

# WHITE BOX ZOMBIES

**Rules for Zombie NPCs**  
for use with  
SWORDS & WIZARDRY WHITE BOX

## **Bloat**



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## **Rules for Zombie NPCs** for use with SWORDS & WIZARDRY WHITE BOX

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“When there's no more room in Hell, the dead will walk the earth.”

— **George A. Romero, Dawn of the Dead**

“I cannot turn them all. Run! Run for your lives!”

— **Bastian The Cleric**

# ZOMBIE APOCALYPSE IN A FANTASY SETTING



Love Zombies but are tired of a post-apocalyptic setting? Well fear not, White Box Zombies takes your favorite moaners and groaners back to ye days of old and gives you the tools you need for all your OSR Fantasy gaming.

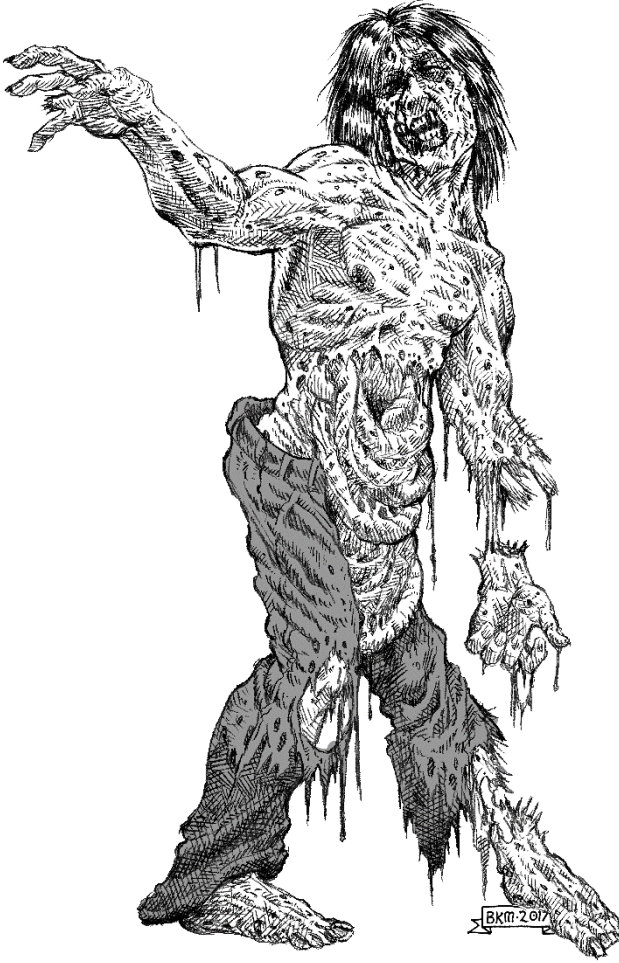
# ZOMBIE INFECTION

**\*Special:** INFECTION (CON) saves are rolled when a Character is dealt 1 or more points of bite/claw damage from a zombie. If the roll is successful, then there are no effects other than damage that was initially dealt by the bite/claw. However, if the roll is unsuccessful, then the Character must immediately make a Save vs Death. If the Character then fails her Death Save, she dies and rises as a zombie in 1d4 rounds. If the Character fails the Infection Save but passes the Death Save then damage that was initially dealt by the bite/claw is doubled, with no other negative penalty imposed.



**HOUSE RULE:** Referees may require the players to add 1 additional degree of difficulty for each subsequent bite/claw damage received after the initial bite/claw damage. Effectively, making it much harder to fight off the infection as time goes on.

# CLASSIC WHITE BOX ZOMBIE



Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

Base Hit Bonus: +0

Attacks: Strike or weapon

Special: Immune to sleep, charm

Move: 6

HDE/XP: 2/30

# LIVING DEAD ZOMBIES

Living Dead Zombies are your traditional Zombies. Living Dead Zombies typically have risen from the dead and clawed their way out of crypts and graves to wreak havoc on mankind. True, these guys are slow, but they can get excited when temped with a meal.

Pack Size: 3 or more



Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

Base Hit Bonus: +1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 1/25



# GROANERS

Groaners are slow and lumbering Zombies with low guttural groans, which give them their nickname “Groaners” but their skin is as hard as yours and mine; and they’re as strong as us too! Groaners mostly eat flesh and intestines.

Pack Size: 3 or more

Armor Class: 6 [13]

Hit Dice: 2

Base Hit Bonus: +1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/30

# WALKERS

Unlike Groaners, Walkers skin is softer than ours and they are usually a little weaker too. Walkers are often in different states of decomposition and are horrifying or just plain gross to look at. Walkers move at a slow walk but can get excited when they are near prey that will encourage them to move at a fast shuffle. Walkers feed on all aspects of humans, right down to the bone but will stop feeding once the prey is dead.

Pack Size: 5 or more

Armor Class: 6 [13]

Hit Dice: 1

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 9

HDE/XP: 1/30

# RUNNERS



Runners are in many ways just like Groaners, except the speed at which they move. The ability to run when chasing prey and also to never tire can be a deadly combination. Plus, just like Groaners, Runners are harder and their strength is greater than that of a Walker. Great care should be given in handling encounters involving Runners.

Pack Size: 3 or more

Armor Class: 4 [15]

Hit Dice: 2

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 4/60

Attacks per round: 2

# RAGE ZOMBIES

Easily the of the most dangerous of all Zombies, RAGE Zombies do not sleep or tire. All they know is violence and infecting. They travel in large packs, running from place to place looking for humans and even Zombies to infect. Their methods of



infection are biting, scratching or vomiting their own blood into the mouths, eyes, and open wounds of the uninfected. They're not out to kill or to eat, only to infect. They will kill someone if they put up too much of a struggle and prove too hard to infect, just so they can go on to infect someone else. RAGE Zombies have been known to pick up and use simple weapons like tree-limbs, clubs and rocks to attack their prey but they quickly discard them once the prey is infected.

Pack Size: 4 or more  
Note: Dex 18!

Armor Class: 2 [17]

Hit Dice: 2

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Blood Vomit, Immune to sleep, charm

Move: 12

HDE/XP: 5/250

Attacks per round: 2

# FLESHLESS TALKING ZOMBIES

Fleshless Zombies (A.K.A. Talkers) may be the rarest zombie to come across and the most gruesome to look at. As their name describes, they are completely without flesh. They're walking, dripping and oozing, beings of blood and puss. And if that wasn't enough to make these Zombies stand out from the crowd (or Horde) they can also talk; simple words and phrases like, "Brains", "More brains" and "I am hungry". These ghoulish creatures sole drive is to eat brains and they will stop at nothing to get to them, including fighting other Zombies for the brains of a victim.



Pack Size: 2 or more

Note: Speaking Zombies can lead other Zombies. All Zombies get +1 to initiative when a FTZ is present.

Armor Class: 4 [15]

Hit Dice: 4

Base Hit Bonus: +3

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, SPEAK

Move: 12

HDE/XP: 5/100

# SCREAMERS



Screamer Zombies get their name because of the shrieking screeches that come from their vocal chords. The sound is so terrifying and loud that they can cause Characters to freeze in the tracks out of sheer horror. Another bad thing about Screamers is they attract a lot of attention as their Screams can be heard up to 1 mile away.

Pack Size: 2 or more

NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Armor Class: 6 [13]

Hit Dice: 4

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, SCREAM

Move: 12

HDE/XP: 6/75

# BONE ZOMBIES

Bone Zombies are Zombies that have no skin or insides left. As if by magic, they are a walking, fighting, biting, clawing skeleton. Also, Bone Zombies can only be defeated but not destroyed. Upon defeat, the Bone Zombie's bones will crumble to the ground and scatter. The BZ will then begin piecing themselves back together in 1d4 rounds, returning at full Hit Points.



Pack Size: 4 and can join a horde.

Special: Regeneration in 1d4 rounds and returns at full Hit Points. Cannot be destroyed.

Armor Class: 6 [13]

Hit Dice: 4

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Regeneration

Move: 12

HDE/XP: 5/125

# MUTATED BONE ZOMBIES

## Special

Rarely when 2 of more Bone Zombies are destroyed at the same time in the same place, the Bone Zombies will merge together to become a Mutated Bone Zombie. Each Bone Zombie keeps all it's actions and bonuses and even though they fight as one creature, all actions and bonuses simply add together.

2 Bone Zombies combined:

Armor Class: 6 [13]

Hit Dice: 8

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Regeneration

Move: 12

HDE/XP: 10/450

Bonuses: +3 to Damage,

Attacks Per Round: 2

3 Bone Zombies combined:

Armor Class: 5 [14]

Hit Dice: 12

Base Hit Bonus: +6

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Regeneration

Move: 12

HDE/XP: 10/950

Bonuses: +5 to Damage,

Attacks Per Round: 3

# BOSS ZOMBIES

Most Zombies have lifeless, vacant stares but not Boss Zombies. These menacing foes look right at you and seem to enjoy the fear they see in your eyes. In appearance, they are very similar to Runners except Boss Zombies tend to be larger and more muscular.



Armor Class: 4 [15]

Hit Dice: 4

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm,

Move: 12

HDE/XP: 8/250

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2



# LEGEND ZOMBIES

No one is sure where this breed of Zombies came from but they're definitely unique. First off, in appearance they don't look like most Zombies. There is an animal like predator sense about them. They have lightning fast reflexes and are incredibly strong. Their skin is like steel.



Often, they are only found in dark places. They like to hide out in abandoned castles, keeps and houses. They can't talk but seem to communicate through a series of verbal grunts or screams.

While no one has an answer to account for them, one thing is crystal clear: They are dangerous. Very dangerous.

Armor Class: 1 [18]

Hit Dice: 3

Base Hit Bonus: +3

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Legend Zombies are strangely affected by the sun and they try to avoid it at all costs. All bonuses are at half when fighting in the sun.

Move: 12 (Effective DEX 18)

HDE/XP: 5/250

Bonuses: +2 to Damage,

# MELTING ZOMBIES



Melting Zombies are a unique type of Zombie in which their bodies are in a very advanced state of decay. Their skin and insides are very literally melting away and dropping off the bone.

Pack Size: 2

Armor Class: 4 [15]

Hit Dice: 4

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, The “Goo” that is melting off these zombies is highly acidic. Characters that come in contact with it can an additional 1d6 HP acid damage each round until “goo” is properly cleaned, rinsed with water, from the skin.

Move: 6

HDE/XP: 8/550

Bonuses: +1 to Damage Attacks Per Round: 2

# ZOMBIE CHILDREN

“Some people have a hard time killing ‘em. Me? I say, a dagger to the brain will kill ‘em just like any other zombie. Heck the only real difference is, they’re shorter; like the dwarf when he gets angry, if you really think about it.”

It’s a dark duty one that most characters would rather not have to face. Truth is though, they are a lot of zombified children running around out there looking for a victim just like any other Zombie. It’s up to your Referee to decide if and when you run across.



Armor Class: 8 [11]

Hit Dice: 4

Base Hit Bonus: +1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm,

Move: 9

HDE/XP: 3/55

***OPTIONAL:*** It is the Referee's discretion to include or not to include Demihuman and Monster Zombies in their campaign.

# RULES FOR DEMIHUMANS & MONSTER ZOMBIES

Demihuman (NPC) & Monster Zombies are immune to RAGE Zombie Infection.

Demihuman (NPC) & Monster Zombies can be infected by any zombie type (except RAGE Zombies) but will only rise as the zombie type with stats represented on their Zombie page.

Demihuman (NPC) & Monster Zombies take on the characteristics of each type of zombie they become. Example: A Monster Zombie that becomes a Walker Zombie cannot run but one that becomes a Runner can.

Demihuman Player Characters are not beholden to the same restrictions of Demihuman (NPC). They can be turned to RAGE Zombies and any other Zombie, just as Human PCs.

# BUGBEAR ZOMBIES

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1–3 on a d6 (50% of the time).

## *Standard Non-Zombie Bugbear*

Armor Class: 8 [11]

Base Hit Bonus: +3

Hit Dice: 3+1

Attacks: Weapon or bite (1d6)

Special: Surprise opponents

Move: 9

HDE/XP: 3/120

## *Living Dead Bugbear Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +3

Hit Dice: 4+1

Attacks: Bite (1d6+1), Claw, Strike or Weapon

Special: Surprise opponents, INFECTION, Immune to Sleep/Charm

Move: 9

HDE/XP: 4/175

## *Runner Bugbear Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Bite (1d6+1), Claw, Strike or Weapon

Special: Surprise opponents, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 5/250

Attacks per round: 2

# CENTAUR ZOMBIES

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any “version” of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

## *Standard Non-Zombie Centaur*

Armor Class: 8 [11] or 4 [15] w/ small shield

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Weapon or kick (1d6)

Special: None

Move: 18

HDE/XP: 5/240

## *Fleshless Talking Centaur Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Weapon or kick (1d6), Bite, Claw & Strike

Special: Speaking Zombies can lead other Zombies. All Zombies get +1 to initiative when a FTZ is present.

INFECTION, Immune to Sleep/Charm

Move: 18

HDE/XP: 6/300

## *Boss Centaur Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 5

Attacks: Weapon or kick (1d6), Bite, Claw & Strike

Special: INFECTION, Immune to Sleep/Charm

Move: 18

HDE/XP: 6/500

Attacks per round: 2

# DWARF ZOMBIES

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves might have more hit. These stronger dwarves will often have heavier armor and shields, affecting their Armor Class.

## *Standard Non-Zombie Dwarf*

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: War Hammer

Special: Stonework insight

Move: 6

HDE/XP: 1/15

## *Groaner Dwarf Zombie*

Armor Class: 6 [13]

Base Hit Bonus: +1

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm

Move: 6

HDE/XP: 3/100

## *Walker Dwarf Zombie*

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm

Move: 9

HDE/XP: 2/75



# ELVEN ZOMBIES

The example below is for a typical Elf.

## *Standard Non-Zombie Elves*

Armor Class: 8 [11]

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Longbow or Long Sword (1d6)

Special: None

Move: 12

HDE/XP: 1/15

## *Runner Elvish Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +3

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 4/400

Attacks per round: 2

## *Screamer Elvish Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +3

Hit Dice: 4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm, Instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 12

HDE/XP: 5/425

# GIANT ZOMBIES

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

Giant Zombies are an extremely difficult foe to do battle with. A pack of Zombie Giants has been known to attack and devour adult dragons! Giant Zombies are also a threat to other man-sized Zombies, and will eat them just the same as normal men.



# CLOUD GIANT ZOMBIES

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

## *Standard Non-Zombie Cloud Giant*

Armor Class: 9 [10]

Base Hit Bonus: +12

Hit Dice: 12+2

Attacks: Weapon (3d6)

Special: Hurls boulders

Move: 15

HDE/XP: 13/2,300

## *White Box Cloud Giant Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +12

Hit Dice: 12+2

Attacks: Weapon (3d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 15

HDE/XP: 14/2,500

## *Groaner Cloud Giant Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +13

Hit Dice: 12+2

Attacks: Weapon (3d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 15

HDE/XP: 14/2,500

# FIRBOLG GIANT ZOMBIES

Appearing as giant men (ten feet tall) with flaming red beards, firbolg dwell in rocky and volcanic regions where they live in clans of miners and underground fungus farmers. Unlike other giants, they are not warlike by nature and instead prefer to make prodigious use of their ability to throw boulders and fight from a distance, which inflict 2d6 points of damage. They are as intelligent as humans and have the natural ability to cast Detect Magic at will, however, they lose this ability when turned into a Zombie.

## *Standard Non-Zombie Firbolg Giant*

Armor Class: 9 [10]

Base Hit Bonus: +9

Hit Dice: 9+2

Attacks: Weapon (2d6)

Special: Hurl boulders,

Detect Magic

Move: 12

HDE/XP: 10/1,400

## *Groaner Firbolg Giant Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +10

Hit Dice: 10

Attacks: Weapon (2d6) Bite, Claw, or Strike

Special: Hurl boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 10/1,400

## *Walker Firbolg Giant Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Weapon (2d6) Bite, Claw, or Strike

Special: Hurl boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 9/1,200

# FIRE GIANT ZOMBIES

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 4d6 points of damage and are immune to fire.

## *Standard Non-Zombie Fire Giants*

Armor Class: 9 [10]

Base Hit Bonus: +11

Hit Dice: 11+3

Attacks: Weapon (2d6)

Special: Hurls boulders, fire immunity

Move: 12

HDE/XP: 12/2,000

## *Boss Fire Giant Zombies*

Armor Class: 7 [12]

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, fire immunity, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 14/2,000

## *Living Dead Giant Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +10

Hit Dice: 10+3

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, fire immunity, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 12/1,500

# FROST GIANT ZOMBIES

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

## *Standard Non-Zombie Frost Giants*

Armor Class: 9 [10]

Base Hit Bonus: +10

Hit Dice: 10+1

Attacks: Weapon (2d6)

Special: Hurls boulders, cold immunity

Move: 12

HDE/XP: 12/2,000

## *Screamer Frost Giant Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +10

Hit Dice: 10+1

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, cold immunity, INFECTION, Immune to Sleep/Charm, NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 12

HDE/XP: 13/2,150

## *Melting Frost Giant Zombies*

Armor Class: 7 [12]

Base Hit Bonus: +10

Hit Dice: 11

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, cold immunity, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 14/2,350

# HILL GIANT ZOMBIES

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage.

## *Standard Non-Zombie Hill Giants*

Armor Class: 9 [10]

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Weapon (2d6)

Special: Hurls boulders

Move: 12

HDE/XP: 9/1,100

## *Classic White Box Hill Giant Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 10/1,300

## *Living Dead Hill Giant Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +9

Hit Dice: 8

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 11/1,400

# STONE GIANT ZOMBIES

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

## *Standard Non-Zombie Stone Giants*

Armor Class: 9 [10]

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Club (2d6),

Special: Hurls boulders

Move: 12

HDE/XP: 10/1,400

## *Fleshless Talking Stone Giant Zombies*

Armor Class: 7 [12]

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Club (2d6) Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 12/1,850

## *Walker Stone Giant Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +9

Hit Dice: 12

Attacks: Club (2d6) Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 11/1,500



# STORM GIANT ZOMBIES

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to cast Control Weather once per day. However, they lose all magical abilities when they become zombies.

## *Standard Non-Zombie Storm Giants*

Armor Class: 9 [10]

Base Hit Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6)

Special: See above

Move: 15

HDE/XP: 16/3,200

## *Classic White Box Storm Giant Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6), Strike or weapon

Special: Immune to sleep, charm

Move: 9

HDE/XP: 17/3,500

## *Runner Storm Giant Zombies*

Armor Class: 7 [12]

Base Hit Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6), Strike or weapon

Special: Immune to sleep, charm

Move: 15

HDE/XP: 18/4,000

# GNOLL ZOMBIES

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

## *Standard Non-Zombie Gnolls*

Armor Class: 9 [10]

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6)

Special: None

Move: 9

HDE/XP: 2/30

## *Screamer Gnoll Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6), Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm, NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 9

HDE/XP: 4/100

## *Melting Gnoll Zombies*

Armor Class: 9 [10]

Base Hit Bonus: +4, Attacks Per Round: 2

Hit Dice: 5

Attacks: Bite (1d6), Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, The “Goo” that is melting off these zombies is highly acidic. Characters that come in contact with it can an additional 1d6 HP acid damage each round until “goo” is properly cleaned, rinsed with water, from the skin.

Move: 6

HDE/XP: 8/600

# GNOME ZOMBIES

Gnomes are industrious, peaceful beings. They dwell mostly deep underground. They rarely stand taller than 3' and have long beards and pointy noses. They are peaceful by nature, seeking only to mine for gems and other valuables, and engage in the occasional prank. Gnomes are natural foes of goblins and kobolds, as well as skilled illusionists. All gnomes can cast Phantasmal Force once per day but lose this ability when transforming into zombies.

## *Standard Non-Zombie Gnomes*

Armor Class: 7 [12]

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Short Bow or Short Sword (1d6-1)

Special: Phantasmal Force

Move: 9

HDE/XP: 1/15

## *Fleshless Talking Gnome Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +3

Hit Dice: 4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, SPEAK

Move: 12

HDE/XP: 5/100

## *Boss Gnome Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep/charm,

Move: 12

HDE/XP: 8/250

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

# GOBLIN ZOMBIES

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 “to-hit” in the full sunlight

## *Standard Non-Zombie Goblins*

Armor Class: 8 [11]

Base Hit Bonus: +0

Hit Dice: 1-1

Attacks: Weapon (1d6-1)

Special: -1 “to-hit” in sunlight

Move: 9

HDE/XP: < 1/10

## *Legend Goblin Zombies*

Armor Class: 1 [18]

Base Hit Bonus: +3

Hit Dice: 3-1

Attacks: Weapon (1d6-1) Bite, Claw or Strike

Special: -1 “to-hit” in sunlight, INFECTION, Immune to sleep, charm, Legend Zombies are strangely affected by the sun and they try to avoid it at all costs. All bonuses are at half when fighting in the sun.

Move: 12 (Effective DEX 18)

HDE/XP: 5/275

Bonuses: +2 to Damage

## *Runner Goblin Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +2

Hit Dice: 2-1

Attacks: Bite, Claw, Strike or Weapon (1d6-1)

Special: -1 “to-hit” in sunlight, INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 5/100

Attacks per round: 2

# HOBGOBLIN ZOMBIES

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

## *Standard Non-Zombie Hobgoblins*

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Weapon (1d6)

Special: None

Move: 9

HDE/XP: 1/15

## *Groaner Hobgoblin Zombies*

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/40

## *Walker Hobgoblin Zombies*

Armor Class: 6 {13}

Base Hit Bonus: +1

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/45

# KOBOLD ZOMBIES

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 “to-hit” penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

## *Standard Non-Zombie Kobolds*

Armor Class: 6 [13]

Base Hit Bonus: +0

Hit Dice: 1/2

Attacks: Weapon (1d6-1)

Special: None

Move: 6

HDE/XP: < 1/10

## *Screamer Kobold Zombies*

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 3

Attacks: Bite, Claw, Strike or Weapon (1d6-1)

Special: INFECTION, Immune to Sleep/Charm, NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 9

HDE/XP: < 6/100

## *Living Dead Kobold Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Bite, Claw, Strike or Weapon (1d6-1)

Special: INFECTION, Immune to sleep, charm

Move: 9

HDE/XP: 1/40

# LIZARDMAN

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

## *Standard Non-Zombie Lizardman*

Armor Class: 7 [12]

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Claw (1d6-1) or sword (1d6)

Special: See above

Move: 6/12 (when swimming)

HDE/XP: 2/30

## *Walker Lizardmen Zombies*

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6/12 (when swimming)

HDE/XP: 2/45

## *Runner Lizardmen Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 5/60

Attacks per round: 2

# OGRE ZOMBIES

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

## *Standard Non-Zombie Ogres*

Armor Class: 9 [10]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Weapon (1d6+1)

Special: None

Move: 9

HDE/XP: 4/120

## *Boss Ogre Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Bite, Claw, Strike or Weapon (1d6+1)

Special: INFECTION, Immune to sleep, charm,

Move: 9

HDE/XP: 10/550

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

## *Classic White Box Ogre Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Strike or Weapon (1d6+1)

Special: Immune to sleep, charm

Move: 9

HDE/XP: 5/150



# ORC

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty “to-hit” in sunlight. They typically carry small shields and wear ring mail armor. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

## *Standard Non-Zombie Orcs*

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: None

Move: 12

HDE/XP: 1/15

## *Walker Orc Zombies*

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 1

Attacks: Bite, Claw, Strike or Weapon (1d6)

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 2/50

## *Groaner Zombie Orcs*

Armor Class: 6 [13]

Base Hit Bonus: +1

Hit Dice: 2

Attacks: Bite, Claw, Strike or Weapon (1d6)

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/45

# TROLL

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs. Trolls do NOT lose regenerate when transformed into a zombie.

## *Standard Non-Zombie Trolls*

Armor Class: 9 [10]

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Claw (2d6)

Special: Regeneration

Move: 12

HDE/XP: 8/800

## *Boss Troll Zombies*

Armor Class: 4 [15]

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Bite or Claw (2d6)

Special: Regeneration, INFECTION, Immune to sleep/charm

Move: 12

HDE/XP: 10/1,200

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

## *Living Dead Troll Zombies*

Armor Class: 8 [11]

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Bite or Claw (2d6)

Special: Regeneration, INFECTION, Immune to sleep/charm

Move: 12

HDE/XP: 9/900

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