3 Con: 3 Int: 2 Per: 2 Wil: 2</p> <p><b>Qualities:</b> Situational Awareness 2 Contacts (Other Yakuza) 3 Fast Reaction Time 2 Hard to Kill 2</p> <p><b>Drawbacks:</b> Adversary (Police) 2 Minority (Japanese mob) 1 Cruel 1</p> <p><b>Skills:</b> Martial Arts 4 Computers 1 Drive (Motorcycle) 2 Guns (Handgun) 2 Hand Weapon (Choose) 3 Streetwise 4 Intimidation 3 Stealth 2 Streetwise 3 Fine Arts (Manga) 2</p> <p><b>Martial Arts Moves:</b> <b>Signature:</b> Jab 4, Roundhouse 3, Grab 2 <b>Others:</b> Judo 3, Punch 1</p>	<p><b>Gear:</b> Funky suit and garish tie, 9mm pistol and two clips of ammunition, hand weapon of choice, cell phone, motorcycle</p> <p><b>Personality:</b> ”Honor. Duty. Loyalty. We are the New Samurai! We serve our Masters with unequaled...”</p> <p>“Is he gone? Good!</p> <p>“Man, I’m hungry! When’s Koji going to get here with the food? I swear, if that runt is as late this time as he was last time I’m gonna kick his-</p> <p>“...devotion! We die for our Lord! We-</p> <p>“Damn! I wish that pr**k would pi\$\$ off and get lost. I’m ready to eat!”</p> <p><b>Quote:</b> ”Baka shi ne!” (Die you fool!)</p> <p>WDR, 2004, <a href="mailto:eviloverlord668@yahoo.com">eviloverlord668@yahoo.com</a></p>
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**Recommended Cast Member Archetypes**

Pretty much any type of small-town Archetype is suitable for any version of this Deadworld.

Alternatively, *Enter the Zombie* kung-fu superheroes or *Zombie Smack Down* wrestling superheroes could be used. If this is the case, don't make stopping Goro too easy on the Cast Members. In fact, toughen things up to allow Goro to reanimate so that the Cast Members will have a REAL fight on their hands. Add more kung-fu Japanese vampires as necessary to balance the odds.

Alternatively, if the ZM wants the Cast Members to be local folks, be careful not to overload the bad guys. If this is the case, the Local Characters below can be used to develop cast members. Most are norms and have no extraordinary abilities of any sort.

### Important Local Characters

#### **Henry "Hank" Falkirk, Survivor (Well-to-Do Slacker)**

Str 3 Dex 4 Con 3 Int 3 Per 3 Wil 4

**Qualities/Drawbacks:** Attractiveness -1, Allies 4 (Friends), Resources 2, Honorable -1, Hard to Kill 5, Fast Reaction Time, Photographic Memory

**Skills:** Craft (Farmer) 1, Humanities (Japanese culture) 3, Fine Arts (Sci-Fi) 3, Hand Weapon (Katana) 3, Martial Arts 2, Dodge 1, Drive (Car) 2, Run (Sprint) 3, Bureaucracy 2, Research/Investigation 2, Notice 3, Gun (Rifle) 3, Language (Japanese) 3

**Martial Arts:** Judo 3, Punch 2, Kick 1

**Gear:** .223 Sporting Rifle, 15 rounds of ammunition, katana, Goro's ashes (well, knows where they are)

**Quote:** "What the-?"

#### **Sondra Martinez, Survivor (Small Town Tough Girl With a Heart of Gold Trying to Get a Better Job Through Study and Hard Work While Looking After Her Little Sister)**

Str 3 Dex 3 Con 4 Int 2 Per 4 Wil 4

**Qualities/Drawbacks:** Attractiveness 2, Charisma 2, Nerves of Steel, Situational Awareness, Hard to Kill 3, Resistance (Fatigue) 3

**Skills:** Drive (Car) 2, Drive (Motorcycle) 4, Brawling 3, Language (Spanish) 3, Notice 2, Beautician 2, Streetwise 4, Mechanic 4, Gun (Rifle) 2, Fine Arts (Sci-Fi) 3, Dodge 3, Bureaucracy 2/Specialty: Book keeping 4

**Gear:** Motorcycle, beautician school books and supplies

**Quote:** "Well????!!!! WHATCHA WAI'IN ON????!!! BRING IT ON, BIYATCH!!!"

#### **Becky Martinez, Experienced Inspired (Sondra's Strange Kid Sister)**

Str 1 Dex 5 Con 3 Int 4 Per 5 Wil 2

**Qualities/Drawbacks:** Gift, Increased Essence Pool 3, Clown, Show Off, Lazy, Artistic Talent (Drawing), Charisma 1, Status -3 (kid), Reckless, Contacts (Cats) 3

**Skills:** 25Run (Sprint) 4, Acting 4, Computer 3, Computer Hacking 3, Computer

Programming 3, Dodge 3, Fine Arts (Sci-Fi) 2, Veterinary Medicine 3 (instinctive – untrained; just knows what’s wrong and what to do)

**Metaphysics:** Walk Through the Valley (One of the Living, Eden Studios), Second Sight 3(Atlas of the Walking Dead), Talk to Animals\*, Immune to Evil\*\*

**Gear:** Drawing pad, colored pencils, pet toys, pet treats, table scraps, collection of stray animals, lots of cats

**\*Talk to Animals** – Exactly what it sounds like. Becky Martinez is able to communicate telepathically with animals. The only limitations are range (within ten feet or so), the intelligence of the animal (lizards aren’t much for conversation), and the type of information that can be transmitted (lizard’s don’t care much about computers; neither do cats; both like food and safety, however). Cost is 1 Essence Point per ten minutes of use.

**\*\*Immune to Evil** – Exactly what it sounds like. Becky Martinez cannot be harmed by evil forces, nor can she directly harm them. Scolding is not included. So, evil minions, supernatural and otherwise, may threaten or even capture Becky, but they will be unable to actually do any harm to her. P.S. If this character is used as a Cast Member, don’t let the player know about this particular ability.

**Quote:** “OOOOOOOOO!!! SHE’S SO *CUTE*!!!!!! I’M GONNA TAKE HER HOME! COME ON, *KITTY*!!! HEEHEEHEEHEEHEEHEEHEEHEEHEEHEEHEE!!!!!!”\*

\*My recommendation is to scream this as loudly and in as high a pitched voice as possible. Think of all the peculiar anime kids with Attention Deficit Hyper-Activity Disorder, absolutely no self control, and Schizotypal Personalities with huge eyes that seem unable to speak in anything lower than a 120 decibel screech.

**Fluffy the Wonder Cat (i.e. Caratacatus, Felis Rex) Survivor Cat (Supernatural Familiar and Guardian of Becky Martinez)**

Str 1 Dex 6 Con 3 Per 5 Int 2 (human-level) Wil 4

Life Points 20 Attack: Bite D4, Claws D4 (two claws and one bite per attack)

**Qualities/Drawbacks:** Can’t Talk\*; No Thumbs, Illiterate in all Human Languages

**Skills:** Brawling 4, Dodge 6, Notice 6, Tracking 2, Climb 3

**Metaphysics:** Second Sight 3 (Atlas of the Walking Dead)

\*But will do the Lassie thing when he needs to communicate with humans

**Quote:** \*inscrutable/deadly-serious Cat/Goth stare/glare, then hunkers down to lick its own butt\*

**Mark “Alex” Rudolpho, Norm (Hank’s Weird Best Friend)**

Str 2 Dex 2 Con 2 Int 4 Per 2 Wil 2

**Qualities/Drawbacks:** Weird Delusions 3 (*acts like “Alex” from “A Clockwork*

*Orange*, ALL the time, only answers to "Alex"; speaks Nadsat dialect), Photographic Memory, Artistic Talent (Acting), Resources 2 (rich relatives), Fast Reaction Time, Honorable -1

**Skills:** Brawling 3, Hand Weapon (Club) 3, Hand Weapon (Knife) 4, Computers 4, Acting 4, Beautician 2/Specialty Stage Makeup/SFX 4, Intimidation 3, Streetwise 2, Fine Arts (Sci-Fi) 4

**Gear:** "Alex" costume (includes white coveralls and vest, large "jelly roll", black bowler hat, steel-toed boots, and one fake eyelash), heavy walking stick (club) with knife concealed in knob, ragged copy of "A Clockwork Orange"

**Quote:** "Well, well, well! What's it going to be then, eh, my droogs?"

**Thomas "Tommy" Rudolpho, Survivor (Mark's Weird Uncle)**

Str 3 Dex 3 Con 3 Int 3 Per 4 Wil 4

**Qualities/Drawbacks:** Contacts (Survivalists) 3, Contacts (Militia) 3, Hard to Kill 4, Nerves of Steel, Situational Awareness, Resources 4, Weird Delusions 2 (Preparing to battle evil conquering United Nations and U.S. Lackies and Alien Grays brought down by secret Masonic treaties...), Humorless, Honorable 1, Paranoid, Covetous 2(Militia Rank)

**Skills:** Brawling 2, Computers 2, Dodge 2, Drive (Jeep) 3, First Aid 3, Gun (Assault Rifle) 4, Gun (Handgun) 2, Hand Weapon (Knife) 3, Craft (Gunsmith) 5, Streetwise 4/Specialty (Black Market) 6

**Gear:** Gun and Survival Shop; lots of guns and tons of ammunition (including fully-automatic weapons and a few grenade launchers), Hummer (original military version), secret bunkers beneath home/gunshop and outside of town)

**Quote:** "You know, don't you, that Kofi Annan is really a French-controlled robot, right?"

**Sue Ann Stanton, Norm (Action Reporter!)**

Str 1 Dex 2 Con 2 Int 2 Per 3 Wil 4

**Qualities/Drawbacks:** Covetous -2 (Fame), Obsession -2 (Find the Truth), Situational Awareness, Status 3 (Local Celebrity), Contacts (Local Officials) 3, Attractiveness 3, Reckless

**Skills:** Bureaucracy 2, Computer 2, Camerawork 2, Smooth Talking 4, Streetwise 2, Surveillance 2, Notice 2, Questioning 2, Research/Investigation 2, Brawling 2, Gun (Handgun) 2, Storytelling 4, Seduction 1, Sleight of Hand 1

**Gear:** Cell phone, Blackbird Personal Data Assistant, Notepad and pens, miniature tape recorder, compact digital video camera

**Quote:** "Sue Ann Stanton, on the scene! Can you tell me what happened, sir?"

**Kenneth Briggs, Survivor (Former Combat Journalist; Ms. Stanton's Cameraman and Driver)**

Str 4 Dex 4 Con 3 Int 2 Per 3 Wil 4

**Qualities/Drawbacks:** Jack of All Trades, Jury-Rigging, Fast Reaction Time,

Nerves of Steel, Acute Senses (Vision), Artistic Talent, Recurring Nightmares, Clown

**Skills:** Camerawork 4, Drive (Van) 4, Mechanic 3, Electronic Surveillance 3, Brawling 4, Notice 3, Gun (Assault Rifle) 3, Streetwise 3, Smooth Talking 2, Surveillance 3, Electronics 3

**Gear:** Several still cameras, video cameras and film cameras, lights, diagnostic equipment, Action News Van

**Quote:** "Wait. Need a new battery."

**Ellen Murphy, Norm (Ms. Stanton's Assistant)**

Str 1 Dex 2 Con 2 Int 2 Per 3 Wil 4

**Qualities/Drawbacks:** Resistance (Sleep) 3, Resistance (Fatigue) 2

**Skills:** Beautician 4/Specialty (Stage Makeup) 6, Bureaucracy 5, Running (Marathon) 3, Smooth Talking 2, Streetwise 2, Research/Investigation 3, Camerawork 2, Weightlifting 2, Trance 2, Martial Arts 1

**Martial Arts:** Kick 2, Block 1

**Gear:** PDA, laptop computer, cell phone, personal organizer, Ms. Stanton's makeup kit, first aid kit, bug spray, portable aerobics pad

**Quote:** \*too frazzled and overworked to have much to say\*

**Sikh Warriors (8 total), Survivor (Interested Bystander)**

Str 3 Dex 3 Con 3 Int 3 Per 4 Wil 4

**Qualities/Drawbacks:** Contacts (Sikh Community) 3, Nerves of Steel, Situational Awareness, Resources 1, Hard to Kill 5

**Skills:** Brawling 2, Computers 2, Dodge 2, Drive (Car or Delivery Truck) 3, First Aid 3, Hand Weapon (Scimitar) 4, Gun (Handgun) 2, Hand Weapon (Knife) 3, Theology 2, Myth and Legend (Good vs. Evil) 3, 5 more points as desired by ZM

**Gear:** Scimitar, elaborate turban

**Note:** No offense intended to anyone, Sikh or otherwise

**Quote:** "DIE, FIEND OF EVIL!"

**Local Hillbillies, Norms (Out Hunting UFOs)**

Str: 3 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 2

**Qualities/Drawbacks**

Contacts 2 (Neighbors), Contacts 4 (Kinfolk), Hard to Kill 2, Resistance (Alcohol) 1, Weird Delusions 1 (Prejudice - non-Rednecks), Talentless, Addiction 1 (Chewing Tobacco), Addiction 1 (Alcohol), Emotional Problem 2 (Aggressive, short fuse), Reckless, Cruel 1

**Skills:** Brawling 3, Craft 3 (job skill; or hobby if unskilled laborer), Drive (Pickup truck) 3, Dancing 2/Specialty (Square Dancing) 4, Gun (Handgun) 3, Gun (Shotgun) 3, Gun (Rifle) 3, Pilot (Bass boat) 2, Thrown Weapon 2 (Beer can), Swimming 2, Survival (local rural area) 3, Craft (Fishing) 2, Hagglng 2, Seduction 3/Specialty (Relatives) 4

**Gear:** Pickup Truck, Rifle or Shotgun, 30 shells, bib overalls, tattered hat, chewing tobacco

**Quote:** “Hey, y’all! Hold mah shotgun and wutch this!”

## **Places to Go in Still Creek**

A vague sort of map is at the end of this document. Alternately, use the “Massacre at Muleton” Deadworld elsewhere on this website for a small town setting. Adjust appropriately. No Dr. Hackula zombies in Goro’s Deadworld. Well, not unless the ZM wants them there...If you want something more detailed, you’re going to have to do it yourself.

### **Near Main Street (1)**

Hank’s house (1-1)

General Store (1-2)

### **Near or On Town Square (2)**

Jail/courthouse/post office/city offices all in one building (right under the “2”) – includes ignorant and corrupted local officials getting richer at the expense of the reg’lar folks livin’ in Still Creek.

Still Creek National Bank

Video/Comic Store

Junk Store (where Goro’s ashes are) (2-1)

Public School (K-12) and public library

City Park (2-2)

Church, Nondenominational; old Cold War bomb shelter beneath it stocked with several tons of supplies that expired a couple of decades earlier.

Grocery Store (been there since the Pleistocene; owner/operator looks like a Neanderthal)

Restaurant – clean – The Feedin’ Trough!’s sign is visible at all hours of the day.

### **Near the Church (3)**

Antique Store – where most folks would think Goro’s ashes would be; a little old lady with 5 life points runs the place.

Recreation Center – one guy teaches martial arts (use Martial Artist from Enter the Zombie), but he’s not involved, but no one believes that either – Yakuza will kill him early on if not stopped (3-1)

Square Dance - Night 3, at Recreation Center

Old Folks’ Home – a bunch of PUDs and few nurse PUDs commanded by a doctor PUD

Clinic and drugstore – commanded by the same PUD that runs the Old Folks’ Home



#### **Near the School (4)**

Sondra's house (4-1) – Sondra, Becky, Hank, “Alex” and Fluffy are here. Oh, and 38 other cats. And a bunch of other animals. The cats are all under the command of Fluffy.

#### **Off the Highway (5)**

The truck stop, strip club, and other equally unsavory establishments

#### **Near the Bus Stop (6)**

Japanese tourists – 50 in all, some of whom look like Yakuza; their mammoth tour bus has broken down and will take two weeks to repair; it is the single largest vehicle anyone in town has ever seen (6-1)

Bar – “Ernie’s Pub”; also sells light meals

Clean Motel - run by Sikhs who may WANT to get involved on the side of the righteous whether anyone wants them to or not – The Super 10

Gas station with all-night grocery store – “Quickly Mart”; owned and operated by the cousin of the guy that runs the Super 10

#### **Fields (7)**

Barn dance/Pasture Party (7-1) – not every night. More like every other night; somebody's always out there drinkin', though.

Commercial Dairy Barn/Milk Processing Plant (7-2)

Land Fill (7-3)

Redneck “UFO” Hunts (Red U)

UFO Nut Camps (Black U)

Trailer Parks (Red or Black U)

Redneck Nests (Red or Black U)

#### **Near the Rodeo Arena (8)**

Feed Store

Flea Market

Grocery Store – owned by Chinese guy who's not involved but everything thinks he is; also a potential target for wild Yakuza.

Cattle Feed Lot

#### **Near the Truck Stop (9)**

Seedy Motel – rooms by the night or by the hour; clean sheets and towels cost extra

Bar and Honkey-Tonk – “The Branding Iron”

Strip Club – also doubles as an opium den

Highway Rest Stop – truck stop hookers (male and female, gay and straight, all over the place)

Gas Station - someone died in the unisex toilet last year and no one noticed due to the already-accumulated filth

Restaurant – not clean/greasy spoon; sign just says “Eat”.

**Near the Lake (10)**

Bait shop – fulla worms and Rednecks 24/7

Boat Dock – cluttered; too many boats

City water plant (10-1)

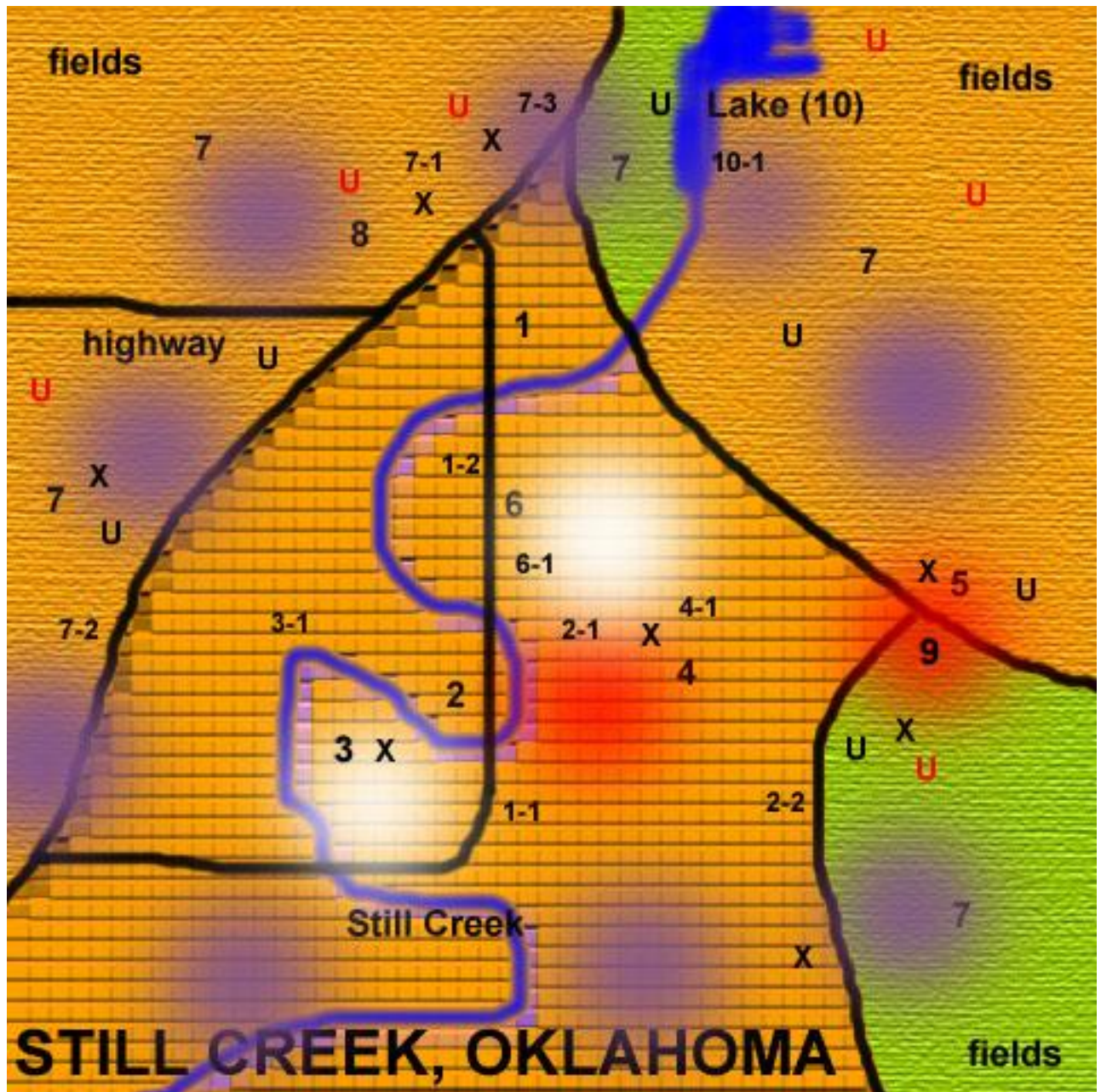
**Red Splotches** = Bad Guys/Bad Guys have advantage (as determined by ZM)

**White Splotches** = Good Guys/Good Guys have advantage (as determined by ZM)

**Purple Splotches** = Gaki hangouts/"Crop Circles" and "UFO Hot Spots"

**Likely Battle Sites** = X

Oh yeah, before I forget – It's summer. Still Creek is usually dry. The "lake" is more like a dark reddish-brown mud hole. The fields are usually burned brown by the blistering sun and lack of rain. Everything is coated with fine reddish-brown dust. The wind howls constantly. Tumbleweeds knock cars off of roads into bois d'arc (thorns) and mesquite (no thorn) thickets. Little juniper bushes constantly pump out volumetric tons of highly allergenic pollen. Coyotes and domestic dogs hang out together after dark. Town wants to be a nice place, but it's very run down and pretty dirty – litter everywhere (mostly food wrappers, aluminum cans, disposable diapers and cigarette butts. The land here is mostly rolling hills with tall grass to hide big rocks.



### RANDOM ENCOUNTERS

Roll	In Still Creek	Outside of Still Creek
1	Enslaved Cop patrol	Rednecks (2D10)
2	UFO nuts (2D6)	UFO nuts (1D10) X 2 at night
3	New Shuten-Doji (1)	UFO nuts (1D10) X 5 at night

4	Action 7 News Crew (3) or Locals (5D6)	Rednecks (2D10)
5	Yakuza (3D8) (1-5 = Goro's; 6-10 = Nagamori's)	Wild dogs (2D6) – day Gaki (1D6) – night
6	Local folks (1D6)	UFO sighting
7	Local folks (1D100)	UFO sighting
8	Japanese Tourists (2D10)	Action 7 News Crew (3) or Locals (2D6)
9	Rednecks (3D10)	Gaki (1D20)
10	UFO sighting – Night Yakuza (as 5, above) - Day	Rednecks (10D10)

If for some reason the Cast Members insist on wandering off the map (1" = 1 mile or so, by the way), then they are either 1) recalled by someone in trouble; or 2) ummmm...dunno. Just make sure they don't leave town until that thing with Goro gets sorted out.

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*Sincerely,*

*TexasZombie, a.k.a. Evil Overlord 668, the Neighbor of the Beast*

**eMail comments to:** [eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)

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None of my work is their fault. They're nice folks.

**This Deadworld Inspired By:**

- Golden Harvest Kung Fu Movies
- Japanese Trash/Generic/VSOPO Anime
- Japanese Sentai TV shows
- Mexican "Masked Wrestler" movies
- The Beverly Hillbillies
- Little House on the Prairie
- All the years of bad dubbing, crummy translations, and toxic memes!!!

**Disclaimer:** Yeah, I know that kung fu = gung fu and that it's Chinese, and Yakuza are Japanese, and not all Rednecks seduce their immediate family members and not all UFO Nuts get Undead confused with Alien Spacecraft. Don't worry about it. It's just a weird game.

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