

*Hard Choices*

This game is a work of fiction. Any names, places, or events, in this book are purely  
coincidental.



# *Hard Choices*

## *A Day 91 Campaign guide*

Inspired By: Marc Stevens





A Very Special Thanks to my wife

Lisa Stevens

For putting up with my shit while I was writing this game.

And

Special Thanks to our Alpha and Beta testers

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## General Rules

The following rules are used in addition to the Zombie Apocalypse: Day 91 Core rule book.

### Scavenging

Players can only make two (2) rolls in one location. All players make the roll to search. When players make a scavenging roll, you take the highest roll out of the group.

When a second roll is made, the players get the next highest result regardless of the total roll on the dice.

### Starting Gear

Let the players pick what ever they want. However the ammo is very limited for firearms (I.E. at most a full magazine or a full quiver).

### Starting Level

The players starting level should be one, however if players would like to start at a higher level the maximum they should start is level five.

## Introduction to the Campaign

It is an early winter morning. The frozen dew fresh on the grass. There seems to be nothing out of the ordinary today. It is the first breath you have taken since the Change had occurred across the globe. You awake in your small shack. The shack stands eight feet high, has a small potbelly stove in the back right corner. The four walls are nothing more than sheets of plywood thrown together to make a quick building. They barely keep the cold out and the heat in. You have learned where the drafts are located and filled them with shirts that you have found along the way. The potbelly stove provides two uses heat and cooking. You think back before the Change and dream of all the meals that you've had. The good ones, the bad ones, the ones that filled you to the brim and you wanted to keep eating but couldn't. You are awakened from your happy thoughts with the smell of \*sniff\* \*sniff\* barbecue, smoked meat? You decide to go check out the now mouth watering smell.

As you open the shaky shack door the aroma of smoked meat fills your nostrils. As your nose directs you toward your town hall building. Outside the building is a fire pit and on the pit is a deer. It's the biggest deer you have seen yet. Kids are dancing around. Adults are giving high fives. The leader of your group is shaking the hand of the man that shot the deer.

### ***Read in Character:***

**Group Leader:** "Everyone! John has killed the deer we saw two days back! We are eating well today! Tim. Please go to the storehouse and grab a few cans of fruit."

**Tim:** "Sure! Anything else to celebrate this moment?"

**Group Leader:** "What did you have in mind?"

**Tim:** "The potatoes we found at the store yesterday."

**Group Leader:** "Sure!"

As the party commences the front gate guard shouts:

### ***Read in Character:***

**Gate Guard:** "The undead! Approaching from the east!"

Players that run to the wall catwalk see: As you look out over the wall a cold chill runs down your spine. There are heads as far as you can see. The footsteps vibrate the catwalk you are standing on.

### ***Read in Character:***

**Group Leader:** "Everyone arm yourselves!"

As you jump down the catwalk you hear a deathly howl and the sound of footsteps running toward you. Just as your feet hit the ground from behind you there is loud banging against the wall. The fear of realizing what is about to happen hits you like a semi truck. The undead are breaking through. You begin to hear the walls creak and strain against the weight of the undead.

## Episode I: Escaping the Colony

As you take your third step the wall behind you comes crashing to the ground. You turn to look at the aftermath and you feel your blood drain from your body. Sheer terror freezes you in place. You feel someone grab your arm and start to pull you.

***Read in character:***

***Tim:*** Let's go! There's no time to hang around!

As you shake the fear from soul, you look toward the armory to grab your gear. You see a zombie grab and take down Tim. Tim knocked down one of the many gas barrels you had been saving for your vehicles. As Tim and the zombie are wrestling on the ground the gas runs over one of the power lines and causes a spark.

***Read Loudly:***

**BOOM!!**

You watch all the hard work the colony did go up in smoke. You realize that there is nothing you can do at this point but run. You return to your small shack and grab your go bag. As you leave the colony you turn to look at the fallen safe haven you used to call home. The long trek to find a new home now begins again.

It's been a few hours that you have been walking. Noone has said a word since you left. You happen upon a small diner. The diner looks like it stepped out of the 50's. The metal exterior shines in the mid morning sun. It's dark but the natural light allows you to see inside. As you look through the windows you see twenty tables, and a bar that can hold ten stools.

### **The First hard choice**

**A:** Go into the diner to search for food and get some rest.

**B:** Keep walking because the diner doesn't look safe.

### **Result**

**A:** As you choose to enter the diner make a lockpicking roll (50 or higher). When the door opens you are hit with the smell of rotting food. As you enter the diner a dog emerges from the other end of the bar. It seems to be friendly and approaches slowly being weary of the players.

Whichever player gives the dog some food the dog will become loyal to that player more than the group.

As you finish your search you hear a loud truck heading in your direction. Before you can make it out the truck pulls into the parking lot. Three guys get out of the truck.

*Read in character:*

*Bandit 1 (Driver):* Whoever is in our diner come on out!

*Bandit 2 (Male Passenger):* Yeah! We don't want anything to happen to you! HAHAAHA!

As you look out the window you see the driver who stands six feet and is pure muscle at 180 lbs. He is wearing blue overalls with a red flannel shirt. His boots are covered in mud. He has black hair and a beard down to his chest. The passenger next to the front seat stands five and a half feet tall and is very stringy. He is wearing black overalls and a blue shirt that a mechanic would wear. He is holding a shotgun aimed at the diner. His boots are also covered in mud. He has dark brown hair with some gray starting to show through, his beard is also down to his chest. The second passenger is five feet even and looks muscular at 120 lbs. She is wearing woodland camouflage that hunters would wear. Her boots are covered in mud. Her hair goes past her shoulders and is strawberry blonde in color. She is holding a hunting rifle (Generic 30-06).

*Read in Character:*

*Bandit 3 (Female Passenger):* Hurry up! We don't have all day! The hoard that destroyed that colony a few miles back is on its way here! Now quit hiding and come out with your hands raised!

*Bandit 2:* Are you sure you saw movement in the diner?

*Bandit 1:* Yeah I'm sure. You heard the lady! Come on out with your hands raised!

**A1:** As you exit the diner with hands raised the bandits line you up against the diner. They start going through everyone's pack and take one (1) item per player but it is something that the player needs (I.E. first aid kit, ammunition, food or water).

*Read in character:*

*Bandit 1:* Whoo boy! We were looking for this! *(Holds up an item from one of the players)*

*Bandit 3:* They won't miss that one bit! *(Evil laughter)*

After the bandits go through all the player's and NPC's gear. They leave with tires screeching and burnt rubber smell.

After the encounter you head on down the road. A little worse for wear you begin to wonder if there is even a safe place to settle down for the night. It's about noon when you leave the diner.

**A2:** Roll initiative Combat ensues. When combat is over the players receive: 1 12 gauge pump shotgun, 1 box of shells, 1 hunting rifle, five rounds of 30-06, 1 baseball bat, 1 pack of beef jerky, 1 gallon of water, and 1 4 door pickup with half a tank of gas. A few miles down the road you find a farmhouse and decide to settle down for the night.

*Proceed to Found Temporary Safety. Level up!*

**B:** You get a bad feeling about the diner, the thought of food is starting to make you hungry. You can't trust the diner, but you can trust your gut. If it wasn't for your gut feeling you wouldn't be alive now. A few miles down the road you find a farmhouse and decide to settle down for the night.

*Proceed to Found Temporary Safety. Level up!*

## Found Temporary Safety

It's about five o'clock when you get to the farmhouse. It looks a little rundown. It's a white house with light blue shudders. There is a porch that runs the length of the front of the house. There are three steps leading up to the porch.

As you approach the front door you can see that the door is open. When you open the door the rest of the way as you peer into the entry way you are hit with the smell of death and rot. There are stairs off to the left next to a door way leading into a sitting room. Off to your right is the dinning room.

**Downstairs (Right):** As you go right into the dinning room there is a table with six chairs in four of those chairs is the unfortunate remains of the family that you assume used to live here. It is clear they took their own lives and went together as a family. The family is dressed in their Sunday best. The fine china that would have been pulled out at holidays is set on the table. There is a smile on the faces of the family. The humane thing to do would be to bury the family outside and give them proper rest.

Beyond the dinning room is the kitchen. It's a small 10x10 room. There is a stove with an oven. A deep sink with two wells.

**Cabinets:** The cabinets have small amounts of food. Mainly pasta products, there is some homemade pasta and sauce canned and vacuum packed. There are also jarred tomatoes, pickles, garlic, onions, and soups.

**Fridge:** As you open the fridge the smell of rotting meat hits your nose.  
**Everyone in the Kitchen makes a Stamina check 75 or higher (Success:** Able to keep the contents of your stomach down. **Failure:** Those that failed get sick and vomit on the floor).

**Downstairs (Left):** As you enter the sitting room you see a grand piano next to a fireplace with a couch in front of it. Off to the right there are bookshelves filled with books. As you look over the titles there are a few political topics, fantasy topics, and a few finance guides. Nothing special to find.

**Upstairs:** At the top of the stairs off to your left there is a bedroom. In front of you is a small bathroom. And finally off to your right it three more doors.

**Bedroom (Left):** As you enter the room there is a king sized bed against the left wall in between two windows. There is a dresser (**Scavenge roll 25 or higher: find a wind proof lighter and a pack of cigarettes**) on the far wall from the door. Next to the dresser there is a door one could assume is a closet (**Scavenge roll 10 or higher: find a 20 gauge break action shotgun and five rounds of slugs**).



**Bathroom:** As you enter the bathroom there is a mirror cabinet (**Scavenge roll 5 or higher: three pills of pain relief, and 1 small roll of gauze.**) on the wall above a sink to your left. Next to the sink is a toilet. On the far wall there is a window. On the right there is a bath tub with a shower head.

**Door 1 (Left):** As you enter the bedroom. There is a full sized bed for a child. Next to the bed on both sides are windows. On the right side of the room is a tall standing closet. On the left wall is a small dresser.

**Door 2 (Center):** As you try to open the door, you realize the door is locked. (A lockpick roll of 50 or better will unlock the door). As the door unlatches a gust of dry stale air hits your nose. When the door opens completely there is a staircase leading into the attic.

As you begin to search the attic for anything you can use you find a small door towards the back. When you go to open the door you find that it too is locked. (**A lockpick roll of 25 or better will unlock the door.**) As the door opens you peer into the dark room. The only light in the room is coming from behind you. You hear chains dragging across the wooden floor. As you go to leave the room a hand reaches out and grabs your wrist (**Roll initiative**).

***Read if someone falls in combat:***

You see your friend fall and take their last breath. The child zombie begins to eat the intestines of your fallen party member. You run to the attic door in fear. As you make it to the bottom of the stairs you slam the door shut. The moment the door closes you hear foot steps running. (**You can attempt to lock the door with a successful lockpick roll of 80 or better.**)

***Read if they lock the door successfully:***

You manage to lock the door. You hear bawling coming from the door.

***Read if they don't lock the door:***

The door swings open and there behind the door is your fallen friend. Anyone down stairs hears the door slam and the commotion upstairs. (**Roll initiative**)

***Read if no one falls in combat:***

As the child falls you breathe a sigh of relief but also sadness as you realize that the family down stairs took their lives so they wouldn't turn like their family member.

**Door 3 (Right):** As you enter the bedroom. There is a full sized bed for a child. Next to the bed on both sides are windows. On the right side of the room is a tall standing closet. On the left wall is a small dresser.

As everyone heads back downstairs you place your food and water in the cabinets for safe keeping. You decide who will be on watch as night comes. You finish dinner and decide who is sleeping where. The first watch begins.

PC: Roll an awareness check (80 or better)

**Success:** Wakes everyone up because they see raiders. (Roll initiative).

**Failure:** The raiders sneak into the house and take three items from everyone and half of the food.

NPC: All quiet on first watch

PC: All quiet on second watch.

NPC: Roll an awareness check (80 or better)

**Success:** Wakes everyone up because they see raiders. (Roll initiative).

**Failure:** The raiders sneak into the house and take three items from everyone and half of the food.

PC: Roll an awareness check (80 or better)

**Success:** Wakes everyone up because they see raiders. (Roll initiative).

**Failure:** The raiders sneak into the house and take three items from everyone and half of the food.

NPC: All quiet on third shift.

***Read if raiders snuck into the farmhouse:***

As morning comes you decide to make breakfast and find the cabinets open. Food and water is missing from your cache.

***Read if everyone was awake due to raiders attacking:***

You are exhausted. No one really wants to do anything however you know the day must continue.

Breakfast comes and goes. Some of your party decides to go back to sleep to get a little more rest. Off in the distance a loud truck can be heard and is heading in your direction. You wake those that are sleeping. You know if you stand and fight there is a good chance that you will lose. Everyone gathers their belongings and runs out the back door into the woods for safety. As you hit the woods edge you turn to look at the farm house and think what could have been considered a safe home. It's a fleeting thought but your gut is telling you to run. If it weren't for your gut you wouldn't be alive today. Further into the woods you run hoping to find somewhere you can call home.

***Proceed to Episode II: Supplies are Running Low. Level up!***

## Episode II: Supplies are Running Low

You've been running for what feels like days, but you have only been running for a few hours. Deeper into the woods you go and the darker it becomes. Light is barely getting through the trees. You see in front of you a small clearing and in the middle of the clearing you see a small log cabin. This is a safe place to rest you think to yourselves. As you approach, the smell of cooked meat hits your nose. There are windows that give a three hundred and sixty degree line of sight. As you approach the front door its a sturdy looking door made of wood and iron. As you check the door you find it locked. After a few short moments you hear the lock unlatch and the door start to open. Standing behind the door is a gentleman who looks to be in his mid 50's. He has salt and pepper hair on his head and through his beard. He has a warm smile on his face like he was greeting life long friends. His clothes are that of an archaeologist. The khaki brown cargo pants, the light blue denim shirt, and the leather hat with a wide brim.

### ***Read in character:***

**Chuck:** Hello my name is Chuck. Please come in. It looks like you've been running for sometime.

### **Questions Chuck will ask:**

How did you get here?

Where did you come from?

Do you have somewhere to stay for the night?

Are you hungry?

Where are you going?

How many are there from your group?

### **Information Chuck will have knowledge of:**

About three miles east of here there is an abandoned factory. The factory used to can vegetables. There might still be some left.

There is an old general store about five miles west of here. It used to be a family run store. They sold food goods, clothing goods, and sporting goods that includes firearms and ammunition.

### **The Second Hard choice**

**A:** The Abandoned Factory

**B:** The General Goods Store

## Result

**A:** You decide to head towards the factory. With renewed vigor in your steps you wave goodbye to Chuck and head out. It's early afternoon and by the time you reach the factory it will be dusk. The undead are harder to see at night so for part of the day you decide to run or light jog for about a mile. In the fading light and just over the small ridge you see it. The light of hope you held onto for the day. The factory. With smiles a mile wide on your faces you rush toward the factory. It's about 100 meters away when you hear the sound of rolling thunder. It doesn't sound like natural thunder though. There are trees off to the left of the factory about 50 meters away. And coming from the trees, you see them. A gang of motorcycle raiders. As you look for cover (**Awareness 30**) you see the raiders pull up to the factory and get off their bikes. You watch as they walk inside like they own the place.

*Proceed to even the living can destroy. Level up!*

**B:** You decide to head towards the general goods store. With renewed vigor in your steps you wave goodbye to Chuck and head out. It's early afternoon and by the time you reach the general goods store it will be dusk. The undead are harder to see at night so for part of the day you decide to run or light jog for about a mile. In the failing light you enter a small town. Off to your right you can see the post office, the police station and the fire station. On the left is the general goods store, the pharmacy, and about 215 houses. Most of the houses are in rundown condition or boarded up. (*Colony Leader roll 1d10+3 for how many houses the players can access*)

**Post Office:** You approach the post office. The door is locked (**lockpick 50 or better**). As you get into the post office in the front, there is a wall of P.O. Boxes on the far wall in front of you. Off to your left, there is a row of computers where people would talk to a postal worker to send packages. Behind the computers is a door off to the right and a wall of mail slots directly where someone would stand. As you search the post office you find nothing its already been picked through.

**Police Station:** You approach the Police station. As you look through the glass door into the main waiting area you see a shadow run from the right side of the room to the left side and disappear through the door on the left. There is little to no light as you peer through the door. As you try the door it is locked (**Lockpick 75 or better**).

*Read if they are successful in picking the lock:*

As you hear the lock disengage you are able to push the door open. Once inside you realize that there is no power to see what is inside. Night is quickly approaching and you need to find shelter. You know that something is in the building with you and its not safe to stay here.

**Fire Station:** You approach the fire station. The fire station has all the doors open. There is a fire truck half way out of the bay door; there are guts and bodies hanging from the trucks doors. There is a large amount of blood that has pooled in front of the truck. As you peer into the bay door the inside looks like a war zone. There are bodies all over the place. Some of them are in Firemen's gear while others are in medical uniforms. From what you can tell this is where all of the sick were taken in the first few hours. You feel uneasy as you stand in front of the building. You think to yourself that you'll come back when you are better equipped to handle whatever is inside the building.

**General Goods Store:** You've made it! AS you look inside the darkened building your hope turns into despair. The shelves look barren. There are some shelves that are knocked over. There might be something hiding in the back you think to yourself. As you approach the door the doors don't open. You can try to push them open (**Strength check 50 or better**).

***Read if they don't open they don't make the Strength check:***

As dark approaches off in the distance you hear the moaning of the undead. It sounds as if its coming from all around you. You must find somewhere to hide. The only safe place you have found is the post office. You run as fast as you can to the post office. Once inside you lock the doors and hide behind the counter. You begin to hear thumping against the walls and doors as the undead are now inside the town. Its going to be a long night you think to yourself. Time to draw straws for who is going to be on watch for the night.

Roll an Awareness check (**50 Or better**) on each watch to determine what happens.

First watch:

**Success:** The watch goes quietly.

**Fail:** The undead spot you! They begin to bang on the glass door. You can hear the glass doors start to creak and crack under the weight of the undead. You must secure the door before they break. (**Awareness roll 75 or better. You find some dollies that you can wedge the doors closed with. You manage to wedge the doors. The doors are no longer creaking. The undead are still banging on the doors, but the doors are holding them back.**) The doors fail and you must hold the undead off. You wake everyone from their sleep. Roll initiative. As the last zombie falls you breath a sigh of relief. You search and find boxes that you can use to block the door. You secure the doors with some dollies you've found.

Second watch:

**Success:** The watch goes quietly.

**Fail:** The undead spot you! They begin to bang on the glass door. You can hear the glass doors start to creak and crack under the weight of the undead. You must secure the door before they break. (**Awareness roll 75 or better. You find some dollies that you can wedge the doors closed with. You manage to wedge the doors. The doors are no longer creaking. The undead are still banging on the doors, but the doors are holding them back.**) The doors fail and you must hold the undead off. You wake everyone from their sleep. Roll initiative. As the last zombie falls you breath a sigh of relief. You



search and find boxes that you can use to block the door. You secure the doors with some dollies you've found.

Third Watch:

**Success:** The watch goes quietly.

**Fail:** The undead spot you! They begin to bang on the glass door. You can hear the glass doors start to creak and crack under the weight of the undead. You must secure the door before they break. (**Awareness roll 75 or better. You find some dollies that you can wedge the doors closed with. You manage to wedge the doors. The doors are no longer creaking. The undead are still banging on the doors, but the doors are holding them back.**) The doors fail and you must hold the undead off. You wake everyone from their sleep. Roll initiative. As the last zombie falls you breath a sigh of relief. You search and find boxes that you can use to block the door. You secure the doors with some dollies you've found.

You manage to force the doors open. As you enter the building you get a shiver down your spine. You proceed cautiously further into the building. As you search the building you find the managers office. Inside the managers office there is a body slumped in the corner. As you search the body you find a ring of keys. You now know this poor bastard was the manager of the store. Once you complete your search you know that this building is the safest place to sleep for the night.

***Proceed to Even The Living Can Destroy. Level up!***

**Pharmacy:** As you approach the pharmacy you notice the front doors have been pushed inward off the track. There is a large blood trail leading into the building. As you peer inside you think that it would be best to search the building one isle at a time as a group. In the back you find the medicine counter where they would fill customers orders for medication. The gates have been pulled down and the door into the area is locked. (**Lockpick 90 or better**).

***Read if they unlock the door:***

As you unlock the door the alarm goes off. You know its only a matter of moments before the undead are at your doorstep. You have a chance to search one time to find anything. As you are searching you hear the moans of the undead the are getting closer and closer. **Roll initiative.**

Once the last of the undead has fallen you think its a good idea to head to the General Goods store and rest for the night.

## *Even The Living Can Destroy*

**A:** As you hide in cover from the raiders it seems like forever. You hear gunshots inside the factory. After a few moments you see one of the raiders running out carrying another raider over his shoulder. They make it to the motorcycles and watch as they pull bottles with rags shoved in the top out of their saddle bags. They light the bottles and throw it into windows and doors. With a whooshing sound fire erupts from inside the building and in a few short moments the rest of the building is on fire. You came here for hope but ended up with despair. You remember Chuck mentioning about a general store five miles from his house and

in the other direction. You decide that the long walk of despair is one that you now have to take. You head towards the general store.

*Proceed to B above. Start at It's early afternoon...*

**B:** It's about midnight when you are awoken from your light sleep. You have been sleeping on some dog food bags you found by the loading docks. There is a banging coming from the loading dock door.

*Read in character:*

**Bandit 1:** Whoever is in there you better open up!

**Bandit 2:** Just burn the building down around them. We have already picked it clean for the best stuff. Don't worry about them.

**Bandit 1:** You're right.

The footsteps fade away. After a few moments you hear glass shattering against the wall and door. Smoke starts to roll from under the door. The door is starting to turn red from the heat. You run to the front of the store and out the front door into the night. It is about four in the morning. You find a cave entrance after running for miles. This is the only safe place you've found so far you decide to bed down for the night.

*Proceed to Episode III: The Next Morning. Level up!*

### Episode III: The Next Morning

As you wake from an uneasy sleep you look outside the cave entrance. You see a small group of undead heading in your direction. **Roll initiative.**

As the final zombie falls you look around you and begin to wonder if going on is worth it. You then look to the rest of the group. Their faces hold the grip of despair. As you divide out the remaining food and water you realize there is no food left and maybe enough water to get the group til mid afternoon. You could try to go back to the town and see whats left but then you would run into the raiders again, or you could continue on and hope that the you stumble across a salvageable location. You roll the dice and decide to continue onward. The group walks in a slow but steady pace trying to find some glimmer of hope. Just as the conversation takes a darker turn you see in the distance a town. There is twenty homes and a small post office (*Colony Leader roll 1d10+3 for how many houses the players can access!*) As you enter the small town you feel like someone is watching you.

As you finish searching the houses on your way out of town you are stopped by a group of five people. They are holding various firearms in your direction.

*Read in character:*

**Townfolk 1:** You now have a choice. Leave or face the consequences. We have stored what you have taken, and we want it back.

### The Third Hard Choice

**A:** Leave everything you have found.

**B:** Keep everything you've found. Roll initiative.

#### Result

**A:** As you place the items in front of you on the ground. One of the townsfolk slowly approaches you. Keeping their eyes on you at all times, they take the items you've left.

#### *Read in character:*

**Townsfolk 1:** Don't let us catch you back here again. Now go.

As you leave the town behind you, you turn to look one last time. There in the distance are the five people making sure you don't return. As you continue to walk down the road the group fades into the horizon. The long walk of hunger and thirst begins.

It is now mid afternoon. The last of the water has been drunk. Things are going to start going downhill really quick if supplies are not found. After a mile of walking you come upon a small farmhouse. As you look on from the street the farmhouse is a faded white with gray shudders. On the porch of the farmhouse sits two rocking chairs. The front porch wraps around the left side of the house and faces a small barn. The mailbox on the road reads: The Smiths. As you walk down the gravel driveway you get an uneasy feeling from all around. You push it down into the back of your mind; you don't forget the past few days and what has happened. You really need those supplies if any are hiding in the house.

You cautiously approach the front door. The steps on the porch creak beneath your feet. Each step feels like it could give out at anytime but doesn't. The front door has a rusted knob and lock. It looks as if a light breeze could cause the door to open. As the door creaks open you are hit with the smell of rot. **Anyone standing by the front door takes 3 Infection Rate.** Shortly thereafter the door swings wide open and a green cloud rolls out of the door. The cloud covers the porch in a slime that glistens in the sun, like grass after a fresh rainstorm. The cloud covers three meters of the yard in front of the steps. **Anyone still standing in the could takes another 1 Infection Rate.** The house is a total loss at this point. You know that there are no good supplies left. Even if there were this is not the time to risk anymore than you currently have.

You look toward the barn. The fading red building looks like a good spot to rest and try to catch your breath. As you enter through the bay door the smell of rotten hay hits your nose. You can deal with the smell even for a little while. As you climb into the loft everyone finds a small stack of hay to rest on. The hay is more comfortable than you initially thought. As you settle into the hay you drift off to sleep.

#### **A few hours later.....**

You awaken from your sleep due to a loud banging noise from below you. As you look through the cracks in the floorboards, you see a shadow in front of the bay door slamming it shut. The shadow moves out of your sight, but you can hear someone climbing the ladder you used to climb up into the loft. As the shadow climbs into the loft, it turns to it's left and lights a lantern. As the warm glow from the light fills the space you see a familiar face. It's Chuck! He looks worse for wear since you saw him last.



**Read in character if the players address Chuck:**

**Chuck:** His shack got overrun. (Colony Leader add the flair of what happened)

He found this place in the dying light of day.

He needs medical attention. (Small scrapes and bruises)

He knows of a safe place not to far from where you are to the north.

***Proceed to Discover the First Real Safe Place***

**B:** As the last of the townsfolk fall, you know that it could have been avoided, but it came down to either you or them. You feel better about surviving another day, but know that there is still a long road ahead of you.

As you leave the town behind you, you turn to look one last time. There in the distance are the five people that could have been saved. As you continue to walk down the road the group fades into the horizon. The long walk begins.

It is now mid afternoon. After a mile of walking you come upon a small farmhouse. As you look on from the street the farmhouse is a faded white with gray shudders. On the porch of the farmhouse sits two rocking chairs. The front porch wraps around the left side of the house and faces a small barn. The mailbox on the road reads: The Smiths. As you walk down the gravel driveway you get an uneasy feeling from all around. You push it down into the back of your mind; you don't forget the past few days and what has happened. You really need those supplies if any are hiding in the house.

You cautiously approach the front door. The steps on the porch creak beneath your feet. Each step feels like it could give out at anytime but doesn't. The front door has a rusted knob and lock. It looks as if a light breeze could cause the door to open. As the door creaks open you are hit with the smell of rot. **Anyone standing by the front door takes 3 Infection Rate.** Shortly thereafter the door swings wide open and a green cloud rolls out of the door. The cloud covers the porch in a slime that glistens in the sun, like grass after a fresh rainstorm. The cloud covers three meters of the yard in front of the steps. **Anyone still standing in the could takes another 1 Infection Rate.** The house is a total loss at this point. You know that there are no good supplies left. Even if there were this is not the time to risk anymore than you currently have.

You look toward the barn. The fading red building looks like a good spot to rest and try to catch your breath. As you enter through the bay door the smell of rotten hay hits your nose. You can deal with the smell even for a little while. As you climb into the loft everyone finds a small stack of hay to rest on. The hay is more comfortable than you initially thought. As you settle into the hay you drift off to sleep.

**A few hours later.....**

You awaken from your sleep due to a loud banging noise from below you. As you look through the cracks in the floorboards, you see a shadow in front of the bay door slamming it shut. The shadow moves out of your sight, but you can hear someone climbing the ladder you used to climb up into the loft. As the shadow climbs into the loft, it turns to it's left and lights a lantern. As the warm glow from the light fills the space you see a familiar face. It's Chuck! He looks worse for wear since you saw him last.

**Read in character if the players address Chuck:**

**Chuck:** His shack got overrun. (Colony Leader add the flair of what happened)

He found this place in the dying light of day.

He needs medical attention. (Small scrapes and bruises)

He knows of a safe place not to far from where you are to the north.

*Proceed to Discover the First Real Safe Place. Level up!*

## Discover the First Real Safe Place

In the morning you head north. You take what supplies you have with you. You don't know how far north you need to go, but you cling to hope knowing that there might be some relief from the disaster that has been the past few days. You look into the eyes of everyone around and see slight glimmers of hope starting to surface. You start the walk north. It's dawn once everything is gathered and everyone is ready to go. You make the most of the day and it's about noon when you need to stop. As you look around there is a "blink and you miss it" town in front of you; a forest off to the east; a lake off to the west.

**Lake:** The blue crystalline water glistens in the sunlight. Beyond the lake looks to be a rock Quarry. At the edge of the lake right before you is a small boathouse and shack attached to a dock.

**Forest:** As you enter the forest it looks like nothing special but as you walk farther in about 25 meters the light from the sun is almost completely blocked out.

**Town:** (*Colony Leader roll 1d10\*3 for how many houses the players can access*) Most of the houses have been blocked off and have plastic sheets draping off of them.

As you move on from your searching you continue north. After a mile you come to a gas station. There is a 2 door pick up sitting in the parking lot (**Scavenge roll 10 or better to find the keys**). You search the gas station and find an employee handbook. You follow the instructions and unlock the gas pumps. You continue your exodus north. As night falls you come across an abandoned motel. There are twenty rooms where patrons could sleep. As you enter the front door a fading doorbell sounds rings out. As you search the front office you find the room keys for three of the rooms. You figure that the rooms are the best place youre going to get some sleep tonight. You head to the rooms and try to get some sleep.

A few hours later.....

You are awoken by banging against your door. You peer out the window and see a horde of no less than fifteen zombies. After what seems like a lifetime the horde passes. You figure this is the best time to leave. You grab your things and leave. You continue into the night and at the first light of dawn you see it. You crest over the hill side and see the place Chuck was talking about. It's surrounded on all sides by hills, it looks that all other sides are going to be hard to get over due to terrain. In the valley there is enough space to plant multiple fields, and build a few houses. The way you came can be defended easily. There is a small lake in the middle of it all. You've found it!! Home.

## Colony Leader

Located here are the search charts for all the locations in the campaign that haven't been searched for you.

### Episode I: Escaping the Colony

When players search the diner use the following chart to determine what they find:

Roll	Found Items
02 - 25	Coffee Creamer cups, and a can opener.
26 - 50	Coffee 1 bag, jelly packets (strawberry, grape, and mixed fruit), and 1 loaf of bread
51 - 75	Sugar, first aid pouch, butter packets, and 1 unopened pack of napkins
80+	1 pack of chicken wings, 1 Coffee maker, 1 loaf of bread, 1 can of dog food, and a chef's knife (Slash/Pierce, Damage 2, Range: Melee)
100+	1 box of name brand candy bars

### Episode II: Supplies are Running Low

When players search houses use the following chart to determine what they find:

Roll	Found Items
02 - 25	Water bottle, and a notebook
26 - 50	Half a jar of jelly, half a jar of peanut butter, half a loaf of bread
51 - 75	1 stick of deodorant, half box of cereal, 1 can of dog food, and 1 can of cat food
80+	1 box of matches, 1 box of granola bars, 1 can of soup, 1 bottle of shampoo, and half a bottle of laundry detergent
100+	Six pack of beer

When players search the police station use the following chart to determine what they find:

Roll	Found Items
02 - 25	Box of paper clips, and a box of pencils
26 - 50	Box of pencils, a box of plastic silverware, and a can of coffee
51 - 75	A box of coffee creamers, a pound of coffee, a quarter pound of sugar, a 4 pack of tuna
80+	1 box of pistol ammo, 1 box of shotgun ammo, 1 box of rifle ammo, 1 kevlar vest, and riot gear helmet
100+	Full set of riot gear

When players search the fire house use the following chart to determine what they find:

Roll	Found Items
02 - 25	1 box of packaged sugar, and 1 pack of medical gauze
26 - 50	1 box of coffee creamers, 1 pound of coffee, and 1 pack of coffee cups
51 - 75	1 box of macaroni, 1 box of spaghetti noodles, 1 box of ziti noodles, and 1 box of rigatoni noodles
80+	Fire ax (Damage 2, Slash, Range: Melee), medical bag, oxygen tank, 1 pack of smokes, and plastic silverware
100+	Defibrillator 1

When players search the **general goods store** use the following chart to determine what they find:

Roll	Found Items
02 - 25	1 can of condensed milk, and 1 pound of dry dog food
26 - 50	1 box of cereal, 1 box of hamburger meal, and 1 box of powdered milk
51 - 75	1 box of cereal, 1 can mixed fruit, 1 pack of trauma pads, and 1 box of feminine hygiene products
80+	1 can of peas, 1 can of green beans, 1 can of corn, 1 can of vegetable medley, and 1 can mixed fruit
100+	1 24 pack of canned fruit

When players search the **pharmacy** use the following chart to determine what they find:

Roll	Found Items
02 - 25	1 name brand candy bar, and 1 gallon of water
26 - 50	Half a bottle of class 1 drugs, half box of bandages, and half box of dog biscuits
51 - 75	1 can of cat food, 1 can of dog food, 1 box of cereal, and half bottle of class 1 drugs
80+	1 Full bottle of class 1 drugs, 1 box cereal, 1 brand name candy bar, 2 cans dog food
100+	Full bottle of class 3 drugs

When players search the **post office** use the following chart to determine what they find:

Roll	Found Items
02 - 25	1 box of pencils, and 1 box of pens
26 - 50	1 box of empty envelopes, 1 book of stamps, and 1 bin of empty boxes
51 - 75	2 box cutters (Slash/Pierce, Damage 1, Range: Melee), 2 letter openers (Pierce, Damage 1, Range: Melee),
80+	1 Generic .38 Revolver (Damage 5, Range: 20/40/60), 4 speed loaders (.38 cal),
100+	1 box of pistol ammo (.38 cal)

### **Episode III: The Next Morning**

When players search the **boathouse** use the following chart to determine what they find:

Roll	Found Items
02 - 25	1 fish knife (Slash/Pierce, Damage 1, Range: Melee), 1 cutting board
26 - 50	1 10 foot length of rope, 1 8x8 tarp, 1 can of tuna
51 - 75	Fishing net, 1 spool of fishing line, 1 pack of crackers, 1 8 count of hot dogs
80+	2 Fishing poles, 3 tackle boxes
100+	1 collapsible fish basket

When players search the **shack** use the following chart to determine what they find:

Roll	Found Items
02 - 25	Foldable cot, cooking pot
26 - 50	1 fish knife (Slash/Pierce, Damage 1, Range: Melee), 1 cutting board, 1 can of tuna
51 - 75	1 can of cat food, 1 can of dog food, 1 box of cereal, and half bottle of class 1 drugs
80+	1 box of cereal, 1 can mixed fruit, 1 pack of crackers, 1 8 count of hot dogs, 1 8 count pack of hot dog buns
100+	Medical Bag

When players search the houses use the following chart to determine what they find:

Roll	Found Items
02 - 25	Water bottle, and a notebook
26 - 50	Half a jar of jelly, half a jar of peanut butter, half a loaf of bread
51 - 75	1 stick of deodorant, half box of cereal, 1 can of dog food, and 1 can of cat food
80+	1 box of matches, 1 box of granola bars, 1 can of soup, 1 bottle of shampoo, and half a bottle of laundry detergent
100+	Six pack of beer

When players search the forest use the following chart to determine what they find:

Roll	Found Items
02 - 25	Branches and kindling
26 - 50	3 lbs of edible mushrooms
51 - 75	4 lbs of edible berries
80+	5 lbs. of rope making material
100+	1 full back pack (20 Lbs. Colony Leader's choice of items)

# Hostels

Here are the hostels that the players run into and where in the campaign they are found.

## Episode I: Escaping the Colony

### Diner

<u>Driver</u>	<u>Front Seat Passenger</u>	<u>Back Seat Passenger</u>
<u>Level 1 Stats:</u>	<u>Level 1 Stats:</u>	<u>Level 1 Stats:</u>
Strength: 4 Agility: 2 Intelligence: 1 Perception: 1 Stamina: 2 Dexterity: 2 Presence: 2	Strength: 1 Agility: 2 Intelligence: 1 Perception: 1 Stamina: 1 Dexterity: 2 Presence: 1	Strength: 4 Agility: 2 Intelligence: 1 Perception: 2 Stamina: 2 Dexterity: 2 Presence: 1
Defense: 40	Defense: 40	Defense: 40
<u>Skills</u>	<u>Skills</u>	<u>Skills</u>
Melee 1/5 Trained off hand 1/2 Driving 1/5	Firearms 1/5 Melee 1/5 Ranged 1/5	Driving 1/5 Firearms 1/5 Melee 1/5

## Episode III: The Next Morning

<u>Townsfolk 1</u>	<u>Townsfolk 2</u>	<u>Townsfolk 3</u>	<u>Townsfolk 4</u>	<u>Townsfolk 5</u>
<u>Level 5 Stats:</u>	<u>Level 5 Stats:</u>	<u>Level 5 Stats:</u>	<u>Level 5 Stats:</u>	<u>Level 5 Stats:</u>
Strength: 3 Agility: 2 Intelligence: 2 Perception: 2 Stamina: 2 Dexterity: 3 Presence: 2	Strength: 2 Agility: 3 Intelligence: 2 Perception: 2 Stamina: 2 Dexterity: 3 Presence: 2	Strength: 2 Agility: 3 Intelligence: 3 Perception: 1 Stamina: 2 Dexterity: 3 Presence: 2	Strength: 2 Agility: 2 Intelligence: 2 Perception: 2 Stamina: 4 Dexterity: 2 Presence: 2	Strength: 2 Agility: 3 Intelligence: 2 Perception: 2 Stamina: 2 Dexterity: 3 Presence: 2
Defense: 50	Defense: 60	Defense: 60	Defense: 40	Defense: 60
<u>Skills</u>	<u>Skills</u>	<u>Skills</u>	<u>Skills</u>	<u>Skills</u>
Firearms 2/5 Melee 2/5 Survival 2/5 Speechcraft 2/5	Firearms 2/5 Melee 2/5 Ranged 2/5 Survival 2/5	Firearms 2/5 Melee 2/5 Ranged 2/5 Survival 2/5	Firearms 2/5 Melee 2/5 Ranged 2/5 Survival 2/5	Firearms 2/5 Melee 2/5 Ranged 2/5 Survival 2/5



Coming Soon:

The Days Continue



Hard choices is an episodic campaign guide to be used with *Zombie Apocalypse: Day 91*. Inside you will find three episodes that will help get you started with survival and the understanding that anything that can go wrong will go wrong. You the Colony Leader can make the campaign more difficult by adding your own flair to the story that is being told.