



Conservation Status: Vulnerable

## ITALIAN ZOMBIE

*Mortifera immortalis fulci*

**Description:** A highly decomposed or mutilated animated corpse, often with one or more gruesome wounds. Despite their injuries, Italian Zombies are surprisingly mobile for their condition. They are slightly faster than Gray Shamblers and much stronger, able to pull a human victim through a small hole in a wooden door.

**Habits and Habitat:** A particularly nasty species, the Italian Zombie is noted for its gory feeding habits. It makes a point of dismembering and mutilating its victims beyond the point of recognition. This may seem to be unnecessarily sadistic, but it paralyzes nearby prey with terror, thus making them easy targets for the zombie. It also cuts down on the number of zombies created during an attack, thus reducing the competition for prey.

Such divergence from the norm suggests that natural selection has resulted in seemingly counter-intuitive tactics. Perhaps by naturally limiting their numbers, the Italian Zombie avoids detection longer and thus is able to survive longer than the Gray Shambler. Their most divergent trait though is their amphibious nature.

Italian Zombies are at home in the water, either walking along the bottom or swimming in a basic dogpaddle. This was confirmed when a noted Italian oceanographer filmed a battle between an Italian Zombie and a shark. This infamous encounter has been shown in countless documentaries about the zombie and has fed anti-zombie hysteria and misinformation ever since.

A wave of Italian Zombie attacks in the 1970s and early 1980s resulted in a mass hunt for them throughout Europe. In one famous case in 1971, a castle in Spain was found to hold dozens of Italian Zombies dating back to the Middle Ages. The Zombies were former Knights Templar, still clad

in armor. When archeologists unwittingly released them, they spread throughout Europe.

Thousands were destroyed, leading some to believe that they were driven to extinction. However, they have recovered since then. A few survived by hiding underwater or in remote tombs.

**Reproduction:** The Italian Zombie spreads an airborne disease that infects all humans who come into close contact with it. Once the human dies, regardless of cause, it will transform into an Italian Zombie within minutes.

**Range:** Primarily found in southern Europe, but specimens have been found in North America and Asia. Due to its amphibious nature, the Italian Zombie is not hindered by any but the deepest oceans and has shown up in remote locales like Easter Island.



## ITALIAN ZOMBIE

*Mortifera immortalis fulci*

Injuries to the sensory organs do not impair the senses of the Italian Zombie.





Conservation Status: Vulnerable

## NEW ENGLAND GHOUL

*Mortifera immortalis pickmani*

**Description:** A roughly bipedal humanoid with vaguely canine legs and cloven hooves. Skin tone is usually grayish-blue, although individual Ghouls vary widely. The mouth is heavily deformed, taking on a canine appearance with powerful jaws and a muzzle instead of a mouth.

New England Ghouls are unique in nature for one trait: they are bipedal ungulates. Scientists still do not understand the evolutionary advantage for this trait. Extensive studies have been conducted on their gait and how it benefits the species.

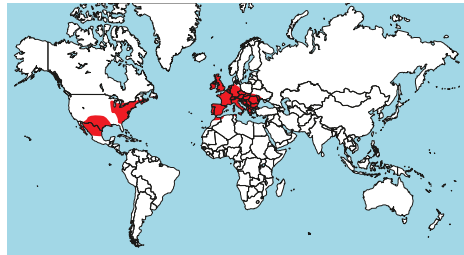
**Habits and Habitat:** The inspiration behind the infamous artwork of its discoverer, Richard Pickman, this species is known for its nocturnal carrion feeding habits and is a common sight in poorly guarded graveyards. It will not attack a living creature unless provoked or threatened. The New England Ghoul prefers to consume human corpses although it does not gain sustenance from eating. They appear to suffer a complete obsession with consuming dead human flesh. They will not eat a live human.

An intelligent species, the New England Ghoul is capable of speech and complex thought. Recent studies hypothesize it may be able to learn what a human knew by consuming their cerebrum although this has not been confirmed.

In 1973, a New England Ghoul was found in the walls of a castle in southern France. The creature had been immured for centuries yet it was still active. Unfortunately, it was destroyed by superstitious villagers before it could be questioned. It is hoped one day that New England Ghouls will come forward to share their unique perspective on history. As an immortal species, individual ghouls may have lived through many of the great events that shaped our world.

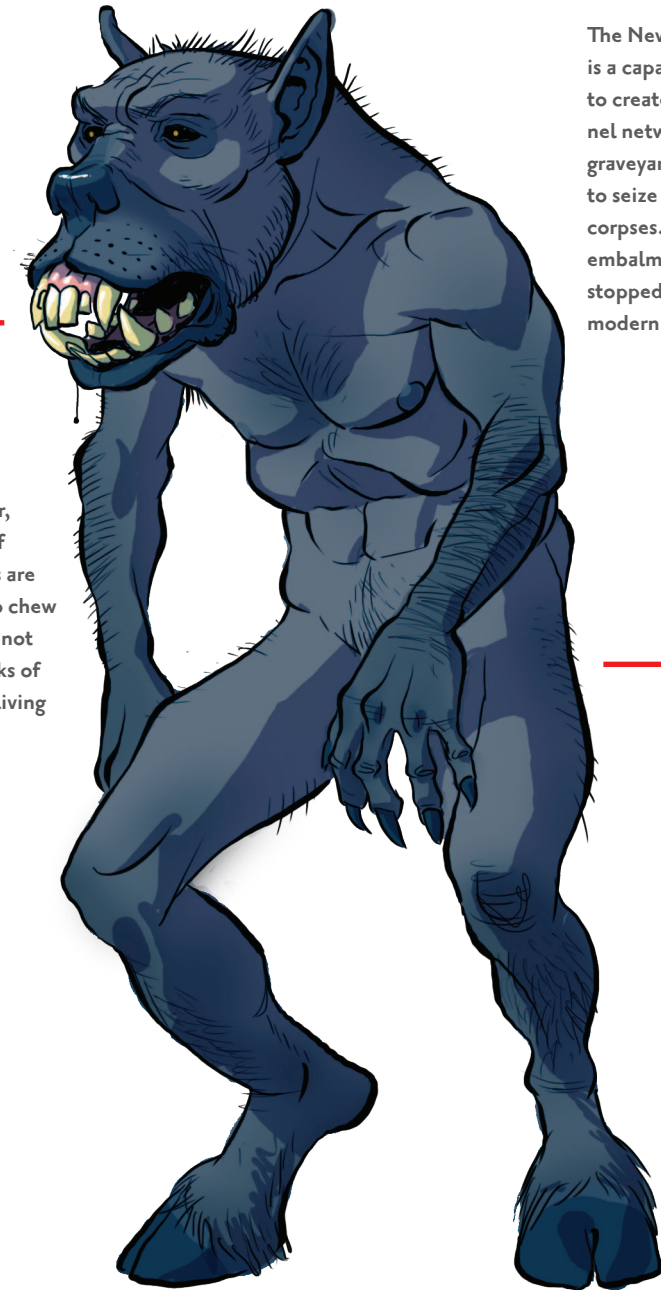
**Reproduction:** It is believed that humans become New England Ghouls through ritualistic cannibalism. The transformation is an extremely prolonged process and it is believed that Ghouls purposefully seek out depraved humans in order to lure them into a path of cannibalism. Eventually a cannibal undergoes a form of metamorphosis into a New England Ghoul. Regions that suffer from extreme famine often create minor populations of New England Ghouls as desperate humans turn to cannibalism to survive. These Ghouls are usually slain upon discovery. Only the Ghouls that learn how to hide their feeding habits survive more than a few months.

**Range:** Most established in the oldest cities of North America, especially the Yankee strongholds. There is a sparse disjunct population in the southwestern United States and northern Mexico. Encountered throughout Europe in older graveyards and cemeteries. A colony of several dozen is believed to live in the Paris Catacombs.



## NEW ENGLAND GHOUL

*Mortifera immortalis pickmani*



The New England Ghoul is a capable burrower, able to create elaborate tunnel networks underneath graveyards and cemeteries to seize recently buried corpses. The practice of embalming corpses has stopped this practice in modern times.

A scavenger, the teeth of this species are designed to chew up carrion, not to rip chunks of flesh from living prey.



**Conservation Status:** Must Exterminate

## TALKING ZOMBIE

*Mortifera immortalis trioxin*

**Description:** Physically, the Talking Zombie resembles a Gray Shambler except for its speed. Most Talking Zombies are dressed as punks, vagrants, petty criminals and similar members of the urban underclass, although a minority of Talking Zombies appear as buried corpses in tattered dress clothing. This is due to the fact that a number of Talking Zombies arise from the dead buried in cemeteries.

**Habits and Habitat:** The Talking Zombie is considered the most dangerous species of undead in the world. They possess human or near-human intelligence, above average speed and nigh-invulnerability. They are highly aggressive predators who actively seek to eat the brains of humans, claiming that it eases the pain of being undead. Even shooting a Talking Zombie in the brain will not kill it. Only total destruction of the body is enough to slay one, and the remains excrete a chemical called trioxin. This chemical is responsible for the genesis of the species.

Talking Zombies prefer to dwell in urban sprawl, where their appearance and odor do not set them apart from the living denizens of such areas. Fortunately, they are usually spree killers, unable to form cogent, long-term plans so outbreaks are easily detected and quarantined.

The greatest danger comes from Talking Zombies that possess a measure of self-control. In several cases, a lone Talking Zombie has survived in a city for months or even years by disguising itself as human and covering its kills in a manner similar to a serial killer. In one known instance, the Zombie formed a symbiotic relationship with citizens of a squalid tenement building. In exchange for killing violent criminals and 'protecting' the residents from harm, the residents covered up evidence of the

Zombie's actions and lied to the authorities. Of course, eventually the Zombie lost control when a resident insulted it. The Zombie infected every resident in the tenement building except for a lone child and attempted to destroy the entire city in a massive riot. It was finally captured and later destroyed by the police. An unknown number of newly-created Talking Zombies escaped.

**Reproduction:** As with the Gray Shambler, a single bite is enough to infect and transform a human into a Talking Zombie. However, the chemical trioxin can also create a Talking Zombie if exposed to human remains. Even a highly diluted sample of trioxin can animate a corpse. In one tragic case, fallout from the cremation of a single Talking Zombie's corpse led to the animation of an entire graveyard.

The origin of the Talking Zombie is intensely debated. Some believe that the species is artificial, the result of illegal military bio-weapons experimentation. Others contend that the Talking Zombie is the result of pollution, possibly the result of a progenitor serum spill mixed with other chemicals.

**Range:** Almost every major city in the world is subject to periodic Talking Zombie infestations.



## TALKING ZOMBIE

*Mortifera immortalis trioxin*

An extremely clever and vocal species, this species can successfully negotiate, intimidate or deceive humans. Despite any possible morals or ethics held while alive, all Talking Zombies are sociopathic, completely lacking empathy for their prey.

The Talking Zombie is unique among the undead in that it actually cares about its appearance. They have been known to style their own hair, change clothing and wear make up to appear more lifelike.

