

ZOMBIES IN THE JUNGLE



Adventure on a single page #6

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Introduction

For several days now, undead elves have been attacking the dwarves on the island of Karosh. The dwarves call on the adventurers to stop this phenomenon and promise to pay them handsomely if they manage to save the colony, and especially its mine.

In three days the city will be invaded and abandoned.

The referee checks off a day segment (6 hours) below when the adventurers:

- move from one place to another;
- explore a place and/or chat with the extras;
- take a rest.

The adventure begins at the harbor.

3 DAYS UNTIL THE INVASION!

DAY 1 ○○○○

DAY 2 ○○○○

DAY 3 ○○○○



The elven ruins R

- Numerous white marble ruins dominated by a very tall tower, the **Temple of the Sun**.
- Dangerous elven automatons still prowl.
- **In the temple, one can find engraved on a wall a ritual that soothes the dead.** A long and extremely complicated text that must be sung in front of the necropolis.

STARTING THE ADVENTURE ↓ The harbor H

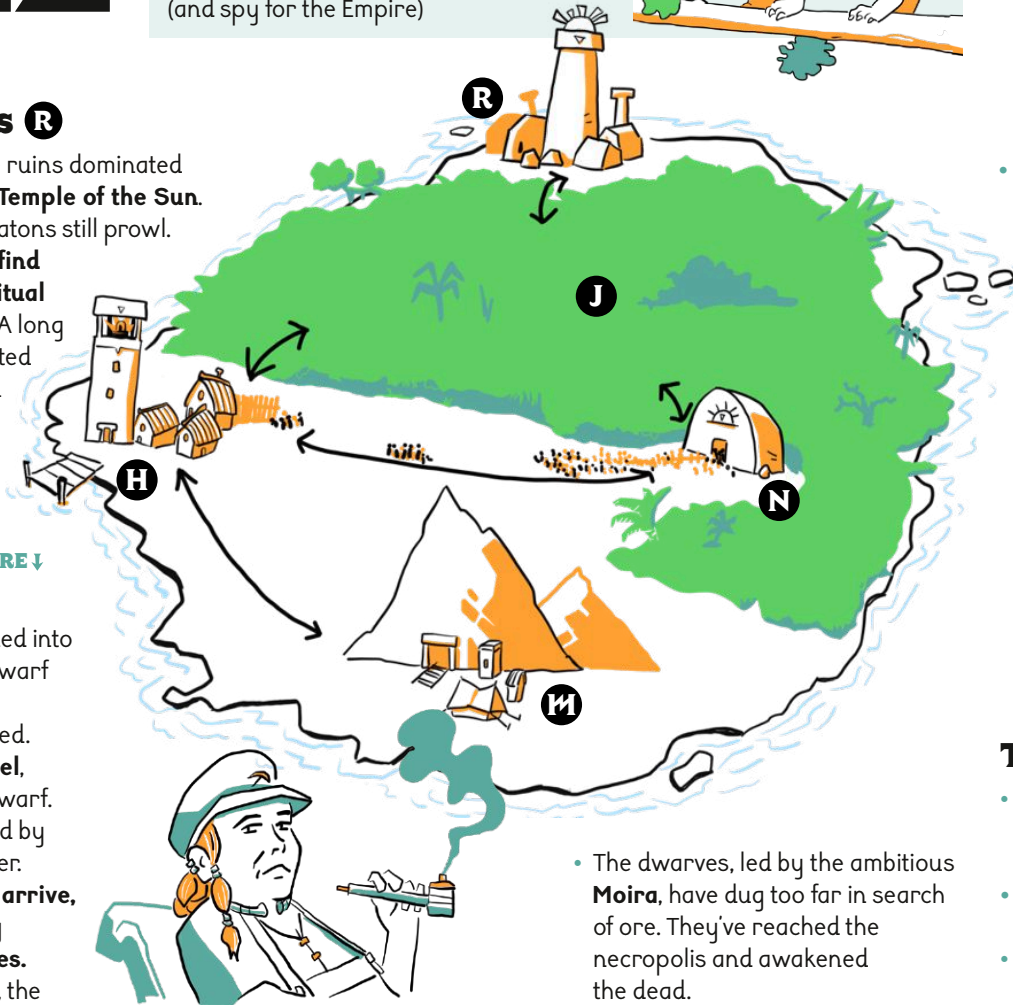
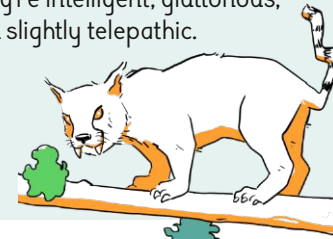
- A large elven tower turned into a lighthouse and small dwarf wooden buildings.
- Many dwarves are injured.
- The town is run by **Brogel**, a very old and elegant dwarf. He's always accompanied by **Bast**, his huge pet panther.
- **When the adventurers arrive, the town is attacked by a small group of zombies.**
- From the second day on, the dwarves start loading boats to flee the island.
- **The path to the necropolis is dangerous.** It's impossible to take it without encountering groups of zombies.

A few dwarves

- Barst**, friendly pickaxe salesman
- Brarda**, angry redheaded blacksmith
- Gharus**, pretentious but effective warrior
- Thura**, large-scale miner (and spy for the Empire)

The panthers of Karosh

They're intelligent, gluttonous, and slightly telepathic.



The dwarves' mine M

- In front of the mine, barracks built by dwarves. Black smoke and the sound of underground explosions rise from the mine.

- The dwarves, led by the ambitious **Moira**, have dug too far in search of ore. They've reached the necropolis and awakened the dead.
- Moira discreetly had the tunnel sealed and is looking for a solution. She sent miners to explore the elven ruins.
- **Stockpiles of explosives** are locked up in a well-guarded bunk.

The jungle J

- Damp, dark and dense, a real maze.
- For every jungle crossing, the referee rolls **1D6: 1** Quicksand **2** A dwarf fleeing zombies **3** 1D6 zombies **4** A clearing covered with yellow flowers **5** A tree bearing two fruits smelling like feet (heal the one who eats them) **6** A zombie being attacked by a panther
- **Without a local guide or a map, it is very difficult to find your way in the jungle.** Adventurers have a 2-in-6 chance of arriving at the wrong place.



The necropolis N

- Atop a green hill, a gigantic white building. The facade depicts a golden sunrise.
- **Dozens of zombies come out of the necropolis' gate.**
- The interior of the necropolis is plunged into darkness and filled with countless zombies wandering towards the exit.
- Particularly persistent adventurers may end up finding mining equipment and a freshly sealed tunnel leading to the dwarves' mine.