

# Dungeons AND ZOMBIES

**WEB ENHANCEMENT**

BY  
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## INTRODUCTION

Welcome to the web enhancement for *Dungeons and Zombies*. Here you'll find full conversion guidelines for using *D&Z* with Eden's cinematic **Unisystem** games: *Angel*, *Army of Darkness*, *Buffy the Vampire Slayer*, *Ghosts of Albion*, and all those to come. Following that, we revisit the fantasy racial Qualities to offer alternative versions. Finally, we include some general suggestions for integrating other Eden Studios products into your fantasy game, to create an infinite number of possibilities for adventuring in fantasy realms. We hope you find this document helpful and use it to enhance your game.

## Cinematic Dungeons and Zombies Attributes

The following guidelines assist Directors in applying the rules and concepts found in *Dungeons and Zombies* to their cinematic **Unisystem** games. Conversion is very straightforward, with the trickiest part being the difference in magic between the two systems.

The rules below presume ownership of either the *Buffy the Vampire Slayer Corebook* or the *Angel Corebook*, and the *Magic Box* sourcebook (which works with either of these two games). These specific volumes, however, aren't necessarily required to use these guidelines; they merely add options otherwise unavailable. So long as you own any cinematic **Unisystem** game, these guidelines should be useful for integrating *Dungeons and Zombies*.

### Cast Members

Creating Cast Members is essentially unchanged. Which Character Types the Director wishes to use is entirely up to him, and depends upon the nature of the setting. Higher powered, "epic" settings should probably utilize the Experienced Hero Character Type, while more mundane settings in which the Cast Members are to grow into their powers should use the Hero Type. The White Hat type isn't recommended as most fantasy games tend to be high combat. White Hat Cast Members aren't as survivable in such scenarios.

Some Directors may decide to make all Character Types available to players, and allow the Cast to choose their favorite. This can work with the right group. Still, Directors should keep in mind that while White Hat Cast Members are somewhat balanced with Hero Cast Members due to their higher amount of Drama Points (and lower purchase cost for additional Drama Points), Experienced Hero Cast Members are far above and beyond and will often overshadow the other two character types.

For magic-wielding characters it can be appropriate to use the Adept Hero Character Type from *Dungeons and Zombies*. Adept heroes get no Drama Points to start and must purchase them with Metaphysics points or with points granted by Drawbacks. The cost is one point per Drama Point purchased.

### Attributes

The major difference between the cinematic and full versions of the **Unisystem** is that the only secondary attribute used in the cinematic **Unisystem** is Life Points. Essence, Endurance, and even Speed don't often come into play in a cinematic game.

### Qualities and Drawbacks

Qualities and Drawbacks may be chosen from either *Dungeons and Zombies* or from whichever cinematic game is being used. These Qualities and Drawbacks are unaltered, but wherever minor discrepancies may arise, the cinematic versions of Qualities always take precedence. Any Qualities from *Dungeons and Zombies* that provide Essence Channeling should instead provide levels of Sorcery or Invoking (see p. 4). The Gift provides the Supernatural Senses (Basic) Quality as described in the *Angel Corebook*, and The Sight Quality as described in both *Angel* and the *Magic Box* sourcebook. For those who do not own *Angel*, these two Qualities combined provide the same "supernatural senses" abilities that the Gift already grants, and in total have the same five-point cost.

### Skills

Cinematic Fantasy games use the skill set presented in Eden's Cinematic **Unisystem** games, rather than the extended set in *Dungeons and Zombies*.

Shield use is accomplished through the Getting Medieval skill.

Directors may wish to make Gun Fu applicable to ranged weapon attacks (bows, crossbows, slings) while Getting Medieval is applicable to melee weapons. Turning Gun Fu into a substitute for archery and targeting-type skills makes good sense as firearms are generally unavailable in *D&Z* settings.

It should be fairly clear which specific skills in *All Flesh Must Be Eaten* and *Dungeons and Zombies* fit into which of the broad categories found in the cinematic games, but we have included a table to help the conversion. We have left out technologically-oriented skills that are inappropriate for a fantasy game. Note that some skills in the full **Unisystem** list may be applicable to more than one cinematic skill.

## Cinematic Skill *AFMBE/Dungeons and Zombies Skill*

Acrobatics	Acrobatics, Climbing, Dodge, Stealth
Art	Acting, Beautician, Craft, Dancing, Fine Arts, Play Instrument, Singing, Storytelling, Writing
Crime	Escapism, Lock Picking, Pick Pocket, Stealth, Streetwise, Surveillance, Traps
Doctor	First Aid, Medicine, Unconventional Medicine, Veterinary Medicine
Driving	Riding
Getting Medieval	Hand Weapon, Shield, Throwing
Gun Fu	Guns (use for archery)
Influence	Cheating, Disguise, Gambling, Hagglng, Intimidation, Questioning, Seduction, Smooth Talk
Knowledge	Bureaucracy, Humanities, Instruction, Research/Investigation, Survival
Kung Fu	Brawling, Climbing, Dodge, Martial Arts, Stealth
Languages	Language
Mr. Fix-It	Engineer, Mechanic
Notice	Notice, Tracking
Occultism	Myth and Legend, Occult Knowledge, Research/Investigation, Rituals
Science	Sciences
Sports	Climbing, Running, Sport, Swimming, Weight Lifting
Wild Card	Magic Bolt, Sleight of Hand, Trance

## Aspects

Obviously, one loses the zombie Aspects if the *AFMBE* corebook is not used. Nonetheless, the *Angel Corebook* has a full set of “demon/half demon” creation rules that more than adequately take the place of zombie Aspects.

## Magic

Magic is perhaps the trickiest part of using *Dungeons and Zombies* with one of Eden’s cinematic games, since the rules system for magic differs greatly between the classic and cinematic **Unisystem**. For the most part, the system used for a cinematic fantasy game will be that described in the *BtVS Corebook*, with slight modifications to reflect the genre.

## Sorcery

The Sorcery Quality is altered in a few important ways in a fantasy setting. The cost is three points per level, up to level five. Each level after that is purchased at double the cost of the next level (e.g., raising Sorcery from five to six costs 12 points). This makes very powerful sorcerers rare.

In a fantasy setting a magic-wielding Cast Member adds *all* levels of Sorcery to their spellcasting roll, not just the first five. In a fantasy setting, the Sorcery Quality does not provide the power of Telekinesis; Telekinesis is a separate Quality that can be found in the *Angel* core rulebook, or the *Magic Box* sourcebook. Also, Quick Cast spellcasting in a fantasy setting does not use the Occultism skill. Immediate casting in a fantasy game uses *only* the Willpower and Sorcery of the spell caster. Thus, quickly casting more powerful spells requires a higher Sorcery level.

Cast Members begin the game with a repertoire of magic spells at their disposal with Power Levels equal to twice their Sorcery level. These spells can be created by the Director, using her favorite fantasy game and/or imagination, in conjunction with the Spell Creation Rules in the *BtVS Corebook*, or by the player working in conjunction with the Director, using these same rules. A wizard or witch begins the game with a group of spells whose total power level does not exceed twice her Sorcery levels.

Example: A character with a Sorcery 3 may have up to six Power Levels worth of spells, whether it is one spell at Power Level 6; or six spells, each of which has a Power Level 1; or two spells each at Power Level 3, or . . .

During the game, Cast Members learn new spells as they come upon old tomes in treasure piles, when they defeat a wizard and take his stuff, or through their own research and design (with the proper Occult Library resources). There is no limit once the game begins to how many or how powerful the spells are in a character's repertoire, but pay close attention to the magic system in Chapter Four of the *BtVS Corebook*, which lists guidelines for casting too much magic at one time. Also keep in mind that it's far more difficult to cast higher powered spells, and severe penalties should be imposed for miscasting spells (nasty effects are left to the Director's discretion).

## The Book of Shadows

All Sorcerers must maintain a Book of Shadows, a grimoire of the spells they know and use. When not adventuring, Sorcerers *must* spend a bare minimum of three hours per day studying their Book of Shadows to keep their mind fresh and feed the mystical writings with psychic energy focused through the study of the arcane formulae. Consistent failure to study the Book of Shadows means the sorcerer begins to forget spells; they actually *fade from the book and disappear*. Highest level spells require the most attention, and these are the first to disappear from the book. Each day that the sorcerer fails to study her book, she must make a Willpower and Sorcery test against the highest level spell in her book, or lose that spell. Re-obtaining a lost spell is standard, as described below.

## Gaining New Spells

New spells are gained through the expenditure of experience points; the player must spend experience equal to half the Power Level of the new spell she wishes to obtain, rounded up, and then succeed at a "test casting" (Sorcery and Willpower roll with a number of Success Levels equal to the spell's Power Level) in order to place the new spell in her book. Failure means that while she's got the spell in her book, she can't cast it just yet. She may attempt once per Episode to learn the spell via test casting, but cannot use the spell until she succeeds at the test casting. Once she successfully tests the spell, she may use it without restriction. Note that limitations on Quick Casting still apply as in the base rules; some spells are simply made to be cast via ritual.

Example: Genevieve the sorcerer comes upon a new spell and wishes to add it to her Book of Shadows. The spell is a Power Level 5 Fireball. First, Genevieve must spend three experience points to obtain the spell (half of five, rounded up). After she has spent the experience, she must test the spell. She makes a standard check as though casting the spell, trying to achieve five Success Levels on her roll (she might want to spend a Drama Point on this one!) If she succeeds, she has now learned Fireball and may use it without restriction. If she fails, she does not lose the spell; rather, it is in her Book of Shadows but she just lacks the talent to utilize it quite yet. She may attempt another test casting next Episode, and once per Episode thereafter, until she learns to successfully cast the spell. She does not, however, need to spend the three experience points again (unless the spell fades from her book due to inattention).

## Multiple Casting Penalties

Multiple casting penalties are somewhat altered in a fantasy game. Wizards in fantasy worlds are accustomed to channeling magical energies through their bodies, and directing them to a specific end. In a fantasy game, spell casters do not immediately suffer multiple casting penalties for fatigue. Rather, a caster may use a number of spells equal to the average of her Constitution score and Sorcery levels (rounded down) before multiple casting penalties begin to accrue. This average is the character's Casting

Threshold, and it should be recorded somewhere on the character sheet. Once the caster's Casting Threshold is exceeded, she must meditate or sleep for a period equal to eight hours, minus the character's Constitution score, before the multiple casting penalties stop accruing and disappear.

## Using Invocations

The standard method of spell casting presented in the cinematic **Unisystem** works just fine, and can even allow for sorcerers who possess enough power to create spells on the fly, making up mystical effects as they go along (we recommend a minimum of Sorcery 7 for this). Using Invocations from *Dungeons and Zombies* in a cinematic **Unisystem** game is a viable and wonderful substitution, however, that adds its own flavor to a game.

Invocations represent a natural affinity for a certain sphere of control and do not require the use of a Book of Shadows. Each Invocation is a single three-point Quality, representing one "sphere of control" that the Sorcerer has. These spheres of control (Invocations) act as limiting factors on the type of power that the wizard, witch, or warlock possesses; she cannot create magical effects outside of her sphere of control. Thus, a sorceress with the Elemental Fire Invocation cannot, for example, create rain. For this, she would need the Elemental Water Invocation. However, within her sphere(s) of control, the Invoker's power is all but unlimited, being restricted only by the Power Level of the effect she wishes to create.

Casting spells using Invocations is standard. The mage rolls a Willpower and Sorcery test against the Power Level of the effect she wishes to create. To determine the Power Level of an effect, the Director is referred to the rules in either the *BtVS or Angel Corebook* or the *Magic Box* sourcebook. For effects whose range, duration, or damage can be increased, simply raise the Power Level by one for each element of the spell the caster wishes to increase.

Example: Masha knows a fire spell with a base area of effect of one person, and a base damage of Willpower x 2. She wants to cast it with a damage multiplier of three and a three-person effect. This raises the spell's power level by +3 (1 for the additional multiplier, and 2 for the extra two targets).

## Combining Styles

It is possible to use both the standard Sorcery method of spellcasting and the Invocation rules for spellcasting. The two systems, if used as presented in these rules, are not at all incompatible and could represent two different schools of spellcasting in your world. In this case, magi using the spell and Book of Shadows method are called sorcerers, while those using the Invocations are called invokers.

It is recommended that Sorcerers cannot create spells "on the fly," no matter how many levels of Sorcery they possess. Such flexibility, limited by spheres of power, is reserved for Invokers. Sorcerers must rely upon the formulae written in their Book of Shadows to cast specific spells, and will often spend a great deal of time questing for more spells to add to their book. However, due to this limitation, the Power Level of sorcery spells should be reduced by one, to a minimum Power Level 1. Invocation effects, on the other hand, always add one to their Power Level, to balance out the broad sphere of control imparted to the magician. We also suggest that Directors require a player to declare which school of magic her Cast Member is adept in, perhaps by making Invoking and Sorcery two different Qualities that function identically, but for the separate magical styles.

## Magic Items

In a cinematic fantasy game, the rules listed in *D&Z* for creating magic items can be replaced with or supplemented by the rules for magic item creation in the *Magic Box* sourcebook. These two systems are mutually exclusive, and should work fine to represent two different schools of item creation: blessed items (*D&Z*) and arcane items (*Magic Box*). If doing this, the Essence cost for creating items in *D&Z* should be replaced with the expenditure of a single Drama Point, reflecting a similar sacrifice. Charged items do not require sacrificing a Drama Point, but gain a number of charges equal to twice the Willpower of the caster, per Success Level on the spellcasting roll.

## Other Metaphysics

Detailed Rules for using other metaphysics from *CJ Carella's WitchCraft* can be found in the *Magic Box* sourcebook. Rules for using *WitchCraft*-style vampires and Chi Abilities from the *AFMBE* sourcebook *Enter the Zombie* can be found in Volumes 2 and 3 of *Eden Studios Presents*.

## Racial Quality Variants

Next we present some additional racial qualities: alternate takes on elves, dwarves, and gnomes, and two “new” races: half-elves and half-orcs. These might look a bit more familiar to some, or just a bit more “plain vanilla” to others. These Qualities are bound by all the restrictions and rules governing racial Qualities in *Dungeons and Zombies*.

### Dwarf

#### 5-point Quality

+1 Constitution

Humorless, 1-point Honorable, or 1-point Cruel Drawback (choose any two; dwarves gain no points for these Drawbacks)

Infravision Power

+1 to Perception rolls related to stonework

Stability (+1 on Dexterity- or Strength-based rolls to resist being knocked down)

1-point Resistance (Magic) Quality

1-point Resistance (Poison) Quality

### Elf

#### 5-point Quality

+1 Dexterity, +1 Perception, -1 Constitution, -1 Strength (minimum Strength and Constitution are 1; elves must put at least 1 Attribute point into these Attributes)

+1 on Willpower rolls to resist enchantment spells or effects

Immunity to sleep spells or effects

Nightvision

Acute Senses (Eyesight)

1-point Honorable or 1-point Delusions of Grandeur Drawback (elves gain no points for this Drawback).

### Gnome

#### 5-point Quality

+1 Constitution, -1 Strength (minimum Strength is 1; gnomes must put at least 1 Attribute point into this Attribute)

Nightvision

+1 on Willpower or Perception rolls to resist illusions

+1 to all rolls to cast Illusion-based spells

+1 level of Science skill

### Half-Elf

#### 5-point Quality

+1 Dexterity, +1 Perception

+1 bonus to Willpower rolls to resist enchantment spells or effects

Nightvision

+1 to Influence Skill

1-point Minority Drawback and 1-point Status Drawback. Half-elves are never fully accepted by either elves or humans

### Half-Orc

#### 5-point Quality

+1 Strength, -1 Intelligence (minimum Intelligence is 1; half-orcs must put at least 1 Attribute point into this Attribute)

Attractiveness -1

Hard to Kill 3 (half-orcs may buy up to ten levels total)

Humorless or 1-point Cruelty Drawback (choose one)

Infravision

Resistance (Pain) 2

## Classic Unisystem and Dungeons and Zombies

Below are some very general suggestions on how to combine *Dungeons and Zombies* with other classic **Unisystem** products. These aren't intended to be full integration notes, but merely to demonstrate the usefulness of this book in combination with some of Eden's other products, for the curious or masochistic among you. Enjoy!

### All Flesh Must Be Eaten

The first series of books to explore, obviously, are those for which *Dungeons and Zombies* is designed for compatibility, the *AFMBE* line.

**Enter the Zombie:** *D&Z* and *EtZ* were tailor made to go together. The chi abilities in *EtZ* and several of the Deadworlds in that book meld seamlessly with a fantasy style campaign. The Mystic Martial artist adds an extra Character Type to the mix, and even the Shooter could be modified to fit a fantasy game. What if all those special gun-related chi powers were applied to an elven warrior with a bow? Sounds kind of familiar, no?

**Pulp Zombies:** This book has complete rules for "mentalism," psychic powers specifically tailored for *AFMBE*. It also provides several more Character Types to add to your list of options, and adds a "powered-up" legendary character type as well. In addition, the Gadgeteering rules found in *Pulp Zombies* could be a great deal of fun applied to a fantasy game, if one keeps the relative tech level in mind.

**Fistful o' Zombies:** This one, while a great book unto itself, is perhaps the trickiest to integrate with *D&Z*. However, should the desire exist for a true Weird West game, a reverse integration (using *D&Z* to supplement *FoZ*) would be perfect. Certainly, the fast draw and rope use rules are easily applicable to the fantasy genre.

**Zombie Smackdown:** For many of the same reasons *EtZ* is applicable, so is *ZS*. It provides a new fighting style for characters: what we call "studio wrestling" would be perfect for a gladiator-type character in a fantasy world. The book includes yet another type of metaphysics to add to the mix: Heat, which

is like mystic martial arts, but wrestling-style! It's all flash and crowd-pleasing maneuvers. If cinematic fight scenes are what a group is looking for, *ZS* might just be the answer.

**One of the Living:** Quite simply, a must-have sourcebook for any *AFMBE* game. New miracles expand the usefulness of your Inspired cleric-types, while more equipment and extra rules for surviving in a post-rise world increase player and ZM options across the board. This players' handbook for *AFMBE* is chock full of rules to enhance your game. It also includes guidelines for running long-term campaigns in a post-apocalyptic landscape, which could come in very handy in case things go wrong in Deadworlds like *D&Z's* Dawn of a Dead Age.

**Atlas of the Walking Dead:** What fantasy game doesn't need a monster manual? Full of different types of nasties to throw at your players, all based on actual mythologies from around the world, this book also contains a slew of new Aspects for use in creating your own new and original monsters.

### Other Unisystem Games

The biggest loss one encounters when using *Dungeons and Zombies* with Eden's core games other than *All Flesh Must Be Eaten* is the loss of the Zombie Aspects for building monsters. While this does leave something of a hole in the game, it's not one that is insurmountable; all stat blocks for creatures included in *D&Z* are still fully usable, and many of Eden's other games have supernatural creature writeups of their own. Below are some suggestions for using *D&Z* with Eden's other corebooks.

### Armageddon

If a more epic fantasy game is your style, combining *Dungeons and Zombies* with Eden's ultimate exposition of the **Unisystem**, *Armageddon*, is the answer. This game provides a massive number of options for supernatural characters, another system for magic items, writeups of Primal Beings, including gods and demigods, and even angels, demons, and Lovecraftian horrors from beyond! Extended metaphysical rules are presented, including those for psionics, more Necromancy, and more Invocations.

If a Chronicler were to run a fantasy game in which Inspired gained access to Primal Powers of their gods rather than miracles, the entire flavor of play would take a fascinating new turn. Last but not least, this game contains a wonderful sidebar on playing the classic **Unisystem** in a cinematic style, which suits *Dungeons and Zombies* well.

## C.J. Carella's WitchCraft

Eden's original flagship game for the **Unisystem** rules set, *WitchCraft* provides more metaphysics, including psychic powers and expanded Invocations and Necromancy. It also has writeups for spirit entities and a unique take on vampyres, demons and celestials (angelic etherials). Its sourcebooks, *Mystery Codex*, *Abomination Codex*, and *The Book of Hod* expand on the available options as well, offering rules for playing supernatural creatures, different types of Essence, including an alternate take on Taint from that listed in *Armageddon*, rules for Blood Magic, called *sadicas*, complete rules for werewolves, more magic item creation rules, and all manner of twisted and original monsters and character types. Particularly for those ZM's wishing to run a gritty, pulp fantasy game in the style of Robert E. Howard or Fritz Lieber, *Mystery Codex* and *Abomination Codex* are must-owns. Those looking for more Lovecraftian, Dreamlands-style fantasy should take a look at *Hod*.

## Terra Primate

With rules for creating intelligent animals (specifically apes), an entire bestiary which includes creatures such as griffons, cave trolls, and wyverns, and a fantasy setting already written up, this book is a natural fit for *Dungeons and Zombies*. Plus, it has a psionic power (illusion) unavailable in any of Eden's other books. *TP* also has its own section of special powers that could be used in a similar fashion to Zombie Aspects (we still appreciate the business if you want to pick up *AFMBE*, though).

## Dungeons and Zombies

Certain errors managed to shamble into the *Dungeons and Zombies* book. We correct them here.

**Page 26:** The following Drawback was inadvertently omitted.

### Socially Inept

1-point per level Drawback

Some people have the social graces of a rotten head of cabbage. This Drawback imposes a penalty to social Tests or Tasks (such as seduction, questions, etc.) equal to the Drawback's value. Situations in which this Drawback apply are generally left to the ZM's discretion.

**Page 95:** The minotaur's horn damage should be D8 x 6(24).

**Page 83:** The dragon's Life Points should be 180.