



Zombies, Maties

A One Page Dungeon by Michael Hutchinson
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PREFACE: I wanted to create a cross genre OPD, I decided to try a derelict small vessel which can represent a small frigate, a multi-deck modern power boat or even a space galleon. Enjoy.

The Lucky Maiden drifts effortlessly, its motion guided by only its environment. While at her birth the Maiden was a fine ship no expenses spared in her construction, her current state is much less glamorous though if a fraction of the riches used to finance her is in her hold a lucky find she is.

The Ship Lists: Once the players reach *D* and every turn following roll 1D6 to see which way the ship is tossed by the Sea, or a faulty gravity generator ect.

- 1-3: Nothing happens
- 4: Light Lurch, an easy check to remain standing
- 5: Hard Lurch, a moderate check to remain standing
- 6: Shakes, a small penalty to all rolls this turn

- A:* The party comes to the base of the ship and must climb up the side. It is slick wood or non-magnetic but in some way difficult to scale, and a character can only move one square per turn.
- B:* Either the ladder or the pockmarks in the side of the ship make it easier to climb, allowing a character to move 2 squares per turn up the ship.
- C:* When the first player reaches here two things happen, first roll 1D6 per two players, any player in a square adjacent to the portholes/windows labeled 1-6 that's number is rolled will be attacked (weak) and attempted to be grabbed by a zombie reaching through. Also a small swarm (2 per player) of carnivorous birds/space parasites attack, they are weak but any successful hit will have a chance (easy save) of knocking them off of the ship's side.
- D:* This is the top deck, it has 7 zombies (weak) roaming around who will attack as soon as the first player gets to the top, the players should be somewhat strung out from the side of the ship which will make this fight a bit more interesting. Depending on your genre you can use necromantic zombies, disease zombies or even alien parasite zombies, it is up to you to adapt and enjoy.
- E1 and E2:* These are lifeboats/escape pods, any player stepping into the square of *D* labeled will be attacked by 2 zombies who if the hit grab and pull (hard save) them into the corresponding section.
- F:* This hatch to below is locked/sealed. A skill roll of some kind (moderate) to open the lock or disable the security computer. If the party is not able to do this allow a much noisier way of bypassing it, if they use this method add 2 zombies (easy) to rooms *G* and *H*.
- G:* The Ships Kitchen, inside it has 2 zombies (easy), 1 larger zombie with a meat cleaver (medium) and 3 zombie dogs (easy but fast).
- H:* Crew Quarters, zombie swarm, this room contains 15 zombies (easy). Your party should wade through them, once the zombies are dead point out that the room seems striped of anything that could be moved, with drag marks going toward door *I*.
- I:* This door is locked/sealed, a skill roll of some kind (easy) to bypass it. The door is also trapped/mined very well, it will take a skill check (moderate) to notice is and a skill check (hard) to disarm it, if it is not disarmed it should do moderate damage.
- J:* The drag marks go to the hatch down which is open, 3 dismembered bodies and much gore are strewn about the room.
- K:* Once the whole party is in this room a swarm of tiny creatures (easy), risen hands, alien parasites whatever your flavor start to jump at them from the walls and drop down on them from the ceiling and the room they were in before. There should be 4 per player and while they should do little damage and are easy to kill, they add to the atmosphere of the ship.
- L:* Ships Hold, the players will notice all of the valuables and the ships safe are in the back left corner. This room also contains 10 zombies (easy) 4 dog zombies (easy but fast), 10 of your tiny creatures (easy) and 1 Patient Zero (boss). The zombies in this room are not mindless as they are controlled by Patient Zero, the ships captain. The ships captain is the prime zombie, he could be the alien host, the necromancer or an evolved plague zombie, any way he is smart, faster and can manipulate objects just like when he was alive. He is well equipped and will use ranged and area attacks on the group while they are fighting his minions.
- M:* This is all the ships goods, including the ships safe which will take a skill check to bypass (medium). The stash contains semiprecious trade goods along with the personal possessions of the crew including some petty cash and jewelry. The safe contains the ships log book, payroll and captains valuables along with anything genre or game specific you decide.