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## Zombie Igor

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Congratulations! You have revived Igor as a vaguely functional zombie henchman. He's not quite as useful as he was when he had a live human brain, but he can still be somewhat useful. If nothing else, you can show off the fact that you, unlike most of your peers here in Sciencetown, have a henchman again.

Igor will follow you around and perform basic tasks, but nothing too complicated. Some of the tasks cost Science, and you may order him to do at most one task per 15-minute interval unless otherwise noted. Igor can:

- Attack someone. He will knock them down, shuffle through their item cards, take whichever one strikes his fancy, and deliver it to you. Cost: 4 Science.
- Follow someone for 5 minutes and give a limited report of their activity. Unfortunately, Igor's short attention span will now allow him to concentrate for any longer. Cost: 3 Science.
- Fetch an item or person from a specific location. Cost: 1 Science.
- Deliver an item to a specific person or location. Cost: 1 Science.

If Igor gets bored, he may wander off. You can fetch him again from the GM room if you need him.