

Free Content Friday – Outbreak: Undead.. October 2021

RAG & BONE – NIGHTMARES & MALEDICTIONS

Written By:
Noxweiler Ignatius Berf

Graphic Design & Layout:
Christopher J. De La Rosa, Caleb Cleveland, Alex Huilman

If a person stands on the edge of high enough of a cliff and then looks down, sooner or later they'll imagine their own death at the bottom. But if they stand at the foot of that same cliff and look up, rarely would anyone imagine their birth. Why do you think that is?

— *Unknown*

Scrawled on the side of the burnt out remains of the Center for Disease Control in the ruins of what was once known as Pittsburgh, Pennsylvania

WHAT LIES AHEAD

Within the pages of this chapter, you'll find a series of challenging Infected to use within your own *Outbreak: Undead..* campaigns. Each is powerful enough to cause a significant challenge to even a well-prepared group of survivors.

A word of caution:

Using any of these antagonists in your story can create massive setbacks, lasting injury, and potential death on a scale that outstrips many of the more mundane opponents that have been provided thus far. If you include more than one of these in any single Encounter, or Encounter checks, then you will all but guarantee some amount of character death.

Both *Outbreak Undead..* and these *Rag & Bone* supplements are meant to be challenging and--at times--deadly, but the use of the opponents listed below should be done with awareness and consideration to the effects that their inclusion might bring.

Additionally, each of these abominations are meant to function as unique characters and are to be considered one of a kind. Of course, you could duplicate the statistics and create new identities for the duplicates to build a specific Encounter but part of the power of these creations is in their rarity.



OPPONENTS

The Amalgam Abomination — O.B.M.

"It rose up from the dark fissure in the concrete slowly. The withered hand of a pale wrinkled woman gripped the rubble and pulled forth the rest of the unthinkable wretch. The naked chest of the old woman was sagging with unnatural swaths of grey skin, rife with dark black and purple veins. The rest of the thing made little sense and was met with disbelief and horror by the unlucky soldier that had stumbled across it. While still visibly human a dozen bare legs were twisted together and bent at odd, painful angles. They joined the upper body with an elongated torso that bore an additional set of arms and a prominent ribcage that could be seen from under the folds and flaps of loose flesh. Its mouth was permanently unhinged and hung open in a silent scream. The eyes, filled with Black Bile that leaked and wept down her face."

Its full length is over 12 feet and is comprised of multiple corpses that have fused together. There is a strange intelligence to this opponent though it is far from what any would term as human. It preys upon its targets much like a praying mantis and rears up before them before striking.

Size: 2

- Strength: 40
- Perception: 55
- Empathy: Special
- Willpower: Special

Movement: 10'

Base Dice Pool: [Grey] [Blue] [Blue]

Deployment: [Green+] [Green+] [Green+] [Green+] OR [Yellow!] 100

Vitality

Health: 3

Damage Threshold: [Red+] 20

Viral: 8

Skill Check(s)

{Dodge 50%, Brawl 60%, Grapple 70%, Jump/Leap 60%, Spot/Listen 50%, Balance 70%}

Special

Undead: If an Opponent is 'Undead' they will have Empathy and Willpower of 0, but pass any {Skill Check%} that has Willpower as a Primary Attribute and count as having a WB of 10.

Immunity: Immune to [Poison, Radiation]

Dramatic Entry: Automatically passes any {Breach%} to be deployed in the Encounter. They crash in through a door, window, or even the wall or ceiling and the abrupt and threatening nature of it all causes Opponents to make a {Composure%} where failure results in the loss of 😊 1.

Resilience [Red] [Red]

Nesting Instinct: The creature may attempt to carry an Injured Target out of the Encounter and back to a nest that is located nearby. While doing so, the creature adds no [Blue]

for any attacks in addition to movement while they attempt to escape with their prize. The Target will be poisoned [Red] [Red] Po] with a paralyzing toxin that is excreted from the open mouth of the Amalgam, then hidden in rubble.

Hazards/Upgrades

Snatch [Yellow!] 10

The Abomination moves into range immediately without adding any [Blue] and {Grapple%} up to two opponents at once if they are both within the same general area. Add [Black] if there is more than one Target.

Silent Scream [Yellow!] 1

When confronted, and the face is visible, a Target will be affected by the "Intimidate" and "Fear" Hazards.

Triggered Effect(s)

Bash: [Green+] - [Red] Bl]

Pin: [Green+] - [Blue] and Target cannot move without a successful {Brawl%, Grapple%}

Rend: [Green+] [Green+] [Blue] [Blue] [Blue] - [Red] [Red] [Red] Pi] [Blue] [Blue] and if the Damage dealt surpasses the [Red+] of the character they will be required to Aggravate all Damage from this attack to a Flesh Wound. This is applicable on {Grapple%} only.



Brother Loomis — O.B.M.

"Mmmhmmmm...I hear the prayers of the Faithful in the air...they call for this land to be cleansed of the sinners that stir this rotten and filthy garden into the farce of the world that was broken by our god. Come closer and perhaps you can hear them too...closer...mmhmmmm"

—Brother Loomis

A ponderously large man, Brother Loomis has broad face and rosy complexion that makes his skin look almost permanently irritated. His bald pate is freckled in liver spots and a fringe of grey hair crowns the rolls of fat that gather at the back of his massive neck. The girth of belly strains his movement and walks with a heavy, lacquered cane that is topped with a golden goat's head. His small eyes are dark and sunken into a forehead that is fringed in bushy grey eyebrows.

When he feeds, however, his form contorts and under his black robes, his belly and chest open to reveal a vertical mouth filled with skewer like fangs that tip the ends of what must be a flexible ribcage. A series of groping pseudopod that stretch out from an undulating mass of flesh in the back of the "throat."

Brother Loomis is capable of encasing and digesting an average sized person all at once, however, he often kills his prey beforehand.

Size: 2

Strength: 45
 Perception: 25
 Empathy: 5
 Willpower: 40

Movement: 10'

Base Dice Pool:

Deployment: OR 100

Vitality

Health: 5

Damage Threshold: 15

Defense: against Bludgeoning or Slashing

Viral: 7

Skill Check(s)

{**Brawl** 30%, **Grapple** 30%, **Spot/Listen** 40%, **Dodge** 25%, **Balance** 30%, **Melee Bludgeoning** 30%}

Special

Clumsy: Add to attack a Size 1 Target.

Huge: Automatically passes on {**Balance**%} against an Opponents with Size 1 or smaller.

Resilience: but increases to against Bludgeoning.

Hazards/Upgrades

Snatch 10

The Abomination moves into range immediately without adding any and {**Grapple**%} up to two opponents at once if they are both within the same general area. Add if there is more than one Target.

Silent Scream 1

When confronted, and the face is visible, a Target will be affected by the "Intimidate" and "Fear" Hazards.

Triggered Effect(s)

Bash: — [Bl]

Evacuate: — If Loomis has a Devoured, one Target in Grapple Range gets [1 Vi, Squalor].

Snap: — [Pi, Sl] and any Damage above the is immediately Aggravated into a Flesh Wound as fingers or limbs are lost to the snapping jaws of the Abomination.

Regenerate: — If Loomis has a Devoured, then he may Regenerate . May not Evacuate.

Devour: — [Pi, Sl] and Target takes on any {**SC**%} while grappled. Only a single Opponent of Size 1 or smaller may be Devoured in this way each 20 unless Loomis uses Evacuate in that time period.



Conjoined Abomination — Unique Undead

"She stands before you in the light of the raging bon-fire, her one remaining eye, pale with death and rot glaring at you with hatred that is focused like the blade of a knife. Half of her face is gone, leaving a gory hole that makes the entirety of her head look like some nightmarish half-moon.

Her slender body is still wrapped in the blood-soaked clothes that she died in and there is no mistaking her identity, even in the firelight of this place. She stands much like any other Romero...until something in her shifts and she moves with unbelievable speed and purpose. Shards of bone, long dagger like spines pierce through the flesh of her palms and she stabs deeply into the chest of her target."

The Conjoined Abomination, in addition to a deadly arsenal of mutated bone spikes, has a mound of exposed flesh that is growing from her back. The mass is mostly formless, cancer, however there are frail weak arms and legs within and a massive human like head with unformed features that melt together in a horrible way that resembles a reflection from a funhouse mirror.

Strength: 35
Perception: 65
Empathy: Special
Willpower: Special

Movement: 10'

Base Dice Pool: [Grey] [Blue] [Blue]

Deployment: [Green+] [Green+] [Green+] OR [Yellow!] 75

Vitality

Health: 3

Damage Threshold: [Red+] 20

Viral: 6

Skill Check(s)

{Melee Attack-Piercing 70%, Melee Attack-Slashing 70%, Grapple 65%, Spot/Listen 50%, Jump/Leap 65%, Dodge 65%, Balance 50%}

Special

Undead: If an Opponent is 'Undead' they will have Empathy and Willpower of 0, but pass any {Skill Check%} that has Willpower as a Primary Attribute and count as having a **WB** of 10.

Immunity: Immune to [Poison, Radiation]

Pounce: May Initiate a {Grapple%} in the same Intent that they move into range without any additional [Blue] being added to the total for taking multiple actions in the same turn. If the {Grapple%} fails it will result in the Abomination being Prone.

I See You: {Spot/Listen%} increases by 30 to any action that takes place behind the Abomination.

Resilience: [Red] [Red]

Triggered Effect(s)

Slash: [Green+] - [Red] [Red] Sl

Bite: [Green+] [Blue] - [Red] Pi, Sl, 1 Vi

Skewer: [Green+] [Green+] [Green+] - [Red] [Red] [Red] Pi, Sl, 1 Vi] and Target cannot move without first passing a {Brawl!%}

Bone Quills: [Green+] [Green+] [Green+] - [Red] [Red] Pi, 1 Vi

Maul: [Green+] [Green+] [Green+] [Green+] [Green+] - [Red] [Red] [Red] [Red] [Red] Pi, Sl, Prone] [Blue] [Blue] [Blue] and if this Damage would surpass the Target [Red+] they will also take [1 Vi] in addition to the Injury.

