

introduction

The End is a short adventure for Blood! centring around a small group of survivors in the immediate aftermath of a zombie apocalypse. Keeping with the British theme of much of Blood!, The End is set in a small, more rural town in England. The survivors are holed up in a moderately defensible housing estate in the centre of the town when they receive word from other survivors about a military pick-up about to take place at the town's church. If they ever really want to get out of here then this is going to be their only chance.

The End is intended to be a short scenario, lasting no more than two hours, perhaps much less, suited to convention and tester play. Characters that survive the adventure could continue into a longer Zombie Apocalypse campaign if the players so desired.



The Dead Rise

The rise of the undead was a total surprise and there were no unusual events, at least not known to anyone, that should or could have lead to it. The government in unaware of any problems at any biological warfare facilities, there were no satellites that came down, no unusual weather patterns, nothing that seemingly could have acted as a trigger. Psychics and mediums had – perhaps unusually – not predicted doom or any special events for that day and nobody of any significance had predicted the End Times from their biblical perusing.

On the morning of that first day the freshly dead – those that still have enough flesh – began to rise in mortuaries, hospitals, funeral homes and burial grounds around the world. Murderers found themselves suddenly turned upon by those they had killed, traffic accidents took on a more grisly twist and everyone was caught by surprise.

Disbelief that this was occurring prevented any sort of rapid response and no media company wanted to get it wrong and look like idiots. By the time the warnings came out it was too late and those that hadn't seen the problems still didn't believe it. In no time at all law, order and the cities were lost to the tide of undead, not just in Britain but across the world.

Soon only scattered groups of survivors are left, cut off from each other save for very occasional radio contact, operating on rumour and wishful thinking and holding out hope that someone out there is still going to come to the rescue.

Timeline

- **Day 0** – The dead begin to rise. Reports are initially not believed and infection spreads rapidly through the cities.
- **Day 1** – The police are now taking the reports seriously and armed units are on the streets shooting down any ‘maniacs’. This starts to cause public panic and a city exodus, taking the infection out of the cities into the towns and countryside where it has been controllable up to now.
- **Day 2** – The army is deployed to support the police and sent into the cities, with terrible casualties.
- **Day 3** – The army is withdrawn to defend key locations, ‘sweep and clear’ operations are halted and major infected areas of the inner cities are bombed.
- **Day 4** – Central control begins to break down, supplies coming to Britain are dwindling as other nations deal with their own crises. Rumours are rife, troops are further withdrawn to secure and defend essential sites.
- **Day 5** – Hastily defended sites begin to be lost as there’s no re-supply chain. Many units go rogue. Power stations begin to shut down or run out of fuel.
- **Day 6** – Brownouts of power begin to occur.
- **Day 7** – Power/Television goes out nationally.
- **Day 8** – Running water goes out.
- **Day 9** – Telecommunicationa go out.
- **Day 10** – Radio goes out.
- **Day 11** – The cities are now necropoli with only handfuls of scattered survivors.
- **Day 12** – Military bases are overwhelmed by a combination of refugees and zombies seeking shelter or food.
- **Day 13** – Market towns are now all but dead, similarly overwhelmed by needy refugees and zombies.
- **Day 14** – Smaller towns and villages still retain survivors but roaming bands of refugees and deliberate raiders, ‘townies’ are preying upon them and the zombies are also leaving the cities in search of fresh meat. Surviving, scattered, military and police units are trying to restore or create some semblance of order.
- Day 15 – Now...

The Situation Now

The players play a disparate group of survivors who have come together for mutual protection and have ended up, holed up in a barricaded house on the Finefield Estate in a small town called Blackchurch in Wiltshire. Blackchurch has a railway station and received a lot of refugees from the cities before the trains shut down, this is also what exposed it to the infection and the town was lost in a single bloody night of carnage and chaos. Now only the dead – and a few survivors dotted here and there – remain within the wrecked town and otherwise only the dead remain.

The characters will have to unite and work together simply to cross the town safely and get to where their radio tells them a military unit will extract them and take them to a safe location. Whether that turns out to be true, up to date or some crossed wire remains to be seen.

Information

- Information about the zombie plague can be found on page 67 of the main Blood! book.
- Full information on zombies and their statistics can be found on page 107.
- The Bite1 critical hit table is on page 120.
- The Hand to Hand table on page 132.

The Estate

The Finefield estate is a relatively well built set of 1950s houses, mostly built for use as council housing until they were bought up by families in the 1980s. A few houses remained council owned but the homeowners spent a lot of money securing the estate and doing up their houses, money that has paid off during the current crisis – at least for a few of them. While the estate is abandoned now several people managed to get away, secure behind their fences and gates long enough to flee the town, now though the estate is breached, albeit not by many zombies, most of which are confined to the houses where they died.

The House

The house is a two storey one with double-glazed windows. Assaulted by zombies during the fall of the town it was reinforced with wood, old doors and piles of furniture and weathered the storm. The original occupants have since fled but the house remained, inviolate, ready for the characters to take it over. Since then they've been sheltering there, living off the water and scant supplies and working out what to do next.

Front Garden

The front garden of the house is a rectangular patch of scrubby grass and weeds surrounded by a low fence. A rusted up old car with only three wheels is propped up on one side of the garden slowly falling to pieces. A paved path runs down the side of the house, past a small shed and into the back garden. The shed has a simple wooden door, padlocked – the key is in a pot in the kitchen. The shed contains several tools. The back door of the house opens from the side of the house into the kitchen.

Back Garden

The back garden is fenced on either side and at the back with low chickenwire. Flowerbeds run down either side with the rest of the garden devoted to grass. At the back is a hedge with a metal gate set in the middle of it, leading to a warren of back paths in and amongst the other houses. There's a small greenhouse but there's nothing in it.

Kitchen

The kitchen has been ransacked and all the food is now gone. There's an array of cutlery and cleaning fluids which could see use as weapons but the kitchen itself is bereft of food and drink at this point, save for a little rice and pasta, perhaps enough for two filling, but bland, meals – if there were any hot water. The kitchen has exits to the downstairs toilet, the back garden and the living room.

Downstairs Toilet

The downstairs toilet is useless and its cistern has been drained for drinking water. With no water in it the stink of the sewers permeates up through the empty pipes – which have no air lock now at the U-bend, making it an unpleasant room to be in, although it does have a door that's lockable from the inside. The downstairs toilet only joins on to the kitchen.

Living Room

The living room is where the survivors spend most of their time now. The rear wall has a long, double glazed window which would provide a view of the back garden if someone hadn't upended the dining table and nailed it into place to reinforce the windows. Fortunately the living room has an old fireplace though there's really nothing left to burn in it any longer it has been keeping the survivors warm. The radio is in here along with a coffee table, a useless TV set and a three-piece suite of furniture. The Living Room has exits to the kitchen and the stairway.