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SO WHAT'S THE ZOMBIE LIKE ANYWAY?



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SO WHAT'S THE ZOMBIE LIKE, ANYWAY?

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Greg Marks

From out of the darkness shuffle the living undead - poor creatures animated with a semblance of life and sent forth to do their dark master's sinister bidding. Sadly, often zombie are normally nothing more than faceless carbon copies of one another hacked apart in the search for gold and glory.

So What's the Zombie Like, Anyway? banishes this problem by providing scores of detailed zombie descriptions, characteristics, minor carried treasure and more for the busy GM to immediately use in his campaign.



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Interior Artists: Jeff Freels and Dave Peterson. Some images copyright Erisian Entertainment, used with permission. Artwork © 2008 Jeff Freels, used with permission.

Thank you for purchasing *So What's The Zombie Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

ERRATA

We like to think *So What's The Zombie Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

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ABOUT THE DESIGNER

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow*, and *Honour and Shadow*.

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SIMPLE ZOMBIE TEMPLATES

- Frozen Zombie
- Grinning Zombie
- Legless Zombie
- Screaming Zombie
- Zombie Limb Swarm
- Zombie Pet

I love zombies! I love zombie films, I love zombie books and I love using them in my game. There's something about their indefatigable, shuffling doom they represent that is really cool. It speaks of hopelessness and inevitable doom. In many ways they are some of the most implacable foes the PCs will ever face; without fear, remorse or any other emotion they crush those standing before them.

That said, zombies don't get a lot of love in the game. Often they are treated as nothing more than generic, identikit monsters with no redeeming features or interesting back-story. They simply stagger into the adventure, get destroyed and the party moves on with no thought as to who the zombies may once have been.

That's why I commissioned Greg Marks to breathe life (if you'll excuse the phrase) into these zombies. Greg's got a vast and impressive portfolio of work behind him and has done a great job really bringing zombies to life (again, excuse me).

Using the tables herein, a GM will be able to quickly and easily generate a zombie's physical description and determine what they are carrying, not to mention quickly and easily apply a number of simple templates to create variety in any zombie horde. Greg has also included a number of handy zombie-related hooks for the time pressured GM to immediately utilise in his campaign.

I hope you find this product useful. It would be great to hear how the information herein enhances your zombies – drop me a line at creighton@ragingswan.com.

TABLE A: WHAT'S THE ZOMBIE LOOK LIKE?

D%	
1	Aflame; the zombie has been set on fire; the fire is only smouldering and causes no damage to the zombie or its prey.
2	Albino; wild white hair, pale skin and red eyes.
3	Angry; loud screaming and face twisted in rage. The GM may consider adding the screaming zombie template (page 8) to this zombie.
4	Animal; instead of a humanoid, the zombie has spawned from a common house pet or farm animal. The GM may consider adding the zombie pet template (page 9) to this zombie.
5	Animal grafts replace the zombie's limbs.
6	Arrow through the neck; GM's choice of pre- or post-mortem.
7	Axe wound to the face, gruesomely splitting the skull and exposing the brain.
8	Babbling nonsense and childish words quietly to itself.
9	Bloated with gas, swollen to nearly twice its normal size; strikes from a slashing or piercing damage causes the zombie to rapidly deflate.
10	Blood from previous victims stain the zombie's mouth and chest; bits of flesh are stuck between its blackened teeth.
11	Bright red moustache braided and worn long, past the chest. Dried gore covers much of the moustache.
12	Broken manacles drag chains behind the zombie (-2 circumstance penalty to Stealth checks).
13	Coins, jewellery and other treasure have been forced inside the zombie causing it to leave a trail of coins behind it and to jingle softly as it moves.
14	Covered in blue woad, faded from time and the elements.
15	Covered in flour, the zombie wears a miller's overalls and has calloused hands.
16	Covered in fresh dirt as though it has recently crawled from the grave.
17	Covered in melted wax that cracks and peels as the zombie walks.
18	Covered in twigs and weeds with crows nesting in the zombie's hair; the crows may be living, dead or undead at the GM's choice.
19	Crying; GM's choice of no tears, tears of salt or tears of blood.
20	Desiccated, dried out; sun-baked.
21	The zombie appears normal (roll again on this table to determine its appearance), but in fact is infected with zombie rot (DC 13 Fortitude [2 consecutive saves]; <i>onset</i> 1d4 days; <i>frequency</i> 1/day; <i>effect</i> 1d2 Con [this damage cannot be healed while the creature is infected]).
22	Dozens of locks pierce the flesh of the zombie, it does not possess the keys to any of them.
23	Dragging a lame leg that is twisted and broken (reduce the zombie's speed by 10 ft.)
24	Dressed as an adventurer; wears a fur-trimmed cloak, an empty backpack and an empty scabbard.
25	Dressed as a lady of the night with lacy clothing and excessive makeup.
26	Dressed in faded and bloodstained finery. A great gash mars the zombie's neck.
27	Dressed in jester's motley; jingling with bells (-2 circumstance penalty to Stealth checks).
28	Dripping and oozing putrescent slime; (+2 CMD vs. grapple).
29	Drooling; slobber coats the zombie's throat and chest. Its tongue lolls out of its mouth.
30	Embalmed; perfectly resembles the deceased, but has a waxy appearance.
31	One of the zombie's eye dangles from its eye socket. Opponents gain concealment (20%) from the creature's attacks.
32	Faceless; the zombie's face is blank, smooth skin through either magic or birth defect.
33	Feet are manacled together, the zombie shuffles forward with the chains rattling (halve the zombie's speed and the zombie suffers a -4 circumstance penalty to Stealth checks).
34	The zombie's fingers are bloody nubs from clawing its way through some barrier. The zombie is particularly emaciated.
35	Flayed, a few strips of skin still hang from the zombie's arms, but otherwise its muscles are entirely exposed.
36	Flesh has rotten away leaving the zombie with skeletal limbs. Its desiccated internal organs are visible inside its ribcage.
37	The zombie carries several hunks of flesh in its hands; it flings the chunks at prey it cannot reach.
38	Fog, mist or smoke spews from the zombie's mouth; GM's choice of whether it is magical or the zombie has simply swallowed a smokestick.
39	Foul smelling; rot or sewage.
40	Glowing runes cover the zombie.
41	Gnawed upon, partially eaten by either animals, other zombies or itself.
42	Hairless; the zombies entire body has been shaved smooth or was hairless to begin with.
43	Half of the zombie's face has rotten away.
44	Has a long beard (GM's choice groomed, braided or wild).
45	Has an additional arm grafted onto the zombie (no game effect).
46	Has an additional head grafted onto the zombie (no game effect). The head lolls about and is inanimate.
47	Has an additional leg grafted onto the zombie (no game effect).

48	Has no legs, the zombie drags itself along using its arms. The GM may consider adding the legless zombie template (page 8) to the zombie.
49	Heavily tattooed with brilliant inks; GM's choice of a nautical, arcane or tribal theme.
50	Hole the size of a ballista bolt through its chest.
51	Horns; stag-like horns sprout from the zombie's head (no game effect).
52	Inanimate limb; one of the zombie's limbs has been replaced with an object such as a wooden leg or an iron hook.
53	Ice and snow encrust the zombie, it leaves behind slush-filled footprints; the GM may consider adding the frozen zombie template (page 8) to the zombie.
54	The zombie has ink-stained fingertips and a calloused hand from holding a pen.
55	Intestines trail from a large abdominal wound.
56	Iron spikes have been driven throughout the zombie's body.
57	Large grin and bright smile full of teeth; the GM may consider adding the grinning zombie template (page 8) to the zombie.
58	Maggot infested and putrid; a cloud of flies follows the zombie and feasts on its flesh.
59	Mass of limbs; the zombie is dismembered but all of the pieces move as a whole clawing, hopping and rolling toward prey; the GM may consider adding the zombie limb swarm template (page 9) to the zombie.
60	Missing nose; from a rot, weapon strike or animal bite.
61	Moans loudly at the sight of prey. Roll again.
62	Monstrous; the zombie is not humanoid but rather some other monstrous creature.
63	Moving very fast; GM's choice as to whether the zombie has the fast zombie template (<i>Bestiary</i>) or is just motivated to reach its prey.
64	Mushrooms, lichen or mould grow from the zombie's rotten flesh.
65	Naked; the zombie's clothing has either rotted away or has been removed.
66	No head, only a bloody stump remains and the zombie moves about aimlessly smashing things (the zombie is both blind and deaf).
67	No jaw; due to rot or trauma.
68	Noose hangs from the zombie's neck.
69	Obese; prior to death the zombie was exceedingly large for its size category.
70	Only has one arm (no game effect); the remains of its other shoulder are visible under its torn clothes.
71	Only has one hand (no game effect); it's arm ends in a shard of bone.
72	One of the zombie's legs is broken (reduce the zombie's speed by half and reduce its Dexterity by 4); the broken bone juts out from its thigh.
73	Overly large, fanged mouth (the GM may replace

	the zombie's slam with a bite attack). Dried blood covers its chin and throat.
74	Patchy white hair sprouts from the zombie's head.
75	Prancing; the zombie walks with an odd high stepping gait.
76	Recently burned; the zombie's skin bubbles and cracks as it moves.
77	Scarred; ritually or from many battles.
78	Scuttling on all fours, like an animal.
79	Several scrolls are pinned to the zombie; they may be magical wards, dire warnings or blasphemous curses; GM's choice if any of them are magical scrolls or valuable maps.
80	Short; the zombie is very small for its size category.
81	Skeletal head with a red light flickering inside its skull; a lit candle burns within.
82	Smells of alcohol or pickling brine.
83	Tiny snakes crawl out the mouth and eye sockets of the zombie and slither about its body. The zombie ignores the snakes.
84	Sniffling or deep ragged breathing.
85	Spectral image of the zombie's living self overlays the rotted corpse.
86	Stitched together from multiple corpses. It moves in a macabre, jerky fashion.
87	Wagging a long, overly blackened tongue like a snake the zombie seems to sniff the air.
88	Wearing ancient armour; the zombie is dressed in a rusty chain shirt (+2 armour bonus to AC) worn by the warriors of a fallen kingdom. The armour has the broken condition.
89	Wearing a ragged, bloodstained cloak with a military insignia on the clasp.
90	Wearing a large powdered wig that has become snarled and dirty.
91	Wearing dirty coveralls, heavy boots and a ripped and torn straw hat.
92	Wedding finery that is several years out of date; bridal dress or groom's clothing.
93	Weeping blood from every orifice.
94	Wrapped in burial shroud of white lace. The lace is faded, stained and ripped in places.
95	Wet and covered in fresh, green algae. In the light, the zombie has an unwholesome green sheen.
96	Wings have been surgically attached to the zombie; GM's choice as to whether they function.
97	Vines grow from the zombie's flesh, covering it in leaves. With a failed Knowledge (religion) or Knowledge (nature) check it is misidentified as a yellow musk zombie.
98	Young; a child thin and starved. The GM may consider adding the young template (<i>Bestiary</i>) to the zombie.
99	The zombie was very old and frail before returning to unlife; its combat abilities do not suffer.
100	The zombie's stomach has been ripped open; its intestines hang down like an obscene, rotting skirt.

TABLE B: WHAT'S THE ZOMBIE CARRYING?

D%			
1	Animal collar studded with turquoise stones; worth 25 gp.	29	Funeral urn; sealed and filled with cremated remains.
2	Ankle bracelet, carved of smooth, polished jade; worth 5 gp.	30	Gold coin, rubbed smooth for luck.
3	Baby; GM's choice of alive, dead or undead.	31	Gold trade bar; stamped with the symbol of the country in which it is found; worth 50 gp.
4	Ball made of soft calfskin sewn around a ball of twine the size of a large man's fist.	32	Golden candlestick forged in the shape of a snake wrapped round a tree; a yellow candle sprouts from the snake's mouth; worth 10 gp.
5	Battle standard of a long lost nation or army.	33	Hair pin; made of silver in the shape of a fan of feathers; worth 15 gp.
6	Blanket; soft and blue with a pattern of yellow flowers sewn into it.	34	Halfling jugglesticks decorated with bright red and gold streamers and capped with smiling doll heads.
7	Bear pelt cloak without the head, musty but still good and warm.	35	Handful of flowers; GM's choice, fresh or dried.
8	Black leather vest sized for a Medium creature, a pattern of leaves and vines decorate the front panels; worth 5 sp.	36	Handkerchief; GM's choice perfumed silk or rotted lace. It may be "soiled."
9	Boots; made of fine polished leather and chased with silver; worth 10 gp.	37	Helmet with hawkbill visor; dented and old with a ratty plume atop.
10	Botany field guide; though badly abused and missing the cover and first few pages the detailed pictures and meticulous descriptions give a +2 circumstance bonus to Nature checks made to identify local plants when referenced; worth 20 gp.	38	Hog's head mounted on a pike; GM's choice of fresh or rotted.
11	Bracers made of brass and engraved with serpentine dragons breathing fire; worth 35 gp.	39	Holy book of prayers for a local religion.
12	Broken bottle of green glass.	40	Holy symbol, carved from wood.
13	Bucket; filled with rotting apples.	41	Hourglass of smoked glass filled with fine golden sand; worth 25 gp.
14	Cane, topped with a crystal carving of a horse; worth 5 gp.	42	<i>loun torch</i> circling the zombie's head.
15	Cloak of colourful feathers; very fragile.	43	Iron key, unadorned and with no obvious matching lock. The key is covered in dried blood.
16	Coil of gold wire wrapped around a silver needle; worth 2 gp. (DC 20 Perception check locates).	44	Jar of alcohol with an eyeball floating inside, trailing a few inches of optic nerve and other tissue.
17	Copper cooking pot, nearly pristine.	45	Kilt with plain silver clasp; worth 3 sp.
18	Deck of well-used playing cards.	46	Lantern made of brass; GM's choice of lit and burning bright or dark and cold.
19	Dead bird; well rotted, brown feathers and missing its beak.	47	Large fang the size of a fist, roughly removed.
20	Delicate fan, bent and broken.	48	Loaf of hard dark rye bread; GM's choice of fresh, dried out or covered in mould.
21	Delicate necklace with a large (but flawed) ruby; worth 50 gp.	49	Longbow made of yew, elegantly carved with hunting scenes (worth 100 gp) and an empty quiver.
22	Earrings; silver hoops worth 5 sp.	50	Masterwork bastard sword engraved with the face of a smiling woman wrapped in flowing silks and the words " <i>Dance with me</i> " engraved on the blade; worth 335 gp.
23	Electrum rod; eight inches long and capped with a polished quartz crystal; worth 75 gp and suitable for use as the component when enchanting a new wand.	51	Masterwork dart with red and green fletching; the shaft has a detailed map of the surrounding area; worth 10 gp (DC 25 Perception check reveals).
24	Fake black beard; +1 circumstance bonus to Disguise checks.	52	Necklace of wolf fangs; worth 8 sp.
25	Fishing net covered in dried seaweed, some stray shells and a dead fish.	53	Musical instrument, still functional.
26	Flawed, uncut diamond wrapped in twine and knotted into a necklace; worth 15 gp if cut and polished.	54	Over the shoulder sack with a stout leather strap.
27	Fragment of a map; GM's choice on how useful it proves to be.	55	Pewter tankard, dented but functional.
28	Funeral mask depicting a bearded man, possibly dwarven.	56	Picture of a child; done in charcoal and sketched on vellum.
		57	Pitchfork, rusted and covered with blood.
		58	A steel scroll case covered in gold leaf and inscribed with the phrase " <i>Reap while ye can.</i> "
		59	Potato; overgrown with eyes sprouting all over.

60	Prayer beads made of glass and string; worth 5 cp.
61	Puppy; GM's choice of alive, dead or undead.
62	Quiver of 10 silver arrows decorated with the scene of a stag hunt through a summer wood; worth 3 gp together.
63	Rabbit's foot, capped with a brass end and attached to a braided black string necklace.
64	Ram's fleece, black and with the head and horns still attached.
65	Religious idol carved of ivory with an artist's mark stamped under the bottom; worth 20 gp; GM's choice of deity.
66	Riding crop made of worn black leather.
67	Ring; copper wire twisted around a carved piece of bone; worth 5 sp.
68	Ritual dagger with curved blade and a small amethyst set into the pommel; not suitable for combat; worth 35 gp.
69	Rotted doll of a blonde girl with yarn for hair.
70	Rotten human leg; partially gnawed upon.
71	Rotted tome; the ink has faded and the pages are wet and stuck together; totally worthless.
72	Rusty but functional longsword with a hidden compartment in the pommel the size of a potion vial (DC 20 Perception reveals); it is empty.
73	Sack of brass buttons; worth 7 sp.
74	Sack of flour; 5 lbs worth 1 sp.
75	Saddle; imprinted with rampant horses and chased with brass fittings; worth 12 gp.
76	Scroll tube; made of bone and carved to appear as if it were made of flame; capped with a wooden plug painted red and orange; worth 5 gp.
77	Scythe; made of normal materials and well used.
78	Ship in a bottle; worth 10 gp.
79	Shirt made of colourful seashells.
80	Shiv; sharp piece of metal with one end wrapped with leather, can be used as a dagger (-4 to attack rolls).
81	Silver locket with miniatures of a small child and a woman inside; worth 15 gp.
82	Snakeskin belt with a copper buckle; worth 5 gp.

83	Spectacles with cracked lenses in a wire frame; for someone who is badly near-sighted.
84	Spigot for tapping a keg; worth 1 sp.
85	Sprig of mistletoe; GM's choice of dried or fresh.
86	Star chart beautifully painted upon deerskin and embroidered with a holy symbol; worth 250 gp.
87	Statuette of a dolphin leaping from a wave, carved from jade; worth 15 gp.
88	Steel flask filled with quicksilver.
89	Tapestry depicting a rampant unicorn fighting with fire breathing dragon; the tapestry has several holes and is splattered with mud from where it has been dragged behind the zombie.
90	Tower shield; battered with a deep rent across the front.
91	Umbrella or parasol, still in useable condition.
92	Vial filled with liquid and corked with a fitted stone stopper; GM's choice spoiled milk, muddy water, or a valuable potion.
93	Vial of <i>silversheen</i> ; the glass is embossed with a the head of a snarling wolf with its tongue outstretched.
94	Warm mittens lined with rabbit fur sized for a child or a Small humanoid; embroidered with snowflakes upon a black background.
95	Well-worn, black valise filled with masterwork surgical tools chased in silver; worth 100 gp.
96	Wineskin; filled with a fine vintage (50%) or aged to vinegar (50%).
97	Woodsmen's axe covered in gore, dragging on the ground behind the zombie.
98	Workman's box filled with finely made carpentry tools; counts as a masterwork artisan's toolkit.
99	A masterwork silver dagger hidden in the zombie's boot (DC 15 Perception reveals).
100	A small finely crafted mother of pearl amulet; worth 50 gp.

A DC 20 Appraise check values any item on this table.



TABLE C: SIMPLE ZOMBIE TEMPLATES

For almost any party of adventurers, a single zombie is no challenge. However, zombies can gather into hordes or swarms of scores or even hundreds of individuals. Sleepless, indefatigable zombies in these numbers prove fatal to all but the most powerful, or fleet of foot, adventurers. However, a pack of identical zombies is boring; consider adding one of these templates to several members of the horde to create more interesting battles. To aid this, and for your convenience, stat blocks for a human zombie and fast human zombie appear below.

FROZEN ZOMBIE (CR +0)

Whether animated in cold climes, trapped in an ice house or slain by magic with a cold descriptor, with no body heat of their own and their slow moving speed, zombies are particularly prone to freezing. This makes them even more resistant to damage and slows them even further.

If the zombie is not magically frozen, but simply frozen due to the weather conditions, it becomes a normal zombie if warmed to normal room temperature.

Quick & Rebuild Rules: **DR** —/5; **Resist** cold 5; **Vulnerability** fire; **Speed** 20 ft.

GRINNING ZOMBIE (CR +1)

The rictus grin is the terrifying hallmark of the hungry dead, and the grinning zombie takes that smile to new levels with an overly

large fanged mouth and atrophied arms that exist only to drag food into its gaping maw. Such zombies can often be heard rapidly clicking their teeth together when standing still.

Quick Rules: Replace the zombie's slam with a bite attack that does 1d8+6; -1 Stealth; +2 bonus to rolls related to Str.

Rebuild Rules: **Melee** Replace the zombie's slam with a bite attack; **Feats** Improved Natural Attack (bite); **Skills** -1 racial penalty to Stealth; **Ability Scores** +4 Str.

LEGLSS ZOMBIE (CR -1)

Zombies are relentless, even when horribly maimed. The legless zombie has nothing below the waist and its innards drag on the ground behind it as it uses its hands to drag itself forward.

Quick Rules: -20 ft. speed (minimum 5 ft.); the zombie is always prone.

Rebuild Rules: **Speed** -20 ft. (minimum 5 ft.); **Special Qualities** Prone: the zombie is always prone and cannot stand.

SCREAMING ZOMBIE (CR +1)

The screaming zombie sits or moves quietly until it sees potential prey, at which point it lets out a ear-splitting scream that can deafen and even damage foes. Of course, this screaming tends to attract other zombies.

Rebuild Rules: **Special Attacks** *Death's Scream (Su)*: As a standard action, the zombie lets out a scream of brutal sound in

FAST HUMAN ZOMBIE

CR 1/2 (XP 200)

The putrid stench of death emanates from this shambling corpse. The creature's pale flesh is rotting from its body and it regards you with dull, hate-filled eyes.

NE Medium undead

Init +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; **Acrobatics** +2 (+6 jumping)

AC 14, touch 12, flat-footed 12; **CMD** 16
(+2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slam +4 (1d6+4)

Atk Options quick strike

Quick Strike (Ex) Whenever a fast zombie makes a full-attack, it can make one additional slam attack.

Abilities Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Toughness

Gear rotting clothes

HUMAN ZOMBIE

CR 1/2 (XP 200)

A partly decomposed corpse shambles toward you. Grave dirt clings to its body and tattered burial shift. Its cold, dead eyes regard you with merciless indifference.

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

Speed 30 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 10, flat-footed 12; **CMD** 14
(+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3

hp 12 (2 HD); **DR** slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slam +4 (1d6+4)

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

SQ undead traits

Feats Toughness^B

Gear rotting clothes

a 30-ft. radius that does 1d8 damage +1 point per 2 HD (maximum of +10) and deafens all creatures in the radius for 1d4 rounds. A creature can attempt a Fortitude saving throw to halve the damage and avoid being deafened. Creatures that cannot hear are not deafened but are still damaged. This saving throw is equal to $10 + \frac{1}{2}$ the zombie's Hit Dice + the zombie's Charisma modifier.

ZOMBIE LIMB SWARM (CR +2)

More horrifying than the walking dead themselves, a zombie limb swarm is an animate pile of grasping arms, kicking legs and rolling heads eager to chew on the flesh of the living. Creatures falling into the swarming grasp of these vicious limbs rarely escape.

Quick Rules: gain swarm traits; replace slam with swarm (2d6 damage); +2 on rolls based on Str; -1 on all rolls based on Dex, size becomes tiny; increase space to 10 ft. and reduce reach to 0 ft.

Rebuild Rules: **Subtype** (swarm); **Size** Tiny; **AC** increase natural armour by +3; **Melee** swarm (2d6); **Space** 10 ft.; **Reach** 0 ft.; **Special Attacks** distraction; **Ability Scores** +4 bonus to Str and -2 penalty to Dex; **CMB** +2 racial bonus to grapple; **CMD** +2 racial bonus against grapple.

ZOMBIE PET (CR +1)

Sometimes a talented spellcaster "loves" his pet so much that he is unwilling to let the pet go despite death's icy grasp. Using rituals similar to those for animating a humanoid corpse, the caster is able to bind some of the animal's personality and traits to the corpse, though it tends to become even more vicious and cunning. This template can only be applied to an animal.

Rebuild Rules: Use the zombie template with the following modifications: **Ability Scores** Int 2; **Feats** The zombie gains Improved Natural Attack and Toughness as bonus feats; **Special Qualities** The zombie pet retains all special qualities it had in life and does not gain the staggered special quality.

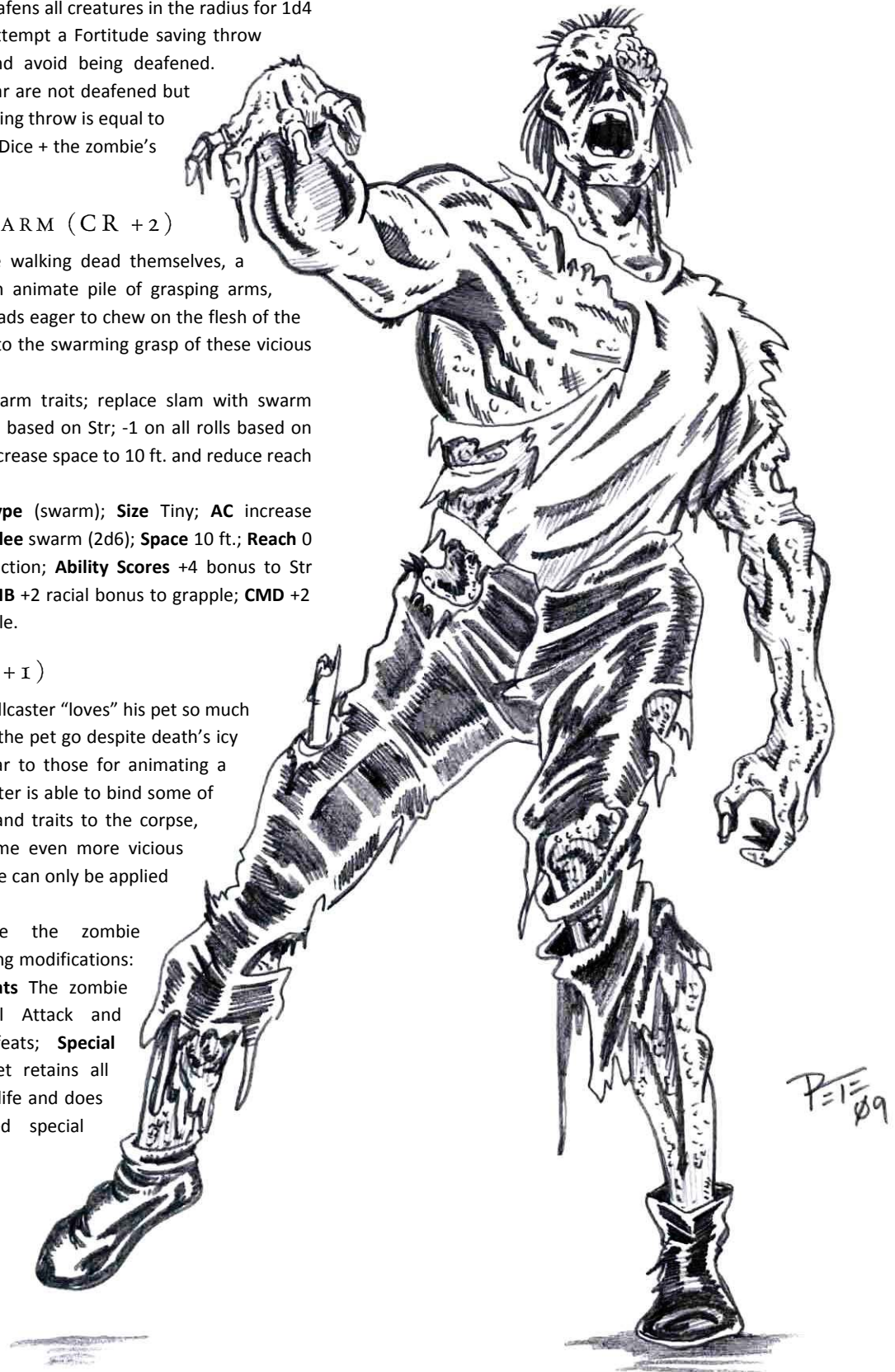


TABLE D: HOOKS

D%			
01-05	A slate board hangs around the neck of the zombie with a message, taunt or warning for the PCs from an enemy.	61-65	The party encounters a wandering zombie wearing intricate, bejewelled, ancient armour encrusted in fresh dirt. Finding where the zombie came from may lead the PCs to a treasure trove, but also learning what happened to release the zombie may save nearby villages from undead attacks.
06-10	The zombie speaks with someone else's voice who sees through the zombie's eyes.	66-70	A group of "concerned citizens" have banded together to make sure homeless beggars and plague victims are properly interred. Unfortunately the coffins are filled with rocks and the bodies of the dead are used as raw material for undead experimentation. When the PCs are in the area, the zombies break free somehow and attack anyone nearby. The sounds of frenzied screaming alerts the PCs.
11-15	The zombie looks like one of the PC's relatives, but last the PC knew, that individual was alive.	71-75	Travellers report being lead out of a nearby, mist shrouded swamp by a zombie carrying a lantern. The zombie wears the officer's uniform of the local military.
16-20	Zombies are terrorizing the locals; when they are slain they explode in a 30 ft. radius and spread a particularly virulent strain of zombie rot (DC 13 Fortitude resists). Those who are infected (and die) rise as zombies 2d6 hours later.	76-80	A rich, noble landowner with a large estate stocks his lands with zombies, which he hunts. The PCs are invited to partake in these disgusting games. The noble is powerful (although depraved) and the invitation is seen as a great honour.
21-25	An important NPC appears to have risen one morning as a zombie. Is it a zombie in his clothes as part of some cruel plan or did the NPC actually die and rise from the grave?	81-85	A treasured magic item recently recovered by the party is cursed and attracts the undead. With ever increasing frequency, flesh-hungry zombies appear on the PCs' doorstep, no matter wherever they may run.
26-30	The son of a lonely widower has died, and he has raised the boy from the dead to keep some part of his family alive. Unfortunately the zombie craves flesh and the widower needs a source of sustenance for his reborn son.	86-90	A ship offloads dozens of large crates on the dock. Unbeknownst to the populace, they are filled with hordes of zombies. When the signal is given, the sailors open the crates and unleash the undead.
31-35	A band of "archaeologists" are digging on the site of a relatively recent battle. Some of the team digs only at night and they seem more inclined to collect bodies rather than the treasures of the past.	91-95	A circus comes to town, lead by a calliope that plays a monotonous, haunting tune. Rather than steamworks and gears, the inside of the wagon sized instrument is pack with zombie musicians. The circus ringleader is always on the lookout for new talents to add to his band.
36-40	A group of particularly cunning zombies have infested the sewers. So far only transients and the poor are missing, but as they feast, their activities become more and more noticeable.	96-100	A corrupt physician is desperate to understand the workings of the humanoid body. As such he has made a deal with the local gaoler to pass some of the worst criminals on to him. These wrongdoers undergo vivisection on the doctor's table, followed by reanimation to determine if the surgeon really can put the men back together again. Once reanimated, they make useful orderlies in the doctor's hospital of horrors.
41-45	The PCs stop at a lonely roadside inn far from civilization. While the sun is still in the sky, the staff is congenial enough, if a bit strange, but when the sun dips below the horizon, all of the staff undergo a horrific transformation in which their true form as members of the walking dead is made manifest. The quality of the inn's customer service dips precipitously after dark.		
46-50	The PCs come across an overturned coach and the coachman, horses and the passengers are strewn about. When the PCs move to help them, the slain rise as zombies.		
51-55	An elderly woman with a large number of pets that wander the neighbourhood disappears one day, and her pets are not seen for a few days, only to return later as zombie pets.		
56-60	Despite a food shortage, one slaughterhouse has an abundance of meat for sale. Those that look into the source of the product discover that the owner has been "harvesting" the starving locals for their meat. Trespassers and those without enough flesh to be worth butchering are raised as zombies to work in the slaughterhouse.		

READING STAT BLOCKS

So What's The Zombie Like, Anyway? includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

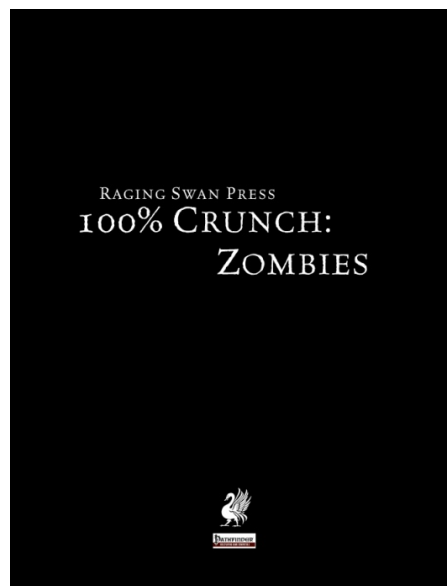
Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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