

Species, Breed: Zombie, Common

Type: Undead

Class: Undead.

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: Lesser: 50 x level.

Characteristics:

Awareness: 100

Charisma: Not applicable.

Constitution: 60

Coordination: 10

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 100

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: 4 The Zombie will not actually swim, but will walk underwater.

Luck: 75

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

The following roll will determine the type of attack this undead will attempt per turn:

% Roll: Type of attack:

01-70: Touch of the Dead

71-00: Moan of the Dead

Attack descriptions

Touch of the Dead: 1

Damage: 1-D12 x 7 rot damage. This damage will not heal unless regenerated.

Range: 1 space (5')

Attack type: Touch ability.

or:

Moan of the Deed: 1

Damage: See: "Special Offenses".

Range: The awareness of the hearer will be the space range of this dreaded attack.

Attack type: Moan ability.

Defense: 10

Offense: 40

Damage-Points: Roll 3-D20 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D12 x 1,000

Bronze: 40+ to have 1-D10 x 1,000

Silver: 40+ to have 1-D8 x 1,000

Electrum: 40+ to have 1-D6 x 1,000

White-gold: 40+ to have 1-D4 x 1,000

Yellow-gold: 40+ to have 1-D10 x 1,000

Black-gold: 40+ to have 1-D100

Treasure item(s):

Common: None

UnCommon: None

Rare: 25+ to have 1-D12 +1

Legendary: 50+ to have 1-D4 +1

Note:

The Zombie will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

10% chance of having 1-D4 Enchanted Armors

15% chance of having 1-D8 Enchanted Items

10% chance of having 1-D4 Enchanted Weapons

5% chance of having 1 Oracle

4% chance of having 1 Relic

Description:

Annihilation Strike?: Yes.

Description: The Zombie can look like a walking undead, or be more undetectable when in the form of a Living Zombie. See: "Possession" in the "Special Offenses" section.

Eye color: Living Zombie: As the color of the creature's eyes it currently possesses. Undead Zombie: Grayish-black.

Eye shape: As the race it is (roll up a random race).

Hair color: Living Zombie: As the creature's hair it possesses. Undead Zombie: As the creature's hair it possesses, yet filthy and unkept.

Height: 6'-0"

Posture: Avian/Quadruped (like an animal with four feet that can fly).

Skin color: As a normal person's skin (discretion of the G.M.). If in the form of the dead, or after it has been in its undead state for three days, its skin will be a sickly green-gray.

Skin texture: Living Zombie: As the creature's skin texture it possesses. Undead Zombie: Rotted.

Weight: 180 lbs.

Note:

This encounter, this Zombie will be in the following state of being:

%Roll: 01-10 = Living Zombie, 11-00 =
Undead Zombie

Dislikes: The warmth of the living.

Disposition: As any undead (mindless).

Fears: Nothing.

Habitat: Any Region within a Tomb or Crypt usually.

Immunities: Mental-attacks and manipulations do nothing against the "undead" Zombie. A Zombie that has just possessed the body of another is susceptible to mental attacks and mind manipulations until it becomes undead (which is exactly three days from the time of possession). A newly possessed creature can be effected by the ability or spell of another as normal, though it may have some natural resistances.

Life-span: Undying creature. A Zombie's existence never fades.

Likes: Holy creatures.

Needs: Unknown.

Note: None.

Special Abilities: See: "Special Offenses".

Special Defenses: Resistances: This undead has the following resistances: Magic: 50%

Special Offenses: Moan of the Dead: This chilling moan is so terrible, any who hear it must make a successful avoidance-roll vs. "Fear" (at ½ the normal chance (rounded down) or be unable to move for 1-D4 turns (even if the Moan is heard far away).

This dark ballad emanates a feeling of utter despair and death. The terrible appearance of a Zombie is but a hint of the agony it faces as it deals with the terror and the chaos of its existence.

Possession: When a Zombie touches the flesh of its victim, both must pit mental-strength against the other. If the Zombie wins, it will possess the body of its victim, and the victim will possess the corpse of the Zombie, taking its place.

Zombies can blend within a civilization quite well, as it can possess another living creature and actually be alive. A Living Zombie will become undead 72 hours (3 days) after possessing a living creature.

Susceptibilities: Undead Zombies cannot attempt avoidance-rolls vs. holy attacks.

Holy Water will always do a Maximum Strike (best of three rolls for damage) x2 against this Undead.

Weapon susceptibility: Rank-17 (or better) magical weapon to harm (Living or Undead).