
Plaguebearer
ROLEPLAYING GAME
2026
FREE
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EDGE
STUDIO
FANTASY
ZOMBICIDE

Welcome To Plaguebearer



Life was never easy in the Old Kingdom. *Every few years blight took the crops, and we starved. When the harvests were good, the nobles took their share for themselves and the King, and we starved anyway. So when the Necromancers came, raising hordes from cursed graves, we weren't surprised.*

"Hell is coming to Earth!" the doom-prophets cry. Fools. Hell has always been here.

If you're reading this, you probably know about the ***Fantasy Zombicide*** series of board games. Plaguebearer is a roleplaying game set in the world of Zombicide during the time of the Black Plague, a medieval setting in the grip of a Zombie apocalypse.

But this is not a game about hiding from the dead — in ***Plaguebearer***, you play a tough, sword-wielding, spell-casting, Zombie-killing scoundrel, someone who, instead of succumbing to the madness that engulfed the realm, decided to ***fully embrace it***.

You might not be the most pious friar or the loyal farmer anymore. Battling animated cadavers takes its toll on one's mind. But you're still alive and plan on staying that way. You're a Survivor.

This booklet is a quickstart for the ***Plaguebearer RPG*** — not the full rules, but everything you need to leap into an apocalyptic world ruled by Necromancers, where the living fight the dead to survive.

The World Of Plaguebearer

The world you knew ended yesterday. Let's be honest, as grim as it was, life in those days was bliss compared to today. Now, the world is a nightmare landscape of shuffling feet and grasping hands, slack-jawed mouths, and bloodshot eyes.

It's an empty, deserted realm where the busy sounds of village life and of farmers in the fields have been replaced by the moaning dead and the screaming of the few ones who still ***fight to stay alive***.

Here, no King or noble can protect you from the darkness... oh, wait. They never did.

A Blighted World

The village, the church, the guard towers, the fields, they're all still there for the most part.

But this is not the world you once knew. A Blight has settled over everything, like an invisible, suffocating mist that twists the land and its creatures. This foul sorcery, birthed from the Necromancers' dark rituals, corrupts all it touches. The once-lush fields are now barren and rotting, and the air itself feels heavy, tainted with a sinister energy that saps your strength and resolve. Shadows move where there should be none, and every creak and rustle outside your shelter sends chills down your spine.

And the dead. The dead are everywhere.

There must be others like you out there. You were not the strongest person in the village, but you made it. So, others must have too, and you can find them. There must be still warriors around, healers, artisans, and maybe even a wizard or two. You might get along well and build a larger community. Maybe start over.

✧ SURVIVORS

The bottom line is: you are Survivors, probably just a handful of individuals out of hundreds who died in gruesome ways. But here is some good news: you survived because you possess abilities that allowed you to defeat everything this grim, undead world put before you. You refused to just lay down and die, or let desperation crush you. You embraced desperation instead, and used it as a weapon to slash, smash, burn, and otherwise exterminate hordes of revenants with fire, blade, or magic.

Armed to the teeth with everything you can carry or wield, you roam the land, slipping into undead-infested villages and castles, hiding behind rubble, and scavenging for anything that might keep you alive just a little bit longer. One day at a time.

✧ THE GAMEMASTER

One player in every group won't play a single individual, but will instead assume the role of the Gamemaster (GM for short). This is the person in charge of managing the Old Kingdom itself, and describing it to the other players.

If you're going to be the GM, you will play as a referee and a storyteller. You'll challenge the other players with the many dangers of the world of ***Plaguebearer***, generously giving them a moment of respite once in a while.

While it may seem daunting at first, the task of the Gamemaster is an extremely satisfying experience. The rules for ***Plaguebearer*** make it easy to set up a gaming session with little to no preparation.

Things Needed To Play

To play ***Plaguebearer*** you need a handful of physical components. These include one Survivor sheet for each player in the game (included at the end of this booklet), and a set of dice.

✧ DICE

To resolve most Actions undertaken by the Survivors, players require at least a set of 12 6-sided dice. Along these introductory rules, we will sometimes refer to a result of 6 as a 'Torch' and and a 1 as a 'Zombie head'!

✧ D6 AND D66

Sometimes, especially with tables, you may be asked to roll 1 6-sided die (D6), or 2 6-sided dice together (D66). Rolling a D66 means rolling 2D6 separately, where one die indicates the tens digits and the second the ones digit. This yields 36 different results.

Pregenerated Survivors

Hurry, everyone! We have to fix this drawbridge before the walkers break through the door, or we're all dead!

Survivors are defined by numerical ratings and descriptive traits covering their physical and mental abilities, personality, knowledge, and skills. These elements are summarized on each Survivor sheet. This section presents six ready-to-play ***Plaguebearer*** Survivors, everything you need to begin the introductory Quest.

Attributes, Proficiencies, and Actions

A Survivor's ability to endure the trials of living in an undead world is represented in the game by a number of numerical values: ***Attributes*** and ***Proficiencies***.

- ***The 3 Attributes:*** ***Muscle***, ***Brains***, and ***Guts***, represent respectively the physical, mental, and temperamental profile of your Survivor.
- ***The 6 Proficiencies:*** ***Athletics***, ***Combat***, ***Magic***, ***Perception***, ***Survival***, and ***Wit*** represent different manifestations of a Survivor's expertise.

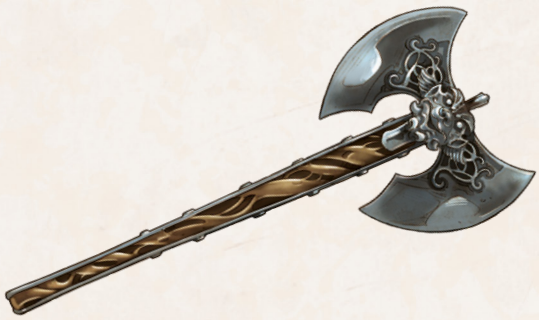
By combining your Proficiencies and Attributes, you obtain 18 different Action scores.

> **Whenever your Survivor attempts something, choose the Action that best fits what you are trying to do.**

Note that one Action among the available ones is underlined, marking it as Favored.

> **This is an ability that a Survivor finds naturally easy to use.**

See page xx for the complete rules on Actions.



Strain and Hit Points

During play, Survivors accumulate Strain points to improve die rolls, and lose ***Hit Points*** when suffering damage.

> **Each Survivor's maximum Strain and Hit Points scores are recorded in the appropriate boxes.**

Fervor and Talents

Fervor gauges the positive side-effects of being under pressure, and is organized in three tiers of increasing intensity.

> **You begin each Quest with Fervor at its first tier. You keep track of your current tier checking the appropriate boxes on your Survivor sheet.**

Each Survivor archetype features a set of 3 Talents, 1 for each tier of Fervor intensity.

> **You start each Quest with one active Talent, the one corresponding to the starting Fervor tier. You activate another Talent when you reach your second Fervor tier, and a final one upon reaching your third Fervor level.**

Once a Talent is activated, you can use it freely along with the ones you previously acquired.

Gear

You keep track of any weapon and any item your Survivor carries using the Inventory slots on your Survivor Folio.

- You use the 3 ***Baldric*** and the 2 ***Belts*** spaces to carry the gear you want to keep handy, such as weapons that you can draw once combat breaks out. These spaces are identical in game terms.
- The 6 ***Sack*** slots are used to keep track of what you carry around in a satchel or bag. During combat, you cannot access the gear you carry in a Sack.
- Most items occupy 1 Inventory slot each. Large objects or items that are particularly heavy may occupy 2 slots or more instead (see Gear, on page xx).

All pregenerated Survivors begin play with a fixed set of starting equipment. The listed items are what they have immediately available for use.

Playing the Game



The drawbridge is lost, and thus the court is overrun. I saw the baron fall and then rise up, joining the Zombies. It's time we use the secret passage and flee, praying to the gods the dead haven't found it yet.

A roleplaying game is a continuous conversation. It's group storytelling. You and the other players describe what your characters say or do, taking into account whatever the GM has said about what's going on. The GM listens to what you say, and, building upon your input, describes the consequences of your actions.

Sometimes, your chosen course of action requires a translation into game terms. This happens especially when your Survivor's capabilities must be taken into account.

This is when you roll the dice.

Action Dice Pools

When your Survivor attempts something during the game, do as follows:

1. Check your Survivor sheet and find which of the 18 Actions best describes what you are attempting to do. Then, take a number of dice equal to its numerical score — this is your Action dice pool.

2. Roll your Action dice pool and check the result.

For example, if Rowena is attempting to fix the broken axle of a wagon, the best match among all Actions is CRAFT. Take 3 dice and roll them.

Athletics Actions

- ***FORCE (Muscle)*** **—** Use raw strength to break, force open, or lift.
- ***STUNT (Brains)*** **—** Use coordination for jumps, climbs, tricky riding, and agile movement.
- ***ENDURE (Guts)*** **—** Resist weather, exhaustion, pain, and physical hardship.

Combat Actions

- ***FIGHT (Muscle)*** **—** Attack in close combat, armed or unarmed.
- ***SHOOT (Brains)*** **—** Attack at range with bows, crossbows, or similar weapons.
- ***DEFEND (Guts)*** **—** Dodge, parry, or withstand incoming attacks.

Magic Actions

- ***SENSE (Muscle)*** **—** Perceive magic, hidden energies, and supernatural presence.
- ***CAST (Brains)*** **—** Channel arcane power to produce magical effects.
- ***WARD (Guts)*** **—** Resist hostile magic with will, charms, and protective rites.

Perception Actions

- ***AWARENESS (Muscle)*** **—** Notice danger, movement, and unusual details.
- ***RUMORS (Brains)*** **—** Gather or spread information through gossip and contacts.
- ***SCOUT (Guts)*** **—** Explore ahead to locate threats, paths, or safe ground.

Survival Actions

- ***SCAVENGE (Muscle)*** **—** Search for useful gear and salvage.
- ***CRAFT (Brains)*** **—** Build, repair, pick locks, or disarm traps.
- ***STEALTH (Guts)*** **—** Sneak, hide, pickpocket, and conceal items.

Wit Actions

- ***DAUNT (Muscle)*** **—** Intimidate or pressure others into compliance.
- ***LORE (Brains)*** **—** Recall knowledge, history, and learned information.
- ***HEARTEN (Guts)*** **—** Encourage, reassure, or steady yourself or others.

Dice Modifiers

A number of circumstances may modify the number of dice in your die pool.

✧ Bonus Dice

Using the right tool to do something, or getting some help may allow you to add a number of bonus dice to your Action dice pool. Specifically, you gain:

- from 1 to 3 bonus dice when using an appropriate tool — like a spade to dig a hole, for example.
- 1 or 2 bonus dice when receiving support, regardless of the number of assistants, if the GM deems it appropriate (the Survivor lending support gains 1 point of Strain).
- In combat, weapons may grant you multiple bonus dice when attacking, while armor and shields add dice to your rolls to avoid being injured by enemy attacks (see Combat, on page xx).

Bonus dice received from different sources are cumulative.

If Rowena is repairing a broken wagon axle and has a hammer or saw, she may gain one or more bonus dice. If someone helps her, for example by lifting the wagon, she gains another bonus die.

✧ Penalty Dice

Each of the following instances may apply penalties on your rolls:

- ***Impaired Roll:*** Lose up to 2 dice if the GM considers the Action you are attempting to be harder than usual. For example, you are fighting in the dark, or you are trying to swim against a strong current, etc.
- ***Levels of Fatigue:*** You accumulated one or more Fatigue levels, losing 1 die for each level on ***all Actions you attempt outside of combat*** (see Forcing Successes, below).
- ***NPC Opposition:*** If your Action is resisted by a Non-player Character you may lose up to 2 dice (see Other Survivors, on page xx).

The accumulation of different sources of penalties may force you to make a Luck Roll (see page xx).

Dice Results

Once you've rolled your dice, it's time to see how you performed! The dice can produce the following results:

- **6 ( ).** The is always a success.
- **1 ( ).** The is always a failure.
- ***Any Numerical value.*** Each numbered result obtained on any die is a failure, but results of 5 can be forced into a success by gaining Strain (see Forcing Successes, below).

If your roll scored at least 1 success, the Action has been performed successfully and you've achieved your goal. If your roll ends up getting more than a single success, you achieved something out of the ordinary.

- ***1 Success:*** The Action was successful, no more, no less (an ***ordinary*** success).
- ***2 Successes:*** You achieved something out of the ordinary (a ***superior*** success).
- ***3+ Successes:*** Your feat was absolutely exceptional and memorable (an ***outstanding*** success).

As a general rule, the GM should award a Survivor who achieved a quality of success beyond the ordinary with a tangible improvement of the result.

For example, a roll of SENSE yields more information, a HEARTEN attempt influences a larger group, or a SCOUT roll not only locates the presence of enemies, but their specific nature, too.

✧ Forcing Successes

They say that where there's a will, there's a way.

> **In game terms, you have the option to gain 1 point of Strain to convert ALL dice that rolled a 5 into successes.**

This is called forcing successes, and it allows you to transform a failure into a positive outcome or improve an already successful roll.

When you gain 1 Strain point to force successes, you black out one dot in the Fatigue box on your Survivor Folio, starting from the first dot to the left on the topmost track.

- Once the number of dots reaches your Strain score, you gain a level of Fatigue, and you begin marking the dots on the second track.
- If you mark off enough dots to match your Strain another time, you acquire a second level of Fatigue, and you begin using the last track.
- Finally, if you mark dots to match your Strain score for a third time, you gain a third level of Fatigue. Once you reach this maximum, you cannot force successes until you are able to rest (see page xx).

As seen under Penalty Dice, each Fatigue level causes you to remove 1 die from your die pool when you attempt an Action outside of combat. You get rid of accumulated Fatigue levels and their penalties by reducing your accumulated Strain (see Recovery, on page xx).

✦ Favored Actions

The Action underlined on a Survivor Folio as Favored is an ability that comes naturally to that character.

> **In game terms, when you roll your Favored Action, ALL dice showing a 5 count as successes, without the need to force it (and thus to gain Strain).**

✦ More than 12 Dice (and less than 1)

You cannot ever roll more than 12 dice for an Action, even if your ability and equipment might allow you to exceed that limit.

> **If for any reason you're entitled to roll more than 12 dice, you instead gain a number of automatic successes equal to the number of dice in excess.**

On the contrary, if you are incurring multiple penalties, like Fatigue levels and impairments, you might end up with zero dice. In this case, you are still entitled to make what is called a Luck roll:

> **Roll 1 single die, hoping to score a success. You cannot gain Strain to force a success on a Luck roll.**



Fervor And Talents

Survivors experience dramatic improvements in their capabilities throughout a single session of play, unlocking a new Talent each time their Fervor reaches a higher level of intensity.

You keep track of your Survivor's Fervor level using three tiers. Each tier represents a level of intensity higher than the preceding one and grants access to a new Talent.

- All Survivors start a game with one active Talent, the one corresponding to the starting Fervor tier. You activate another Talent when you reach the second Fervor tier, and a final one upon reaching the third.
- Once a Talent is activated, you can use it freely along with the ones you previously acquired.

You can raise your Fervor level twice, when you experience the following situations:

- ***Critical Strike:*** You roll 3 on an Attack roll.
- ***First Blood:*** You lose 1 HP or more.

When this happens, simply mark the corresponding box on your Survivor sheet. Both Fervor gain instances can only be marked once, until you take a ***long rest***, or the Quest ends (see Recovery, on page xx).

Combat

We don't fight for the King or the Duke. We fight for our future.

Fighting for your life is what really defines you as a Survivor. And how you fight pretty much tells how long you're going to last.

> **A Combat Sequence may begin with an Opening Volley phase, followed by a cycle of Combat Rounds.**

Each combat encounter in the introductory Quest specifies whether an Opening Volley is possible or if the fight begins immediately at close quarters.

Opening Volley

You unleash an Opening Volley using a ranged weapon or a combat spell with a Range greater than 0.

> **Choose a single enemy as your target and apply all hits to it. Roll SHOOT for a ranged weapon or CAST for a combat spell. Each success counts as a hit.**

Once all Survivors have resolved their volley, the enemy has gotten close enough to start the first Combat Round.



Combat Rounds

Once contact with the enemy is initiated, gameplay breaks down into a series of close-range Combat Rounds.

At the start of the fight, the GM proceeds to create the fight's ***Initiative deck***, shuffling together cards corresponding to the Survivors and to the adversaries in the fight.

> **At the start of each round, the GM determines the order in which combatants act by drawing cards one at a time from the deck. After everyone has taken their actions, the round ends and a new one begins.**

As the fight progresses, at the start of a round, the GM removes the cards of those combatants that were knocked out of the fight during a previous round.

◈ The Initiative Deck

The complete rules for the ***Plaguebearer*** roleplaying game include a custom deck of ***Initiative cards***, but fear not! To play ***Night Hunt***, the adventure you're about to play, you can replace it with ordinary playing cards, attributing one face card for each Survivor in the fight, and using ***numbered*** cards to represent the various adversaries presented in the introductory adventure — Spades ♠ and Clubs ♣ are particularly appropriate!

ADVERSARY TYPE	INITIATIVE CARDS	POKER CARD
Walkers	1 *Crowd of Walkers* card	8♠
Runners	2 *Runners* cards	9♠ 9♣
Brutes	1 *Brutes* card	10♠
Abominations	2 *Abominations* cards	Ace♠ Ace♣

◈ Survivor Actions

When your Initiative card is drawn, you choose a target and perform one Attack. In addition, you may take a ***Secondary Action*** before or after your Attack.

- ***Secondary Actions*** include minor activities such as drawing a weapon or any other object placed in a ***Belt*** or ***Baldric*** Inventory slot, picking something up or trading it with another Survivor, dropping to the ground or standing up, or shouting a few words to a companion, etc.
- A number of ***Secondary Actions*** are considered ***strenuous***, as they require a roll to be completed. See Strenuous Actions on page xx.

Survivor Attacks

To attack a target in close combat, you must use a Melee weapon, or a Ranged weapon or Combat spell with a minimum Range of 0.

> **Roll FIGHT if you are using a Melee weapon, SHOOT if you are using a Ranged weapon, or CAST if you are using a Combat spell. Each success rolled is a hit.**

Scored hits are assigned as follows:

- When using a Ranged weapon, you target a single enemy, applying all hits against that specific target.
- If you are using a Combat spell or a Melee weapon, you target an entire adversary type (Walkers, Runners, Brutes, Beasts, etc.), allowing you to spread your hits among multiple targets.

ADVERSARY ACTIONS

When the Initiative card of an adversary type is drawn, the GM chooses their actions. Under most circumstances, they attack, targeting Survivors engaged in close combat with them. If there are no Survivors at close range, enemies move towards the closest Survivors.

> **Attacks by enemies are resolved based on whether they are INDIVIDUAL or GROUP adversaries.**

Individual Adversary Attacks

When an **INDIVIDUAL** adversary card is drawn, the GM resolves one attack for each adversary of that type. For example, if the ***Brutes*** card is drawn, then all Brutes in the fight perform one attack.

The choice of target for each attack is up to the GM, who can determine it in any way they see fit (generally, at random).

- Each attack automatically inflicts on the target a number of hits equal to the adversary's Strength rating.
- Targeted Survivors immediately make a free DEFEND Action, reducing the number of hits inflicted by the number of successes they get.
- Any remaining hits cause a loss of Hit Points (see Damage).

Some **INDIVIDUAL** adversaries, like Runners, or Abominations for example, are unusually fast or dangerous, and thus attack multiple times. To represent this, you add multiple copies of their card in the Initiative deck.

> **When any one of their cards is drawn, all adversaries of that type attack, as described above.**

Group Adversary Attacks

When the Initiative card for a <group> adversary is drawn, all Survivors in the fight must confront one attack each. For example, if the ***Crowd of Walkers*** card is drawn, then all Survivors are targeted by one attack each.

- Groups inflict an amount of hits based on the creature type, and often on their number (see page xx for the characteristics of the various enemy types).
- As above, each targeted Survivor immediately makes a free DEFEND Action.

DAMAGE

Survivors inflict Damage to their targets with their hits and can in turn be injured by their opponents.

DEALING DAMAGE

Enemies are eliminated when they are assigned a number of hits equal to their Toughness value.

- Many undead revenants are fragile things, with a Toughness value of 1 — each hit scored is enough to reduce them to a heap of rotting body parts.
- Stronger opponents have Toughness values of 2 or even more, and are only eliminated when they are assigned hits to equal their Toughness in a single Attack.

If not enough hits are rolled to eliminate them, the assigned hits do not carry over. It's all or nothing for each Attack!

For example, you're attacking two Brutes, monsters with Toughness 3. You get 4 hits, enough to destroy the first Brute. The last remaining hit just bounces off the second.

ADVERSARIES WITH MULTIPLE HIT POINTS

*The final boss of the **Night Hunt** Quest has Toughness 4 and 3 Hit Points. Overcoming its Toughness with an attack does not destroy it, but reduces its HP by 1. You defeat it only when its HP are reduced to 0.*

You don't have to damage it 1 HP at a time though — If you deal enough damage with the same Attack to match its Toughness of 4 score multiple times, it will lose an equal amount of HPs.

For example, if you dealt it 8 hits in one Attack, you would cause it to lose 2 HP in one go. Good luck!

✧ RECEIVING DAMAGE

Survivors lose 1 Hit Point for each hit or point of damage suffered from enemies or other sources (see page xx).

When your Hit Points are reduced to 0, you suffer a Major Wound and are knocked unconscious until the end of combat.

An unconscious Survivor who is in contact with Zombies will be killed at the end of the following round. One Survivor can carry another individual, but cannot perform Attacks.

See the table below for the effects of a Major Wound.

Major Wound

Once combat is over and your friends can check on you, roll a die on the Major Wound table and check the result.

MAJOR WOUNDS

ROLL A D6	CONSEQUENCES
⚀ / 💀	***Lethal Injury!*** Roll six dice and check the result: if you roll more 1s (💀) than 6s (🪓) you die, and might one day return as a revenant (unless your friends make sure you don't). Otherwise, apply the effects of a *Serious Injury*.
⚁ ⚂ ⚃ ⚄	***Serious Injury.*** Apply what is described below (*That was close!*). Additionally, reduce one Attribute of your choice by 1 for the length of the Quest.
⚅ / 🪓	***That was close!*** You are alive, and wake up at 1 HP. You're left with a nasty scar as a souvenir (roll on the Scars table).



SCARS

ROLL A D66	SCAR	DESCRIPTION
11-13	*Ragged eye*	A jagged scar running over or near one eye.
14-16	*Twisted limb*	A scar that wraps around a limb, causing it to appear contorted or misshapen.
21-23	*Sunken cheek*	A scar that creates a hollow or sunken area on one cheek, altering the facial structure.
24-26	*Mangled ear*	A scar that distorts or partially destroys the shape of one ear.
31-33	*Shattered jaw*	A scar that crosses the jawline, potentially affecting speech or eating.
34-36	*Ravaged neck*	A scar encircling the neck, leaving it marked or disfigured.
41-43	*Torn lip*	A scar that bisects or distorts one lip, altering the character's expression.
44-46	*Smashed nose*	A scar across the nose, leaving it flattened or crooked.
51-53	*Severed digit*	A missing or partially severed finger or toe, with the remaining stump scarred.
54-56	*Gouged chest*	A deep scar across the chest, the mark of a grievous wound that barely missed vital organs.
61-63	*Shattered knee*	A scar that crosses the knee joint, causing a slight limp.
64-66	*Torn scalp*	A scar on the scalp, possibly revealing patches of bare skin or disfigured hair growth.

MAKE NOISE

Make a CRAFT Action to attract the attention of your adversaries, drawing them away from your companions (this may not work if your enemies are not particularly gullible...). For example, based on the circumstances this may allow other Survivors to Retreat as a Secondary Action this turn.

RETREAT

Make a FORCE or STUNT Action to withdraw from combat: If you score a number of successes matching or exceeding the highest Strength score among the adversaries engaging you, you successfully escape combat.

STRENUOUS ACTIONS

These Secondary Actions are more demanding and require an Action roll.

MANEUVER

Roll FORCE or STUNT to move while staying engaged in combat. You may reposition within the area or move toward a distant Survivor. If relevant, you may move a number of meters equal to your Muscle rating.

MAKE NOISE

Roll CRAFT to distract enemies and draw them away from your allies. Depending on the situation, this may allow other Survivors to Retreat this turn.

RETREAT

Roll FORCE or STUNT to withdraw from combat. If your successes equal or exceed the highest Strength among the enemies engaging you, you escape.

THE RUSH OF COMBAT

Remember: *the penalties imposed by Fatigue levels on Actions are NOT applied during combat.*

Resting

Once per day, when you find a moment of respite in a secure location, you may take a short rest. When you do so, you:

> **Recover 1 lost Hit Point and reduce your accumulated Strain by a number equal to your Strain value.**

If you have the opportunity to sleep in a safe place for approximately 6 hours, you have a choice between making a second short rest as above, or taking a long rest. If you choose to take a long rest, you:

> **Reset your Fervor to the first tier and refresh all your Fervor Gains boxes. Then, you fully recover all lost Hit Points and cancel all accumulated Strain.**

War Gear

The only thing I ask the gods is a blade of dwarven steel and the courage to hold it.

Who said that valor needs first strength, and then a weapon? Someone who knew how to fight, that's for sure. To best prepare yourself to face your enemies, you must know the characteristics of your instruments of war.

Melee and Ranged Weapons

When fighting in close combat, you can only attack using weapons with a Range of 0, which includes all Melee weapons, and Ranged weapons or Combat Spells that specify a minimum range of 0.

Ranged weapons and Combat Spells also have a maximum range, to be taken into account when resolving Opening Volleys (see page xx).

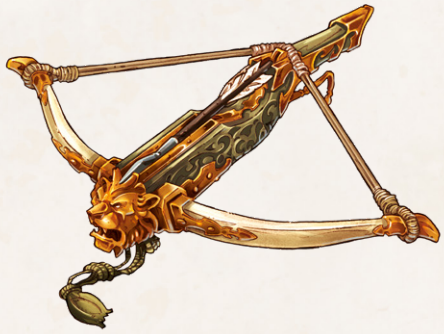
Armor and Shields

They say that the best defense is a good offense, but having some protection is never a bad idea.

Armor and shields add a number of dice to your DEFEND rolls, but may impose penalties.

One-Handed and Two-Handed

Weapons are indicated as requiring one hand or two to maneuver. One-handed weapons are marked as (1h) and two-handed weapons as (2h).



Dual Wielding

If you are wielding 2 identical Melee weapons or Combat Spells with Range 0, you can make a single Attack using the stats of one weapon or spell adding 1 bonus die.

Dice

This is the number of dice you add to your Attack roll when you use the weapon or Combat spell.

Bonus Hits

If your attack scores at least 1 hit, you get to add this number of hits to your final result.

Area Attack

Weapons and spells capable of area attack must be employed exclusively to make an Opening Volley, yet scored hits can be assigned to multiple targets (instead than to a single one).

Focused Attack

Hits scored by the weapon or spell must be assigned to a single target even if used in melee combat.

Night Hunt

«I am so hungry, even revenants are looking tasty."

– Breld

Night Hunt is a short Quest for ***Plague Bearer*** that can be completed in about one hour. You can play as a standalone story with no preparation, or integrate it into an existing campaign with minimal effort.



Introduction

The Black Plague not only unleashed hordes of revenants but also ushered in the grim specter of famine. As fields lay abandoned and livestock unattended, the once-thriving land began a slow descent into the grip of the Blight.

At the beginning of the Quest, the Survivors are starving, and are desperately scouring for food in some abandoned fields in the northern reaches of Wheatfields shire, on the border with Wolf Wood. Yet, their foraging efforts have yielded no results so far.

> **Special: Until the Survivors find something to eat, all their Actions are *impaired* (lose 1 die) and they cannot take a Short Rest.**

A Farmer in Need

Suddenly, the group hears the sounds of a struggle coming from the nearby road. Investigating, they find a lone woman fighting off a horde of undead revenants — probably former farmers by their blood-stained clothes.

- The horde counts three times as many Walkers as there are Survivors, plus 2 Runners and 1 Brute.
- If the Survivors engage the revenants, prepare the Initiative deck by shuffling the Survivor cards together with the 8 ♠ for the Crowd of Walkers, the 9 ♠ and 9 ♣ for the Runners, and the 10 ♠ for the Brute.

The woman is a farmer named Karla, and carries on her back a large but empty basket. Once the Survivors save her, Karla expresses her gratitude but appears eager to leave. When questioned about her empty basket, Karla, after some hesitation, reveals that she is on her way to gather food for her family in Wolf Wood. She explains that the farmers in this area used to hide part of their supply in a stash hidden in the nearby forest to avoid the Duchy's tax collectors. The food is still there and just needs to be retrieved.

Karla anticipates danger in the forest and offers to share the food with the Survivors if they accompany her. However, they must hurry, as nightfall is approaching. Karla, not being foolish, does not disclose the exact location of the stash.



Locations

The Forest

The Survivors follow Karla into Wolf Wood. She leads them down a narrow, almost invisible path among the trees. Under the eaves of the forest it's nearly dark, and signs of the Blight are evident: dying trees, worm-ridden timbers, and the stench of decay.

The Game Master may introduce one or more of the following obstacles along the path:

- ***Poison Ivy:*** Once harmless, this ivy now has a sickly violet hue and is toxic. Survivors must pass a SCOUT action to avoid contact. Failure results in painful sores that impair all MUSCLE actions (lose 1 die).
- ***Rotten Log:*** The path crosses a large crevasse, bridged by a fallen log. Blighted and slippery, the log requires a successful STUNT action to cross. Failure results in a fall, causing the loss of 2 Hit Points (another STUNT roll can reduce this damage).
- ***Suspicious Mushrooms:*** The hungry party encounters a large patch of reddish mushrooms. Though they appear poisonous, a successful SCAVENGE or LORE action reveals they are safe to eat. There are enough mushrooms to satiate the entire group, allowing them to finally take a Short Rest if they want to.

Once the Survivors overcome these obstacles, they reach their destination.

The Food Stash

The Survivors venture deeper into the forest as night falls, encountering increasingly disturbing signs in the form of mangled animal corpses scattered on the ground or hanging from trees. They easily identify a deer, a goat, a dog, and even a cow, along with what appears to be a human body hanging from a high branch. There are certainly many others scattered around.

These bodies have been torn apart by large claws or beaks. Thankfully, they show no signs of returning to life.



Guided by Karl, the Survivors reach the food stash — several kegs of salted meat, fish, and vegetables are hidden inside a natural cavity in a huge oak tree under a layer of sand and dead leaves. There are 2 kegs for each Survivor, each taking up 3 inventory slots.

THE NEST

As darkness descends upon them, the Survivors notice a large nest in the upper branches of a nearby tree. Karla is puzzled. The nest wasn't there the last time she visited, which was before the onset of the Black Plague.

The nest can be reached with a successful STUNT action. Inside, the party finds the half-eaten corpse of a Roadwarden (a ranger of the Duchy) still carrying a Sword and a flask containing Clean Water (drinking it allows a Survivor to reduce their accumulated Strain by a number equal to their Strain value).

As the group prepares to leave (or if they lose time investigating the nest), they hear the flapping of wings and a large, pale shadow plummets down upon them. The owner of the nest is back!

Originally an Elven owl from the Dead Orc Forest, this creature was infected and grew to enormous size. It is now the Night Hunter, a formidable Abomination responsible for the mangled corpses around its nest.

Worse still, when it swoops down, the Night Hunter howls, raising a horde of undead from the bodies strewn at the base of the tree that holds its nest.

> **The horde of Zombies counts four times as many Walkers as there are Survivors, plus 4 Runners and 2 Brutes.**



Boss Fight

Once a benign creature from the elven land of Dead Orc Forest, the Night Hunter has now become an undead nightmare. It is an enormous, pale owl, the size of a horse. Its body, covered in maggots, is slowly rotting, and a greenish, necromantic light shimmers in its dead eyes.

> **The Initiative deck for this fight is prepared by shuffling the Survivor cards together with the 8 ♠ for the Crowd of Walkers, the 9 ♠ and 9 ♣ for the Runners, and the 10 ♠ for the Brute. Finally, add the Ace ♠ and the Ace ♣ for the Night Hunter itself.**

The Night Hunter is a formidable opponent, difficult to defeat and even harder to escape from. The monster relentlessly pursues any fleeing Survivor, chasing them beyond the forest's borders. If the party manages to kill it, they can safely take all the food stashed in the tree.

NIGHT HUNTER: ABOMINATION

STRENGTH	TOUGHNESS	HIT POINTS	ATTACK TYPE
3	4	3	*Special**

***Special -** For each Ace card drawn , the GM can choose 1 of the following attacks.

- ***Swoop and Grab:*** The Night Hunter tries to grab a single Survivor and carry them away! The victim can avoid it with an ***Impaired*** DEFEND Action (lose 2 dice). If they fail, the monster carries them up into the air and lets them fall from some height, causing 3 damage (STUNT reduces, armor doesn't apply).
- ***Claws and Beak:*** The Night Hunter attacks a single Survivor.
- ***Wing Buff:*** The Night Hunter beats its mighty wings. Every Survivor must pass a FORCE Action or be knocked down (their next action is ***Impaired*** - lose 2 dice).
- ***Owl's Stare:*** The Night Howl gazes into the eyes of a Survivor with his mesmerizing stare. The Survivor gains 3 points of Strain (roll WARD to reduce).



Plaguebearer
ROLEPLAYING GAME

NAME Olga
ARCHETYPE Hedge Witch
LOOKS Smells of herbs and dirt, missing teeth
LEVEL
XP 1



STRAIN 6

FATIGUE
-1
-2
-3

HIT POINTS 4

RECOVERY ◆ *Short Rest*

ACTION	MUSCLE 1	BRAINS 3	GUTS 2
ATHLETICS 1	Force 2	Stunt 4	Endure 3
COMBAT 1	Fight 2	Shoot 4	Defend 3
MAGIC 2	Sense 3	Cast 5	Ward 4
PERCEPTION 2	Awareness 3	Rumors 5	Scout 4
SURVIVAL 3	Scavenge 4	Craft 6	Stealth 5
WIT 2	Daunt 3	Lore 5	Hearten 4

GEAR

BALDRIC *Ruined*
- ◆
- ◆
- ◆

SACK *Ruined*
- ◆ Fresh Food: Consume to recover 1 lost Hit Point.
- ◆
- ◆
- ◆
- ◆
- ◆

BELT *Ruined*
- ◆ Fire Bolt Scroll
- ◆

WEAPON OR SPELL

Range	Dice	Bonus Hits	Inventory	Trait
◆ Fire Bolt Scroll				
0-1	1	0	1	1 hand
◆				
◆				

ARMOR OR SHIELD

Dice	Inventory	Trait
◆		
◆		

TALENTS

Kitchen Witch: Recovery Goods you administer or consume have double effect. Clean Water reduces Strain by twice the Survivor's Strain; Fresh Food restores up to 2 lost Hit Points; Salted Meat restores all lost Hit Points.

FERVOR GAINS ◆ *Critical Strike* ◆ *First Blood*

Vigorous When you take a short rest you gain all the benefits of a long rest instead.

Walker's Bane If you roll 3 on an Attack roll against Walkers, add 3 hits to your final result.

Hedge Witch



"I ain't come to the town in years. You know how them town folk are, running about like the sun only rises if they make their coin. Well, they don't run about anymore. They shamble, more like.

I knew it was coming, I saw it.

...At least someone was ready!"

— Olga

The Hedge Witch knows the old ways, passed down orally for generations uncounted. They knew the healing arts before this Duchy existed, and have used them more since its fall. Rooted in the people, living rural lives, the Hedge Witch was known as the wise-woman to seek in times of trouble. And, folks, these are definitely times of trouble.

- **Key Attribute:** ***Brains***
- **Key Proficiency:** ***Survival***
- **Favored Action:** ***Stealth***
- **Hit Points:** *4*
- **Strain:** *6*

Choose this archetype if you want to play someone imbued with common sense and ancient wisdom. Choose it if you want to play the pragmatic sort who already knew life gave nothing without sweat!

TALENTS

Kitchen Witch

Recovery Goods administered or consumed by you double their effectiveness — Clean Water reduces Strain by twice a Survivor's Strain value, Fresh Food allows a Survivor to recover up to 2 lost Hit Points, and Salted Meat restores all lost Hit Points.

Vigorous

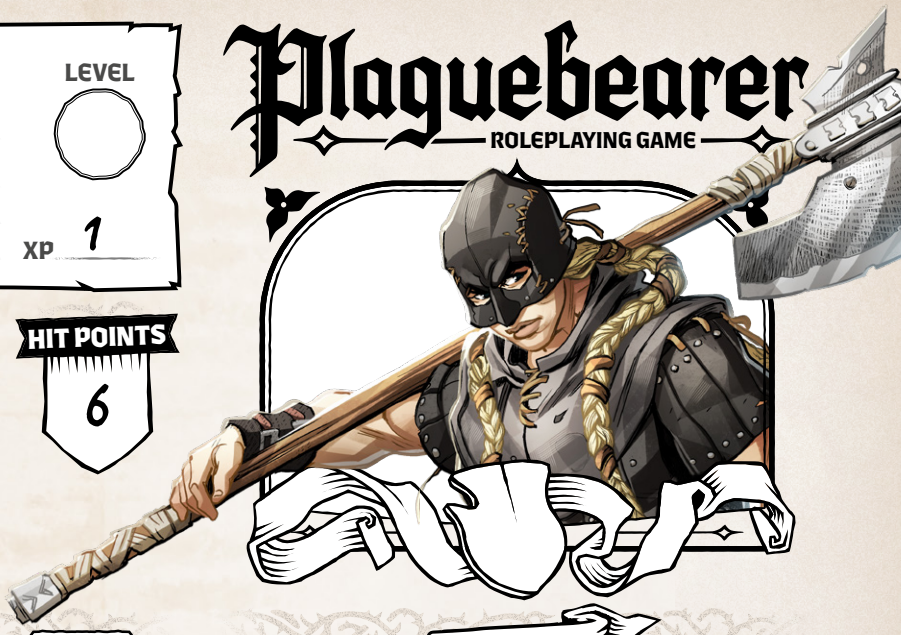
When you take a short rest you gain all the benefits of a long rest instead (without resetting your Fervor).

Walker's Bane

If you roll 3 on an Attack roll against Walkers, add 3 hits to your final result.

Plaguebearer
ROLEPLAYING GAME

NAME Rowena
ARCHETYPE Executioner
LOOKS Big, scarred and tough
LEVEL
XP 1



STRAIN 4

FATIGUE
- ⊗⊗⊗○○○○ → -1
- ⊗⊗⊗○○○○ → -2
- ⊗⊗⊗○○○○ → -3

HIT POINTS 6

RECOVERY ◆ *Short Rest*

ACTION	MUSCLE 3	BRAINS 1	GUTS 2
ATHLETICS 2	Force 5	Stunt 3	Endure 4
COMBAT 2	Fight 5	Shoot 3	Defend 4
MAGIC 1	Sense 4	Cast 2	Ward 3
PERCEPTION 1	Awareness 4	Rumors 2	Scout 3
SURVIVAL 2	Scavenge 5	Craft 3	Stealth 4
WIT 3	Daunt 6	Lore 4	Hearten 5

TALENTS

Defiance: Gain 2 Strain to reduce a Hit Point loss by 1.

FERVOR GAINS ◆ *Critical Strike* ◆ *First Blood*

Executioner's Tax: Gain 2 dice when attacking with an Axe or a Great Axe.

Reaper's Swing: If you roll 3 attacking with a Melee weapon, add 3 hits to your final result.

GEAR

BALDRIC	Ruined
◆ Great Axe	
◆	
◆	

SACK	Ruined
◆ Clean Water: Consume to reduce your accumulated Strain by your Strain value	
◆	
◆	
◆	
◆	

BELT	Ruined
◆	
◆	

WEAPON OR SPELL

	Range	Dice	Bonus Hits	Inventory	Trait
◆ Great Axe	0	3	+1	2	2 hands
◆					
◆					

ARMOR OR SHIELD

	Dice	Inventory	Trait
◆			
◆			

Executioner



"I used to lop off heads for business, and I expected the clients to stay dead.

Now, I have to kill everyone a second time. I wonder if the Duke is paying double..."

— Rowena

Executioners do the dirty work of the King, the Duchy, or the village. They bear the burden of the dead as bodies drop through the gallows or heads thud into baskets beneath the axe. These folks carry a lot of inner demons, and that makes them particularly manic when fighting the undead. After all, they've dispatched some of these people before.

- **Key Attribute:** ***Muscle***
- **Key Proficiency:** ***Wit***
- **Favored Action:** ***Force***
- **Hit Points:** *6*
- **Strain:** *4*

Choose this archetype if death is an old friend, even one who brings with it the coldness of the grave. Embrace it if you don't mind having demons (not literal ones) and channeling that pain into dismembering the undead.

TALENTS

Defiance
Gain 2 Strain to reduce a Hit Point loss by 1.

Executioner's Tax
Gain 2 dice when attacking with an Axe or a Great Axe.

Reaper's Swing
If you roll 3 attacking with a Melee weapon, add 3 hits to your final result.

Plaguebearer
ROLEPLAYING GAME

NAME Yussuf
ARCHETYPE Pilgrim
LOOKS Dressed in foreign silk, winning smile
LEVEL
XP 1



STRAIN 5

FATIGUE
- ⊗⊗○○○○○ → -1
- ⊗⊗○○○○○ → -2
- ⊗⊗○○○○○ → -3

HIT POINTS 5

RECOVERY ◆ *Short Rest*

ACTION	MUSCLE 1	BRAINS 2	GUTS 3
ATHLETICS 1	Force 2	Stunt 3	Endure 4
COMBAT 2	Fight 3	Shoot 4	Defend 5
MAGIC 1	Sense 2	Cast 3	Ward 4
PERCEPTION 3	Awareness 4	Rumors 5	Scout 6
SURVIVAL 2	Scavenge 3	Craft 4	Stealth 5
WIT 2	Daunt 3	Lore 4	Hearten 5

TALENTS

Inner Eye: Your SENSE and WARD Action rolls are Favored.

FERVOR GAINS ◆ *Critical Strike* ◆ *First Blood*

Fortitude: When you gain Fervor you cancel ALL gained Strain.

Archer's Blessing: If you roll 3 attacking with a Ranged weapon, add 3 hits to your final result.

GEAR

BALDRIC	Ruined	SACK	Ruined
◆ Short Bow		◆	
◆		◆	
◆		◆	
BELT	*Ruined*	◆	
◆ Short Sword		◆	
◆		◆	

WEAPON OR SPELL

	Range	Dice	Bonus Hits	Inventory	Trait
◆ Short Bow	0-1	2	0	2	2 hands
◆ Short Sword	0	1	+1	1	1 hand
◆					

ARMOR OR SHIELD

	Dice	Inventory	Trait
◆			
◆			

Pilgrim



"I should have listened to my wives, may the Gods protect them in my absence, and never left home for this barbarous land!"

— Yussuf

To the pilgrim, traveling is a spiritual journey, regardless of the destination. They bravely face harsh weather, encounters with highwaymen, and sometimes uncanny or hostile creatures to follow their path. Whether on a spiritual quest or a journey of self-discovery, for the pilgrim, enlightenment is found amidst the trials and tribulations along the way.

- **Key Attribute:** ***Brains***
- **Key Proficiency:** ***Wit***
- **Favored Action:** ***Daunt***
- **Hit Points:** ***5***
- **Strain:** ***5***

Choose this archetype if you want to play a wanderer, driven by a thirst for adventure and discovery, a desire for personal growth, or a search for redemption.

TALENTS

Inner Eye
Your SENSE and WARD Action rolls are Favored.

Fortitude
When you gain Fervor you cancel ALL gained Strain.

Archer's Blessing
If you roll 3 attacking with a Ranged weapon, add 3 hits to your final result.

Plaguebearer
ROLEPLAYING GAME



NAME Brother Iratus
ARCHETYPE Zealot
LOOKS Burned eyebrows, constantly frowned

LEVEL

XP 1

STRAIN 5

FATIGUE
- ⊗ ⊗ ○ ○ ○ ○ ○ › -1
- ⊗ ⊗ ○ ○ ○ ○ ○ › -2
- ⊗ ⊗ ○ ○ ○ ○ ○ › -3

RECOVERY ◆ *Short Rest*

HIT POINTS 5

ACTION

	MUSCLE 2	BRAINS 1	GUTS 3
ATHLETICS 2	Force 4	Stunt 3	Endure 5
COMBAT 1	Fight 3	Shoot 2	Defend 4
MAGIC 3	Sense 5	Cast 4	Ward 6
PERCEPTION 2	Awareness 4	Rumors 3	Scout 5
SURVIVAL 1	Scavenge 3	Craft 2	Stealth 4
WIT 2	Daunt 4	Lore 3	Hearten 5

TALENTS

Fervent: Whenever you make a Fervor gain you acquire one of the benefits granted by a short rest.

FERVOR GAINS ◆ *Critical Strike* ◆ *First Blood*

Martyr: If you are not at your maximum Hit Points, add 1 bonus die to all your Attack rolls for every Hit Point you have lost.

Faith Shield: Add 3 bonus dice to all your DEFEND Actions.

GEAR

BALDRIC	Ruined	SACK	Ruined
◆ Dagger		◆	
◆		◆	
◆		◆	
BELT	*Ruined*	◆	
◆ Fireball Scroll		◆	
◆		◆	

WEAPON OR SPELL

	Range	Dice	Bonus Hits	Inventory	Trait
◆ Dagger	0	1	0	1	1 hand
◆ Fireball	1	5	0	1	1 hand Area Attack
◆					

ARMOR OR SHIELD

	Dice	Inventory	Trait
◆			
◆			

Zealot



"Then they will know that I am the wrath of the Gods when I lay my vengeance upon them!"

— Brother Iratus

From humble town preacher to fiery, gilded bishop, zealots all serve a deity, or at least they claim so. Their holy symbols and faith make them right, even when they are very, very wrong. It is their lot to wreak the Lord's vengeance on the wicked whose sins pushed them into unlife.

- ***Key Attribute:*** **Guts**
- ***Key Proficiency:*** **Magic**
- ***Favored Action:*** **Hearten**
- ***Hit Points:*** **5**
- ***Strain:*** **5**

Choose this archetype if your fervor stems from righteous wrath rather than mere discontent, and if you aspire to mete out judgment with certainty, never faltering in your belief.

TALENTS

Fervent

Whenever you make a Fervor gain you acquire one of the benefits granted by a short rest (see page xx).

Martyr

If you are not at your maximum Hit Points, add 1 bonus die to all your Attack rolls for every Hit Point you have lost.

Faith Shield

Add 3 bonus dice to all your DEFEND Actions.

Plaguebearer
ROLEPLAYING GAME

NAME Luther
ARCHETYPE Town Guard
LOOKS Broad shoulders, clean-shaven
LEVEL
XP 1



STRAIN 4

FATIGUE
- ⊗⊗⊗○○○○ → -1
- ⊗⊗⊗○○○○ → -2
- ⊗⊗⊗○○○○ → -3

HIT POINTS 6

RECOVERY ◆ *Short Rest*

ACTION

	MUSCLE 3	BRAINS 2	GUTS 1
ATHLETICS 2	Force 5	Stunt 4	Endure 3
COMBAT 2	Fight 5	Shoot 4	Defend 3
MAGIC 2	Sense 5	Cast 4	Ward 3
PERCEPTION 3	Awareness 6	Rumors 5	Scout 4
SURVIVAL 1	Scavenge 4	Craft 3	Stealth 2
WIT 1	Daunt 4	Lore 3	Hearten 2

GEAR

BALDRIC	Ruined	SACK	Ruined
◆ Horn: Add 1 die to your DAUNT Actions.		◆	
◆		◆	
◆		◆	
BELT	*Ruined*	◆	
◆ Mace		◆	
◆		◆	

WEAPON OR SPELL

	Range	Dice	Bonus Hits	Inventory	Trait
◆ Mace	0	3	0	1	1 hand Area Attack
◆					
◆					

ARMOR OR SHIELD

	Dice	Inventory	Trait
◆ Leather Jerkin	1	1*	(*only when carried, not worn)
◆			

TALENTS

Charge: Attack using a Melee weapon as an Opening Volley.

FERVOR GAINS ◆ *Critical Strike* ◆ *First Blood*

Vigilant: Place your card and a numbered Adversary card to the Initiative deck. Your round comes when either that card or yours is drawn (ignore the other card when drawn).

Back to Back: You and another Survivor of your choice gain 2 dice on all DEFEND Actions.

Town Guard



"You need to stand up and follow me. We'll be safe, I swear it to you, but I need you to stand up."

— Luther

A town guard could be a recruit from the local youth or a seasoned veteran whose days of service are long past. Some may have been former soldiers, enticed by the prospect of a peaceful life guarding a quiet hamlet. However, the rise of the undead has shattered those hopes. Whether young or old, the demand for experienced war leaders has become dire, thrusting even the most reluctant guards into the forefront of battle.

- ***Key Attribute:*** **Muscle**
- ***Key Proficiency:*** **Perception**
- ***Favored Action:*** **Endure**
- ***Hit Points:*** **6**
- ***Strain:*** **4**

Choose this archetype if you want to play a reliable person ready to sacrifice themselves for the greater good. Play this role if a quiet retirement from war gone awry appeals to you!

TALENTS

Charge
Attack using a Melee weapon as an Opening Volley.

Martial Training
If you are wearing armor or a shield, add 1 bonus die to all your DEFEND Actions.

Back To Back
You and another Survivor of your choice gain 2 dice on all DEFEND Actions.


Wolf Wood
Arrowdeep Path
Arrowdeep Path
Timber Road
Whispers River
Storks Peak
Wheatfields
Stone Q
Grain Road
Golden Basin's Chapel
Millers Hill
Vaztromo Suntzen Tower
Dragons
Dragonbone Bridge
Forge River
Unicorn's
Grain Road
Laze Road
King's Road
Wulfsburg
Duchess Garden
Deadman Ferry
South Road
Bishop Road
Three Castles
the Shadow
Goblin Hills
Archbishopric
Brogen Mountains



Plaguebearer

ROLEPLAYING GAME

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FANTASY ZOMBICIDE

EDGE STUDIO