

Zombie

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 *Rare* | *Medium* | *Neutral* | *Undead*

Zombies are mindless undead humans or demi-humans animated by some evil magic-user or cleric.

Armor Class	Hit Points	Move
12	⁸ (2 <i>Hit Dice</i>)	walk 30 ft
Appearing	3d6	
Habitat	Any	
Negotiation	no	
Morale DC	0	
Challenge	1.3 (390 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
1	-2	3	-3	-2	-2

Combat

Has 1 attack. Hit Bonus +2. Damage Slam. 1d8 +1 damage

Special Attacks

Slow. Zombies move very slowly, always fighting last in a combat round.

Special Defense

Zombies are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2d4 points of damage to a zombie.

Treasure

Individual: None

Lair: None