

**PREORDER THE NEW  
ALL FLESH MUST BE EATEN  
SUPPLEMENT, *ARRGH! THAR  
BE ZOMBIES!*, FROM YOUR  
LOCAL GAME STORE AND GET  
THE PDF NOW....  
**FOR FREE!****



***ARRGH! Thar Be Zombies* is a supplement for the *All Flesh Must Be Eaten* roleplaying game. In it, you will find:**

- Information on the Age of Sail and the Golden Age of Piracy, including everything you need to know about life as a pirate.
- Plenty o' new Qualities, Drawbacks, and skills for yer piratin' crew.
- New Zombie Aspects for the undead spat forth from Davy Jones' Locker.
- New Metaphysics rules for voodoo Miracles, rituals and the creation of fetishes.
- Rules for cinematic sword-fighting and ship combat.
- New weapons, new gear, and an assortment of ships from swift sloops to gun heavy galleons.
- Three full Deadworlds and two short ones, takin' yer sea dogs from a dark and shrouded isle to islands in a dark sea of an entirely different sort.
- A slew of Archetypes that can be used to flesh out any pirate game.

**EDN8012 • SRP: \$25.00 (US) • ISBN: 1-933105-00-3**

**WWW.EDENSTUDIOS.NET**