

ZOMBIE

A ZOMBIE IS THE ANIMATED CORPSE OF A LIVING CREATURE. Imbued with the barest semblance of life, this shambling horror obeys the commands of its creator, heedless of its own wellbeing. Typical zombies are made of the corpses of Medium or Large creatures.

Zombie Lore

The following information can be obtained with a successful Religion check.

DC 15

Most zombies are created using a foul ritual. Once roused, a zombie obeys its creator and wants nothing more than to kill and consume the living.

DC 20

Corpses left in places corrupted by supernatural energy from the Shadowfell sometimes rise as zombies on their own. These zombies have no master and generally attack all living creatures they encounter.

Zombie	Level 2 Brute
Medium natural animate (undead)	XP 125
Initiative –1; Senses Perception +0; darkvision	
HP 40; Bloodied 20; see also <i>zombie weakness</i>	
AC 13; Fortitude 13, Reflex 9, Will 10	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4	
⬇ Slam (standard; at-will)	
+6 vs. AC; 2d6+2 damage.	
⬇ Zombie Grab (standard; at-will)	
+4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a –5 penalty.	
○ Zombie Weakness	
Any critical hit to the zombie reduces it to 0 HP instantly.	
Alignment Unaligned; Languages —	
Str 14 (+3)	Dex 6 (–1) Wis 8 (+0)
Con 10 (+1)	Int 1 (–4) Cha 3 (–3)

Zombie Tactics

When two or more zombies attack a single foe, one uses *zombie grab* to prevent the foe's escape.

Zombie Rotter	Level 3 Minion
Medium natural animate (undead)	XP 38
Initiative –2; Senses Perception –1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 13; Fortitude 13, Reflex 9, Will 10	
Immune disease, poison	
Speed 4	
⬇ Slam (standard; at-will)	
+6 vs. AC; 5 damage.	
Alignment Unaligned; Languages —	
Str 14 (+2)	Dex 6 (–2) Wis 8 (–1)
Con 10 (+0)	Int 1 (–5) Cha 3 (–4)

Zombie Rotter Tactics

Zombie rotters swarm the nearest living target and beat it to death.

Encounter Groups

Zombies can be found anywhere, working with or for any creature willing to tolerate their moldering presence.

Level 4 Encounter (XP 951)

- ◆ 3 zombies (level 2 brute)
- ◆ 4 zombie rotters (level 3 minion)
- ◆ 4 kruthik hatchlings (level 2 minion)
- ◆ 2 wererats (level 3 skirmisher)

Level 8 Encounter (XP 1,750)

- ◆ 2 zombie hulks (level 8 brute)
- ◆ 2 rot scarab swarms (level 8 soldier)
- ◆ 1 oni night hunter (level 8 elite controller)

Gravehound	Level 3 Brute
Medium natural animate (undead)	XP 150
Initiative +2; Senses Perception +1; darkvision	
HP 54; Bloodied 27; see also <i>death jaws</i> and <i>zombie weakness</i>	
AC 14; Fortitude 14, Reflex 12, Will 11	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
⬇ Bite (standard; at-will) ◆ Necrotic	
+7 vs. AC; 1d6+3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if Medium size or smaller.	
⬇ Death Jaws (when reduced to 0 hit points) ◆ Necrotic	
The gravehound makes a bite attack against a target within reach.	
○ Zombie Weakness	
Any critical hit to the gravehound reduces it to 0 HP instantly.	
Alignment Unaligned; Languages —	
Str 16 (+4)	Dex 13 (+2) Wis 10 (+1)
Con 14 (+3)	Int 1 (–4) Cha 3 (–3)

Gravehound Tactics

A gravehound uses its speed to overtake prey. When it dies, it makes one final bite attack against a living creature within reach.

Rotwing Zombie	Level 4 Skirmisher
Medium natural animate (undead)	XP 175
Initiative +6; Senses Perception +2; darkvision	
HP 54; Bloodied 27; see also <i>zombie weakness</i>	
AC 17; Fortitude 16, Reflex 16, Will 14	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4, fly 4 (clumsy)	
⬇ Slam (standard; at-will)	
+9 vs. AC; 1d8+2 damage.	
○ Flying Charge	
A flying rotwing zombie deals +2d6 damage on a charge attack.	
○ Zombie Weakness	
Any critical hit to the rotwing zombie reduces it to 0 HP instantly.	
Alignment Unaligned; Languages —	
Str 14 (+4)	Dex 14 (+4) Wis 10 (+2)
Con 14 (+4)	Int 1 (–3) Cha 3 (–2)

Rotwing Zombie Tactics

The rotwing zombie often perches silently on a ledge or precipice. It swoops down and makes a flying charge against the nearest enemy.



(Left to right) corruption corpse, chillborn zombie, zombie hulk, gravehound, and rotwing zombie

Corruption Corpse	Level 4 Artillery
Medium natural animate (undead)	XP 175
Initiative +3; Senses Perception +3; darkvision	
Grave Stench aura 1; living enemies in the aura take a –5 penalty to attack rolls.	
HP 46; Bloodied 23; see also <i>death burst</i>	
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)	
AC 17; Fortitude 16, Reflex 14, Will 14	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4	
⬇ Slam (standard; at-will)	
+8 vs. AC; 1d6+3 damage.	
✖ Mote of Corruption (standard; at-will) ♦ Necrotic	
The corruption corpse hurls a black glob of necrotic filth.	
Ranged 10; +7 vs. Reflex; 2d6+3 necrotic damage, and the target is weakened (save ends).	
⚡ Death Burst (when reduced to 0 hit points) ♦ Necrotic	
The corruption corpse explodes. Close burst 1; +7 vs. Fortitude; 2d6+3 necrotic damage.	
Alignment Unaligned; Languages —	
Str 16 (+5)	Dex 13 (+3) Wis 12 (+3)
Con 16 (+5)	Int 4 (–1) Cha 3 (–2)

Corruption Corpse Tactics

The corruption corpse hurls its *motés of corruption* at living creatures until one or more close to within melee range, at which point it makes slam attacks.

Chillborn Zombie	Level 6 Soldier
Medium natural animate (cold, undead)	XP 250
Initiative +5; Senses Perception +3; darkvision	
Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.	
HP 71; Bloodied 35; see also <i>death burst</i>	
AC 22; Fortitude 20, Reflex 16, Will 16	
Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant	
Speed 4	

⬇ Slam (standard; at-will) ♦ Cold		
+11 vs. AC; 1d6+4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also <i>ice reaper</i> .		
⚡ Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6+2 cold damage, and the target is slowed (save ends).		
○ Ice Reaper ♦ Cold		
The chillborn zombie deals an extra 5 cold damage to an immobilized creature.		
Alignment Unaligned; Languages —		
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 15 (+5)	Int 2 (–1)	Cha 6 (+1)

Chillborn Zombie Tactics

If it succeeds in immobilizing the target with its slam attack, the chillborn zombie uses *ice reaper* on its next turn.

Zombie Hulk	Level 8 Brute
Large natural animate (undead)	XP 350
Initiative +2; Senses Perception +3; darkvision	
HP 88; Bloodied 44; see also <i>rise again</i>	
AC 20; Fortitude 23, Reflex 17, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant	
Speed 4	
⬇ Slam (standard; at-will)	
Reach 2; +12 vs. AC; 2d8+5 damage.	
⬇ Zombie Smash (standard; recharge 6)	
Reach 2; targets Medium size or smaller creature; +12 vs. AC; 4d8+5 damage, and the target is knocked prone.	
○ Rise Again (the first time the zombie hulk drops to 0 hit points)	
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.	
Alignment Unaligned; Languages —	
Str 21 (+9)	Dex 6 (+2) Wis 8 (+3)
Con 18 (+8)	Int 1 (–1) Cha 3 (+0)

Zombie Hulk Tactics

The zombie hulk uses *zombie smash* on creatures smaller than itself. When it falls in battle, it doesn't stay dead for long, rising once more to have its revenge.