

Chapter 12

Creating Your Own Zombie Army

In This Chapter

- Knowing the types of zombies available
 - Understanding how weather effects your zombies
 - Protecting against the good guys
 - Having proper attire for your zombies
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Zombies are the penultimate supernatural army. Mindless, jobless and ever hungry a zombie could be considered a super villain's best friend (refer to Chapter 3, page 25 for the "Best Friends" chart). The key of course is the lack of brains. And their ability to clear a room quickly. Of course, the lack of brains can be disastrous when up against a smart nemesis, but zombies are a replenishable -- the perfect choice for those who prefer being green.



Terms You Should Know

Zombi - "*spirit of the dead*" in Haitian

Bokor - a priest in Vodou

Coup padre - a powder that is issued orally, the primary ingredient is *tetrodotoxin*, a deadly substance of the notoriously poisonous fou-fou, or "porcupine fish."

History of the Zombie

While you may consider skipping over this chapter (after all isn't history lessons for morons who like school), I would strongly consider learning the Zombies first appeared in Hati. It is believed that Roro Jean Anmwe, a Bokor, possessed the ability to resurrect the deceased through the administration of *coup padre* turned his mother-in-law into the first zombi because of her non-stop nagging to clean the hut.

According to history "a zombi(e) is someone who has annoyed his or her family and community to the degree that they can no longer stand to live with this person. They respond by hiring a Bokor..to turn them into a zombi(e)" (Keegan, www.flmnh.ufl.edu). The Bokor would administer the *coup padre*, causing the individual's heart rate to slow, their body temperature to drop and (by all appearances) kill the individual.

Once the individual was "mostly dead" (Princess Bride, 1987) the family would then bury the victim for the Bokor to exhume, thereby turning him or her into a mindless, senseless drone. The victim would

Did You Know? Life Levels

- Higher Being
- Alive
- Mostly Dead
- Dead
- Undead

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have no memories of their former life. Because of the bond between Boker and zombi the zombi is only “undead” until the Boker dies. This lack of free will is what makes the modern zombie completely controllable and less susceptible to being turned to good by your arch nemesis.

Types of Zombies Available for your Master Plans

Unfortunately most of the essential movies that explain the zombie mythos gloss over the time-consuming research and time involved with starting and training your very own zombie army. Super villains often have a false sense of the time involved with zombie preparation and rush into the creation phase before knowing exactly what the end goal is and how zombies can help you. Finishing your own World Domination Plan (Chapters 10 & 11) will make this process easier. Knowing the end goal will enable you to decide which type of zombie works best for you.

There are many types of zombies and, to give you more options., there’s many different types of sub-types. For our purposes we’ll begin with the main categories.

☑ **Slow Zombies**

This is the typical zombie as seen in most horror films. The slow zombie is one of the easiest zombies to create for the beginner. Just possess the correct mask, magical amulet or a Boker's magick and you too can have an army of slow zombies in no time. In some cases African tribal masks have been reported to raise the dead (*Dead Man's Party*), these masks are very rare and are generally only available to dark art dealers. However, they have been known to occasionally fall into the hands of an unsuspecting gallery curator with... interesting results. It's also an extremely unstable force as destroying the mask will render your army useless. Then all your left with a bunch of rotting corpses (which is only good if that was part of your evil scheme, see chapter 3).

"THEY'RE SO SLOW. WE COULD JUST WALK RIGHT PAST 'EM AND WE WOULDN'T EVEN HAVE TO RUN."

- Barbara (*Night of the Living Dead*)

The problem with slow zombies? Well, they're slow and easily distracted. All it takes is some stupid upstart with a shiny quarter and a baseball bat to wipe out a good chunk of your army. If you are breeding or raising slow zombies make sure you account for the relative

number of heroes in your local area. Most evil villain theorists recommend 1,000 zombies to every hero (Dr. Horrible, *My Horrible Career: a PhD in Horribleness*, 170).

Did You Know?

Average Speed

- Slow Zombies (Average Speed 5 SPM)
- Fast Zombies (Average Speed 25 to 45 SPM)
- Rage Zombies (Average Speed 100 to 200 SPM)
- Non-Human Zombies (Avg Speed 15 to 100 SPM)**
- Almost Too Human Zombies (Average Speed 50 SPM)

*shuffles or staggers per minute

**Average speed is dependent on species

Fast Zombies

The range of zombies covered in the “fast zombie” category is large and so are the methods used to raise them. What distinguishes the Fast Zombie from other zombies is its ability to climb and move quickly, thus being able to confuse and surprise its prey. When you need a threatening or fear-inducing zombie, fast-moving zombies can bring panic to any group of folks gathered.

These zombies are caused by, what scientists call, “Mysterious Forces” that randomly beset people and cause them to desire eating human flesh. Fast moving zombies can be made via poison, virus, and all manner of scientific methods (Garland, *28 Days Later*). Perfect for the Mad Scientists and Potion

Makers (Yzma) amongst us (see chapter 45 for more great plot ideas for the scientifically minded).

Like some variations of the slow zombie, the fast moving zombies can survive when being detached from their legs (*Chaos Bleeds*), but they still retain their fast speed. Some variations also spew green gas (see *Figure 12-1*), obviously a part of the decomposition process.



Figure 12 - 1
Chaos Bleeds

Some variations on the fast zombies include the Fast Headcrab (*Half-Life*), who has most of his vital organs and tendons exposed. Like the noble wolf, the Headcrab hunts in small packs that make for a surprisingly hard kill.

Fast zombies can also be made through spells. One of the main spells invokes a spirit called Uurthu the Restless. There's also the Idol of Granath, which grants the user complete control over his/her zombie army. If you have the capital you can create an alarm spell that turns everyone within a 1,000 square foot radius into a mindless killing machine zombie.

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Problems with Fast Zombies include population control. Since some variations of the zombies can infect perfectly healthy humans the zombies can easily take over the entire population. This leaves you with little to rule over. There's also a 90% chance that you'll be made into one of them. Smart villains include some kind of fail-safe to inoculate and destroy the army of zombies after your goals are achieved. Very smart villains do not make this information easy to find by their arch-nemesis.

Non-Human Zombies

One of the most overlooked forms of zombie is of course the non-human zombies. From vampire zombies to squirrel zombies, this variant of zombies can be some of the most bizarre and unstoppable forms of zombies out there.

Animal zombies are extremely plentiful (there's an estimated 172,000,000 dogs in the top 10 countries alone) and they can be the most vicious. Using their wild animal nature and their new found love of human flesh (or brains or whatever your particular form of zombies take) they are unstoppable killing machines. Among the most bizarre permutations of animal zombies is the zombie gorilla -- rabid, unstoppable and fierce. If you can capture some in the wilds of Africa (or you know, your local zoo), you'll have an unmatched brute force.

There's the more powerful, but more unpredictable vampire zombie. These are incredibly hard to create and should not be attempted by first year villains or with anyone with a penchant for day-only heists and capers.

Almost Too Human Zombies

Finally, we have the almost too human zombies. These infuriating zombies have retained some of their humanity (to the point of being heroic in most cases). Stay far away from these zombies. Notable examples include Dirge and Cherrypop McGee. The worst part? These zombies will often turn against their own kind to help your arch nemesis or other heroes.



Dirge
Xombie

Protecting Your Zombies

So you have your particular group of zombies, great! Now how do you protect your zombies from harm by the goodie two shoes? Here's some great methods for protecting your zombie army from any thing that might be thrown at them.

Protecting from Blunt Instruments

Probably the number one threat to your zombie arm is blunt instruments: baseball bats, tire irons,

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nightsticks, pool cues, hockey sticks, hammers, empty firearms, staffs, clubs and more.

The number one preventive measure is armor. Of course, getting your zombies to stand still for a fitting is usually impossible. Even when we turned Tim Gunn into a zombie all he'd do is shuffle around muttering "Make it work... braiiiiiiiiiiiiiiiiinnnnns." Stick with the basics - helmets and chest plates. Don't get fancy, you won't have time to tie anything on. Just drop and go.

Protecting from Plants



Figure 12-2
Plants Vs. Zombies

So you want to invade a small suburban town, (and we all understand why) but when your zombie army comes a 'calling there's something unusual in the front lawn. What's this? Not rose bushes and crab grass, but vicious pea shooters, potato land mines, and more! You, my poor evil friend, are up against the suburban blight of Plants vs. Zombies (see Figure 12-2).

A relatively new phenomena (we blame the internet for educating folks on how exactly to kill zombies. Zombie fighting plants were first developed in May of

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2009 by George Fan. These seedlings can be purchased for little more than a couple of coins and some sunlight. These genetic hybrids are most lethal when planted together.

We recommend a full array of weed killers and pesticides when dealing with this problem. Or just invade apartments, businesses and houses with no lawns.

Protecting from Extreme Temperatures



Zombie Weather Chart

Zombies do not do well in extreme weather climates (or against Mr. Freeze, so make sure not to tick him

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off), your best bets are for a mild weather (as in Los Angeles, San Diego, New Zealand, and some parts of Italy. More heat is preferred over extreme cold if you must chose, but know that it really makes your zombies smell after a couple days.

Now, if your nemesis perfects a lame freeze-ray (that actually freezes things and not time) or creates a flame thrower, this is when the vast number of zombies you have comes in. Don't be afraid to sacrifice some of your army in order to ensure victory. Remember Dr. Horrible's rule of 1,000 zombies to every hero in the 500 sq. mile area. If you're unsure of the number of heroes use the old trick my grandmother taught me: make as many as you think you'll need, then make twice as many.

If this doesn't work, and your hero appears to be closing in and killing your entire army, you're probably out of luck and need to move on to Chapter 20 (How to Capture Your Enemy without Screwing it Up).

Protecting from Decapitation

After reading *Being a Super Hero for Dummies* we've discovered there's literally no supernatural or natural force that can not be stopped by decapitation. This is a stunning blow to most super villains, but shouldn't discourage your dastardly deeds. Again, if your hero has read this book, make sure to have a plan B, C, D and Z (See Chapter 1) when devising your evil master plan. Even if your entire army gets

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decapitated you will have a fall-back plan to look forward to.

Next Steps.....



Determine Your Overall Goals



Research Your Zombie Type, Local Bokor, and Needed Spells and Supplies



Make a Check List of Needed Supplies (Don't Forget Armor, Outfits and Number of Dead Bodies Needed)



Check Your Local Weather/Climate. Avoid Extreme Cold and Heat When Possible



Whenever Possible Test Your New Plan Out Before Full Implementation

Next Chapter -- Why Vampires Do Not Make Reliable Minions...

The fun and easy way to
plot evil for you and your minions

Evil Master Plans FOR DUMMIES

Maximize Your Chance
for Success and Learn
New Schemes!

*A Reference
for the
Rest of Us!*

FREE lessons at
angelbetweenthelines.com

The Destroyer
*Evil Mastermind, Cat,
Mayhem and Destruction*
with Tabitha Grace Smith



Credits

Written and Layout by Tabitha Grace Smith

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Thanks to:

Uncyclopedia (http://uncyclopedia.wikia.com/wiki/Zombie_Types)

Wikipedia (<http://en.wikipedia.org/wiki/Zombie>)

University of Michigan (<http://www.umich.edu/~engl415/zombies/zombie.html>)

Half-Life Wiki (http://half-life.wikia.com/wiki/Fast_Zombie)