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# 100% CRUNCH: ZOMBIE LORDS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Julian Neale

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks at a wide range of CRs of an iconic monster.

This instalment of 100% Crunch presents scores of zombie Lords (CRs 2-11) for the time-crunched GM to immediately utilise in game.



## CREDITS

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**Interior Artists:** Jeff Freels. Artwork © 2008 Jeff Freels, used with permission

Thank you for purchasing *100% Crunch: Zombie Lords*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *100% Crunch: Zombie Lords* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://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.

## ABOUT THE DESIGNER

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Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to *Dragon* magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

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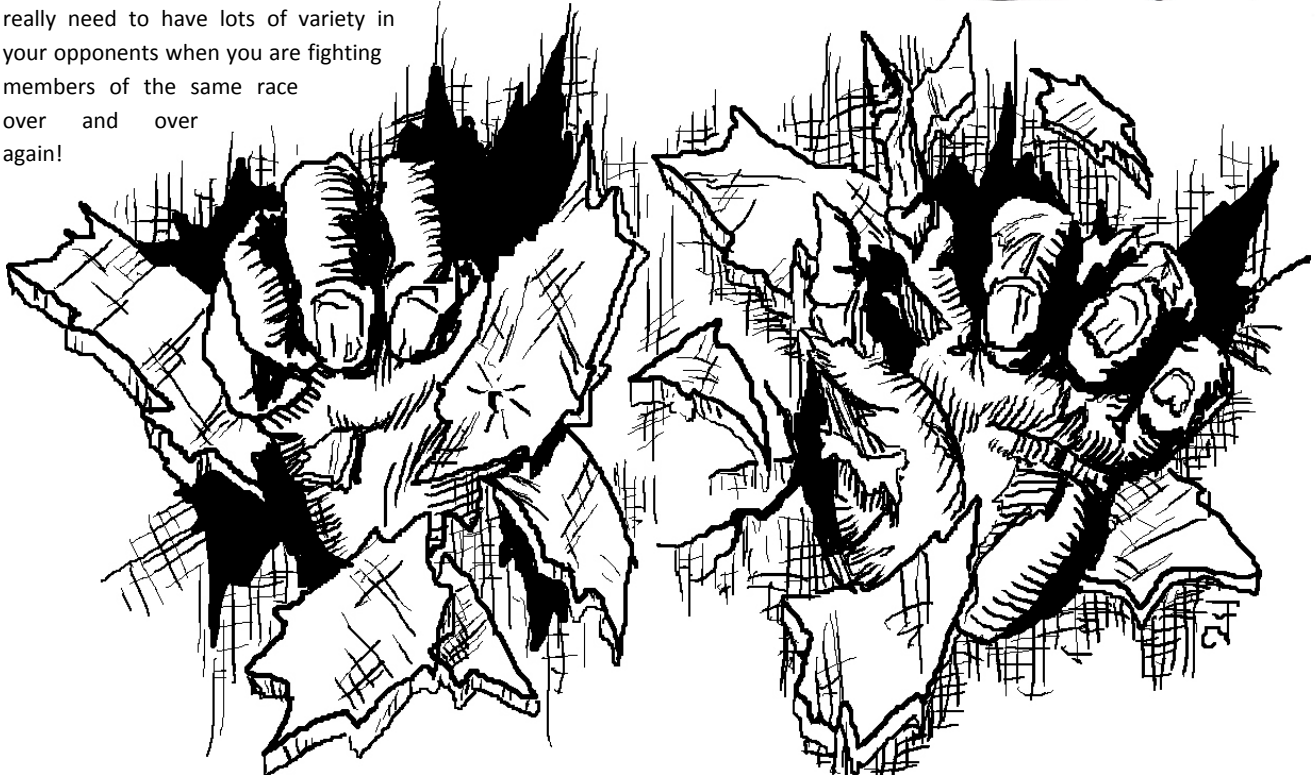
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## FOREWORD

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Welcome to Julian's latest 100% Crunch – this time focusing on zombie lords (after doing *100% Crunch: Skeletal Champions*, this seemed the logical choice). This is the last undead-focused instalment for a while. Shortly we'll be branching out in to humanoids – namely orcs and goblinoids – to add some variety into the line. (In my campaign recently, the PCs have been fighting orcs – a lot – and it's come to my attention that you really need to have lots of variety in your opponents when you are fighting members of the same race over and over again!

In any event, I hope you find this instalment of *100% Crunch* useful and that it enhances your campaign. It would be great to hear how you've used it in your game – or what you'd like to see featured in subsequent entries in this line; drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



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### ZOMBIE LORD CRS

Establishing challenge ratings is more of an art than a science. This is especially the case for zombie lords (and similar creatures such as skeletal champions), which use special rules. The zombie lord template appears on the following page, and a close read of the text will reveal expanded and updated CR guidelines. These additional guidelines are necessary to ensure the creature's CR fits with the values given on Table 1-1 in Appendix 1 of the *Bestiary*.

## ZOMBIE LORDS

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits. Zombies are unthinking automatons, and can do little more than follow orders. However, some zombies retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels. These zombies are known as zombie lords.

### CREATING A ZOMBIE LORD

“Zombie Lord” is an acquired template that can be added to any corporeal creature (other than an undead) that has a minimum Intelligence of 3. This corporeal creature is referred to hereafter as the base creature.

**Challenge Rating:** For creatures with racial HD, a zombie lord’s CR does not change, except in the following cases:

- Fey creature with 3 or more racial HD: Add +1 to base creature’s CR.
- Charisma equal or higher than base creature’s Constitution (except fey): CR = base creature’s CR +1.
- Final adjusted Charisma score 7 or lower: CR = base creature’s CR -1.
- For 0-HD races: CR 2 +1 for each class level added, but treat non-good BAB classes as non-associated.

In some cases, a zombie lord o with racial HD has a CR equal to a zombie of its modified racial HD, +1. It all depends on how the modified statistics fit with Table 1-1 in Appendix 1 of the *Bestiary*.

**Alignment:** Any evil.

**Type:** The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

**Armour Class:** Natural armour is based on the zombie lord’s size. This replaces an existing racial bonus, if any:

ZOMBIE SIZE	NATURAL ARMOUR BONUS
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

**Hit Dice:** Change all the creature’s racial HD to d8s, then add 2 racial Hit Dice to this total (creatures without racial HD gain 2). HD from class levels are unchanged. Zombie lords use their Charisma modifiers to determine bonus hit points (instead of Constitution). Note that unlike zombies, zombie lords do not gain additional bonus HD relating to the base creature’s size.

**Saves:** Base save bonuses for racial Hit Die are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

**Defensive Abilities:** A zombie lord gains DR 5/slashing and channel resistance +4, in addition to undead traits.

**Speed:** Winged zombies can still fly, but manoeuvrability drops to clumsy. If the base creature flew magically, so can the zombie. Retain all other movement types.

**Attacks:** A zombie lord retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the zombie’s size, but as if it were one size category larger than its actual size (see table below).

ZOMBIE SIZE <sup>1</sup>	BITE DAMAGE <sup>2</sup>	SLAM DAMAGE <sup>3</sup>
Fine	1	1
Diminutive	1d2	1d2
Tiny	1d3	1d3
Small	1d4	1d4
Medium	1d6	1d6
Large	1d8	1d8
Huge	2d6	2d6
Gargantuan	2d8	2d8
Colossal	4d6	4d6

1: Individual creatures may vary from these values.

2: Only zombie lords with the brain-eater variant gain a bite attack, unless they had one beforehand.

3: This damage has been modified as detailed above.

**Special Attacks:** A zombie lord retains all of the base creature’s special attacks.

**Abilities:** Str +2, Dex +2. As undead, it has no Constitution score.

**BAB:** A zombie lord’s BAB for racial HD is equal to 3/4 its HD.

**Skills:** Gains skill ranks per racial Hit Die equal to 4 + its Int modifier. Class skills for racial HD are Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth. Skills gained from class levels remain unchanged.

**Feats:** A zombie lord gains Toughness as a bonus feat.

**Languages:** Zombie lords retain whatever languages they could speak before they became undead creatures.

**Special Qualities:** A zombie lord retains all of its special qualities, and does not gain the staggered special quality.

## SIMPLE VARIANT ZOMBIE LORDS

Just like standard zombies, zombie lords may have variant abilities. All the simple and complex variants as described in *100% Crunch: Zombies* are available to zombie lords. One other variant specific to zombie lords is also available: magus zombie.

### ACID ZOMBIE (CR +1)

The flesh of an acid zombie constantly oozes caustic acid. An acid zombie's melee attacks deal an additional 1d6 acid damage, and anyone striking an acid zombie with an unarmed strike or natural attack takes 1d6 acid damage. Acid zombies gain immunity to acid. An acid zombie's Charisma is 12, or +2 higher for a zombie lord. Other energy types, such as electric zombies or frost zombies, can be applied in a similar fashion.

### ALCHEMICAL ZOMBIE (CR +1)

This zombie has been created through alchemical processes rather than necromantic magic.

Positive energy has less effect on an alchemical zombie, giving it channel resistance +2. Its alchemically treated flesh is also more resistant to damage, granting it an additional +2 bonus to its natural Armour Class above that which it gains based on its size.

### ARCHER ZOMBIE (CR +0)

Zombie archers are nevertheless a welcome addition to any undead army, but are only found as zombie lords, because unintelligent zombies cannot wield bows competently enough. Zombie archers gain Point Blank Shot and Precise Shot as bonus feats.

### ARMoured ZOMBIE (CR +0)

Armoured zombies are normal zombies given heavier varieties of armour and weapons to serve as elite troops in undead armies.

Assume the base creature was proficient in the armour and weapons before they died. Armoured zombies must still abide by the standard treasure or NPC wealth guidelines, as appropriate.

### BRAIN-EATING ZOMBIE (CR +0)

These terrifying zombie variants feed on humanoid brains.

They gain a bite attack that deals damage based on the zombie's size, and the grab special attack, usable against opponents of the zombie's own size or smaller. When an opponent dies, the zombie uses its next turn to feast upon its victim's brain, making spells that require a complete corpse (such as raise dead) useless. Anyone killed after being bitten by a brain-eating zombie rises as a brain-eating zombie in 2d6 hours unless the corpse is blessed or similar preventative measures are taken.

### CURSED ZOMBIE (CR +1)

Created as the result of a powerful curse rather than through necromantic spells, cursed zombies can bestow a curse upon their victims. A cursed zombie gains the curse special attack, delivered with its slam attack.

**Zombie curse (Su):** slam; save Will DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; frequency —; effect as *bestow curse*; cure —.

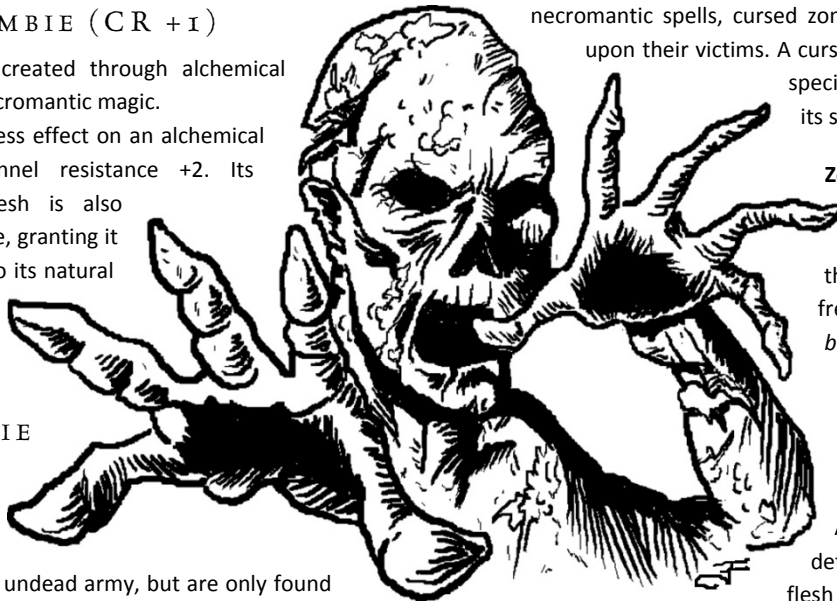
### EXPLODING ZOMBIE (CR +0)

An exploding zombie detonates in a burst of bone, flesh and gore when it is reduced to 0 hit points. Anyone within 10 feet of the zombie when it is destroyed takes 1d6 damage per hit die of the zombie. A Reflex save (DC 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier) halves this damage. Bloody, burning, and multiplying zombies cannot be exploding zombies.

### GASBURST ZOMBIE (CR USUALLY +1)

These bloated zombies are filled with toxic gas. When a gasburst zombie dies, it explodes in a cloud of noxious vapors.

These noxious vapors fill a 10-foot cube surrounding the zombie. Gasburst zombies are commonly filled with *burnt other fumes* (DC 18) or *ungol dust* (DC 15), but any poisonous gas may be used. Gas burst zombies have DR 5/piercing instead of DR 5/slashing. See the *Pathfinder Core Rulebook* for more details on these poisons.





## HOST CORPSE ZOMBIE (CR +0\*)

This zombie (or zombie) has been infested with a swarm of vermin or Tiny undead creatures that it releases from its body. Zombie hosts frequently the following swarms inside their rotting husks (but no more than one swarm at a time!):

- **Bestiary:** Centipede swarm (CR 4), spider swarm (CR 1), wasp swarm (CR 3)
- **Bestiary 2:** Cockroach swarm (CR 2)
- **Bestiary 3:** Hellwasp swarm (CR 8)
- \*The swarm's CR counts as a separate creature

Award separate XP for the swarms. It is recommended that swarms be matched to the CR of the host creature. For example, a CR 1 zombie should host a CR 1 spider swarm, for an EL 3 encounter.

## MAGUS ZOMBIE (CR +0)

Zombie lords with spellcaster levels spells require the magus variant. Magus zombies gain Silent Spell as a bonus feat (in addition to Toughness), and are the same CR as a zombie lord.

## MUDRA ZOMBIE (CR +1 OR +2)

Sometimes known as “whirlwind zombies,” mudra zombies are created with four or more arms, each capable of wielding a weapon. A mudra zombie's Dexterity increases by +4 (instead of +2), and it gains Multiweapon Fighting and Weapon Finesse as

bonus feats. For a CR modifier of +2, it possesses an additional pair of arms (i.e. six total arms for a normal humanoid). Note: This variant should only be used with zombies that have the fast or relentless simple variants, or that have the zombie lord template.

## PRESERVED ZOMBIE (CR +0)

As part of the animation process of a zombie, *gentle repose* is also cast following the casting of *animate dead*. The spells are modified slightly during casting. The effect is that an animated zombie permanently remains in the state that it did when animated, instead of rotting over time, so it is mostly cast on the freshly dead.

## RELENTLESS ZOMBIE (CR +1)

These have all the powers of fast zombies, and also gain a Climb speed equal to half the base creature's land speed, the scent special ability, a +4 racial bonus to Survival checks to track by smell, and two additional Hit Dice.

## UNDER-EQUIPPED ZOMBIE (CR -1)

Under-equipped zombies are normal zombies with armour and weapons that have the *broken* quality. This means that the zombies have significant penalties, and as such are weaker than standard zombies. Note that broken equipment value is 75% that of unbroken equipment; refer to the *Pathfinder Core Rulebook* for more details on the broken condition.

## COMPLEX VARIANT ZOMBIE LORDS

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The typical zombie is a slow-moving abomination that is tough to destroy. Yet this tough zombie is not the only type of zombie to plague crypts or stalk graveyards. Each of the following two variant zombies modifies the base zombie in a few simple ways.

### FAST ZOMBIE (CR +0)

Unlike the standard, plodding zombie, a fast zombie moves with a supernatural quickness.

**Speed:** Increase the base creature's land speed by 10 feet.

**Defensive Abilities:** A fast zombie does not gain DR 5/slashing.

**Special Actions:** A fast zombie gains the following special attack.

*Quick Strikes (Ex):* Whenever a fast zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus.

**Abilities:** As a standard zombie, except its Dexterity is increased by 2.

**Special Qualities:** A fast zombie does not gain the staggered special quality.

### PLAGUE ZOMBIE (CR +0)

These zombies carry a terrible disease that perpetuates their undead lineage—those infected by a plague zombie's contagion rise as zombies themselves when they perish.

**Defensive Abilities:** A plague zombie does not gain DR 5/slashing.

**Special Actions:** A plague zombie gains the following Special Actions.

*Death Burst (Ex):* When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

*Disease (Su):* The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

*Zombie rot:* slam; save Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

## CR 2 ZOMBIE LORDS

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### DWARF ZOMBIE LORD

CR 2 (XP 600)

*This rotting dwarf wears a fine breastplate and wields a battleaxe.*

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Zombie lord dwarf fighter 1

LE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +8 (+10 vs. unusual stonework; stonecunning), Sense Motive +8

**Speed** 20 ft.; **ACP** -5; **Acrobatics** -3 (-7 jumping)

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**AC** 23, touch 13, flat-footed 20; **CMD** 17 (21 vs. bull rush or trip); +4 vs. giant-type creatures

(+6 armour [mwk breastplate], +2 Dex, +1 dodge [Dodge], +2 natural, +2 shield [heavy steel])

**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** +3, **Ref** +2, **Will** +5 (+9 vs. channelling); +2 vs. spells and spell-like abilities

**hp** 26 (3 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +2; **CMB** +5

**Melee** mwk battleaxe +7 (1d8+3/x3) or

**Melee** slam +5 (1d6+3)

**Atk Options** Combat Reflexes, +1 attack vs. orc- and goblin-type foes

---

**Abilities** Str 17, Dex 14, Con —, Int 10, Wis 15, Cha 12

**SQ** weapon familiarity (dwarven)

**Feats** Combat Reflexes, Dodge, Toughness<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Appraise +1 (+3 to value nonmagical metal and gemstones), Handle Animal +5, Knowledge (dungeoneering) +4, Knowledge (engineering) +4

**Languages** Common, Dwarven

**Gear** as above plus pouch with 99 gp worth of mixed coins and gems

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### GOBLIN ZOMBIE LORD

CR 2 (XP 600)

*This rotting goblin wears studded leather armour and carries a bloodied short sword.*

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Zombie lord archer goblin rogue 2

NE Small undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +9 (+10 vs. traps), Sense Motive +9

**Speed** 30 ft.; **ACP** -1; **Climb** +8, **Escape Artist** +10, **Stealth** +18

---

**AC** 19, touch 15, flat-footed 15; **CMD** 17

(+3 armour [studded leather], +4 Dex, +1 natural, +1 size)

**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** +7 (evasion), **Will** +5 (+9 vs. channelling)

**hp** 25 (4 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +2; **CMB** +3

**Melee** short sword +5 (1d4+2/19-20) or

**Melee** slam +5 (1d4+3)

**Ranged** mwk composite short bow (range 70 ft.; Deadly Aim [-1/+2], Point Blank Shot, Precise Shot, Rapid Shot) +9 (1d4+2/x3) or

**Ranged Touch** thrown item (range 10 ft.) +7 (by item)

**Atk Options** sneak attack (+1d6)

**Combat Gear** alchemist's fire (5), tanglefoot bags (2), arrows (40)

---

**Abilities** Str 15, Dex 18, Con —, Int 10, Wis 14, Cha 10

**SQ** rogue talent (weapon training), trapfinding (+1)

**Feats** Deadly Aim, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Rapid Shot, Toughness<sup>B</sup>, Weapon Focus (short bow)<sup>B</sup>

**Skills** as above plus Disable Device +10, Handle Animal +4, Ride +12

**Languages** Goblin

**Gear** as above plus pouch with 19 gp worth of mixed coins

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### HOBGOBLIN ZOMBIE LORD

CR 2 (XP 600)

*This rotting, but muscular, gray-skinned humanoid peers about with tiny, observant eyes, wears a breastplate and wields a longsword.*

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Zombie lord hobgoblin fighter 1

LE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +5

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; **Acrobatics** -1 (-5 jumping), **Climb** +2, **Stealth** +9

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**AC** 23, touch 13, flat-footed 20; **CMD** 21

(+6 armour [mwk breastplate], +3 Dex, +2 natural, +2 shield [heavy steel])

**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** +3, **Ref** +4, **Will** +4 (+8 vs. channelling)

**hp** 26 (3 HD); **DR** slashing/5

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**Space** 5 ft.; **Base Atk** +2; **CMB** +5

**Melee** mwk longsword +7 (1d8+3/19-20) or

**Melee** slam +5 (1d6+3)

**Combat Gear** oil of magic weapon

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**Abilities** Str 17, Dex 18, Con —, Int 10, Wis 12, Cha 13

**Feats** Defensive Combat Training, Improved Initiative, Toughness<sup>B</sup>, Weapon Focus (longsword)

**Skills** as above plus Intimidate +4, Knowledge (engineering) +4, Survival +5

**Languages** Common, Goblin

**Gear** as above plus pouch with 44 gp worth of mixed coins

**HUMAN MAGUS ZOMBIE** CR 2 (XP 600)*This human wears a breastplate and carries a fine heavy flail*

Magus zombie human cleric 2

CE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +10**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -1 (-4 jumping)**AC** 20, touch 12, flat-footed 18; **CMD** 17

(+6 armour [mwk breastplate], +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** +5, **Ref** +4, **Will** +9 (+13 vs. channelling)**hp** 32 (4 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +2; **CMB** +5**Melee** mwk heavy flail +7 (1d8+4) or**Melee** slam +5 (1d6+4)**Ranged Touch** storm burst (range 30 ft.; 6/day) +4 (1d6+1 nonlethal)**Special Actions** battle rage, channel negative energy (5/day; 1d6; DC 13)**Battle Rage (Sp [standard; 6/day])** The cleric touches a creature to give it +1 damage on melee attacks for 1 round.**Cleric Spells Prepared** (CL 4th; concentration +5 [+9 casting defensively or grappling]; War, Weather; Silent Spell)1st—*divine favour*, *magic weapon*<sup>D</sup>, *obscuring mist*, *protection from good*0—*bleed* (DC 13), *guidance*, *resistance*, *read magic***Combat Gear** *wand of inflict light wounds* (6 chgs.)**Abilities** Str 17, Dex 14, Con —, Int 10, Wis 16, Cha 14**SQ** evil aura (moderate)**Feats** Combat Casting, Improved Initiative, Lightning Reflexes, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (heavy mace)**Skills** as above plus Knowledge (arcana) +7, Knowledge (religion) +7, Spellcraft +7**Languages** Abyssal, Common**Gear** as above plus silver unholy symbol, spell component pouch, pouch with 12 gp worth of mixed coins**MERFOLK ZOMBIE LORD** CR 2 (XP 600)*This beautiful woman's flesh is rotting from her upper body while the scales covering her fish-like lower torso are lustreless.*

Zombie lord merfolk fighter 1

NE Medium undead (aquatic)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +10, Sense Motive +4**Speed** 5 ft., swim 50 ft.; **ACP** 0; Stealth +10, Swim +18**AC** 19, touch 14, flat-footed 15; **CMD** 19

(+3 armour [mwk studded leather], +4 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** +2, **Ref** +4, **Will** +4 (+8 vs. channelling)**hp** 23 (3 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +2; **CMB** +5**Melee** mwk trident +7 (1d8+4) or**Melee** slam +5 (1d6+4)**Ranged** heavy crossbow (range 120 ft.) +6 (1d10/19-20)**Combat Gear** bolts (10)**Abilities** Str 17, Dex 18, Con —, Int 10, Wis 12, Cha 10**Feats** Skill Focus (Perception), Improved Initiative, Toughness<sup>B</sup>, Weapon Focus (trident)<sup>B</sup>**Skills** as above plus Knowledge (religion) +4**Languages** Aquan, Common**Gear** as above plus coral and gold necklace (worth 150 gp), pouch with 88 gp worth of mixed coins**SAHUAGIN ZOMBIE LORD** CR 2 (XP 600)*This rotting, scaly piscine-headed humanoid has a long, fish-like tail. Its arms and legs end in webbed claws.*

Zombie lord sahuagin

LE Medium undead (aquatic)

**Init** +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8, Sense Motive +4**Speed** 30 ft., swim 60 ft.; **ACP** 0; Ride +6, Stealth +9, Swim +15**AC** 14, touch 12, flat-footed 14; **CMD** 18

(+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** +3, **Ref** +3, **Will** +5 (+9 vs. channelling)**hp** 22 (4 HD); blood frenzy; **DR** slashing/5**Blood Frenzy (Ex)** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Charisma and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.**Space** 5 ft.; **Base Atk** +3; **CMB** +6**Melee** mwk trident +7 (1d8+4), bite +4 (1d4+1) or**Melee** 2 claws +6 (1d4+3) and

bite +6 (1d4+3) or

**Melee** slam +6 (1d6+4) and

bite +6 (1d4+3)

**Ranged** heavy crossbow (range 120 ft.) +5 (1d10/19-20)**Combat Gear** bolts (10), oil of *darkness***Abilities** Str 16, Dex 15, Con —, Int 14, Wis 13, Cha 10**Feats** Great Fortitude, Multiattack, Toughness<sup>B</sup>**Skills** as above plus Handle Animal +4, Survival +5**Languages** Aquan, Common; speak with sharks**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."**Gear** as above plus coral and gold necklace (worth 150 gp), pouch with 113 gp worth of mixed coins

## CR 3 ZOMBIE LORDS

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### ELF MAGUS ZOMBIE

CR 3 (XP 800)

*This decomposing elf carries a rapier and wears ragged clothes.*

Magus zombie archer elf fighter 1/wizard (universalist) 2  
NE Medium undead

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +11, Sense Motive +9

**Speed** 30 ft.; **ACP** 0; Climb +10, Stealth +12

**AC** 17, touch 15, flat-footed 12; **CMD** 21  
(+5 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** +2, **Ref** +5, **Will** +7 (+11 vs. channelling); +2 vs. enchantment spells and effects

**hp** 34 (5 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +3; **CMB** +6

**Melee** mwk rapier +7 (1d6+3/18-20) or

**Melee** slam +6 (1d6+3)

**Ranged** mwk composite longbow (range 110 ft.; Deadly Aim [-1/+2]; Point Blank Shot, Precise Shot, Rapid Shot) +10 (1d8+3/x3) or

**Ranged** hand of the apprentice (range 30 ft.; 5/day) +5 (1d6+3)

**Wizard Spells Prepared** (CL 2nd; concentration +4 [+8 casting defensively or grappling]; +4 spell penetration; ranged touch +8; Silent Spell; arcane bond [ring])

1st—*shocking grasp* (DC 13), *sleep* (DC 13), *shield*

0—*acid splash*, *disrupt undead*, *message*, *read magic*

**Combat Gear** scrolls of magic weapon (2), wand of mage armour (26 chgs.), arrows (40)

**Abilities** Str 16, Dex 20, Con —, Int 14, Wis 13, Cha 10

**SQ** weapon familiarity (elven)

**Feats** Deadly Aim, Combat Casting, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Rapid Shot, Scribe Scroll<sup>B</sup>, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (longbow)<sup>B</sup>

**Skills** as above plus Knowledge (arcana) +8, Knowledge (geography) +6, Knowledge (nature) +6, Spellcraft +10 (+12 identifying magic items), Survival +6

**Languages** Common, Draconic, Elven, Gnome

**Gear** as above plus ring (worth 10 gp; arcane focus), spell component pouch, pouch with 122 gp worth of mixed coins

**Spellbook** as above plus GM determined

### GNOLL ZOMBIE LORD

CR 3 (XP 800)

*Hunched and feral, this faded gray-furred, hyena-headed humanoid wears a chain shirt and wields a gigantic sword.*

Zombie lord archer gnoll ranger 1

CE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +8 (+10 vs. humans), Sense Motive +5 (+7 vs. humans)

**Speed** 30 ft.; **ACP** -1; Stealth +9

**AC** 19, touch 13, flat-footed 16; **CMD** 23

(+4 armour [mwk chain shirt], +3 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** +3, **Ref** +6, **Will** +5 (+9 vs. channelling)

**hp** 34 (5 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +4; **CMB** +10

**Melee** mwk greatsword (Power Attack [-2/+6]) +12 (2d6+9/19-20) or

**Melee** slam (Power Attack [-2/+6]) +10 (1d6+9)

**Ranged** mwk composite longbow (range 110 ft.) +8 (1d8+6/x3)

**Atk Options** Combat Reflexes, favoured enemy (humans [+2])

**Combat Gear** arrows (40)

**Abilities** Str 22, Dex 16, Con —, Int 8, Wis 13, Cha 10

**SQ** track (+1), wild empathy (+1)

**Feats** Combat Reflexes, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (greatsword)

**Skills** as above plus Bluff +0 (+2 vs. humans), Knowledge (local) -1 (+1 vs. humans), Knowledge (nature) +6, Survival +8 (+9 tracking, +11 tracking humans)

**Languages** Gnoll

**Gear** as above plus pouch with 47 gp worth of mixed coins

### HALF-ORC ZOMBIE LORD

CR 3 (XP 800)

*This muscular, partially decomposed half-orc wears a chain shirt and clutches a falchion.*

Zombie lord archer half-orc rogue (thug) 3

NE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +7

**Speed** 30 ft.; **ACP** -1; Stealth +10

**AC** 19, touch 13, flat-footed 16; **CMD** 20

(+4 armour [mwk chain shirt], +3 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** +1, **Ref** +7 (evasion), **Will** +5 (+9 vs. channelling)

**hp** 34 (5 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** mwk falchion +9 (2d4+6/18-20) or

**Melee** slam +7 (1d6+6)

**Ranged** mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot) +7 (1d8+4/x3)

**Atk Options** frightening, sneak attack (+2d6 plus brutal beating)

**Brutal Beating (Ex)** When a thug deals sneak attack damage, he can forgo 1d6 sneak attack damage to make the target sickened for 1 round. This ability does not stack with itself—only the most recent duration applies.

**Frightening (Ex)** When a thug uses Intimidate to demoralize a foe, the duration of the shaken condition increases by 1 round. If the target is shaken for 4 or more rounds, the thug can instead make the target frightened for 1 round.

**Special Actions** Dazzling Display

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**Combat Gear** arrows (20), potions of *inflict light wounds* (3)**Abilities** Str 19, Dex 16, Con — Int 8, Wis 12, Cha 10**SQ** rogue talent (weapon training), weapon familiarity (orc)**Feats** Dazzling Display, Intimidating Prowess, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Skill Focus (Intimidate), Toughness<sup>B</sup>, Weapon Focus (falchion)**Skills** as above plus Intimidate +15, Knowledge (local) +5**Languages** Common, Orc**Gear** as above plus flashy rings (worth 30 gp together), 43 gp

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**HUMAN ZOMBIE LORD** CR 3 (XP 800)*This rotting human wears only ragged clothes.*

Zombie lord human monk 3

LE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +9**Speed** 40 ft.; Nimble Moves, Step Up; **ACP** 0; Acrobatics +11 (+15 jumping), Climb +11, Stealth +11**AC** 18, touch 16, flat-footed 14; **CMD** 22; Deflect Arrows (+2 class, +3 Dex, +1 dodge [Dodge], +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** +3, **Ref** +6 (evasion), **Will** +8 (+12 vs. channelling); +2 vs. enchantment**hp** 34 (5 HD); **DR** slashing/5**Space** 5 ft.; **Base Atk** +3; **CMB** +7**Melee** unarmed strike (Power Attack [-1/+2]) +7 (1d6+4) or**Melee** unarmed flurry (Power Attack [-1/+2]) +6/+6 (1d8+4)**Atk Options** flurry of blows, stunning fist (3/day, DC 13)**Abilities** Str 18, Dex 16, Con —, Int 12, Wis 15, Cha 10**SQ** fast movement, manoeuvre training, still mind**Feats** Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Nimble Moves, Power Attack, Step Up, Stunning Fist, Toughness<sup>B</sup>**Skills** as above plus Intimidate +6, Knowledge (religion) +6**Languages** Abyssal, Common**Gear** pouch, pouch with 42 gp worth of mixed coins

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**JACKALWERE ZOMBIE LORD** CR 3 (XP 800)*This armoured humanoid has a jackal's head, bulging muscles and a bloodied battleaxe.*

Zombie lord jackalwere (hybrid form)

CE Medium undead (shapechanger)

**Init** +4; **Senses** darkvision 60 ft., scent; Perception +11, Sense Motive +10**Speed** 30 ft.; **ACP** -3; Acrobatics +6, Stealth +9**AC** 21, touch 15, flat-footed 16; **CMD** 20 (+4 armour [mwk chain shirt], +4 Dex, +1 dodge [Dodge], +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** +2, **Ref** +5, **Will** +5 (+9 vs. channelling)**hp** 32 (5 HD); **DR** cold iron and slashing/5**Space** 5 ft.; **Base Atk** +3; **CMB** +6**Melee** mwk battleaxe +8 (1d8+4/x3) and

bite +1 (1d6+1) or

**Melee** slam +6 (1d6+4) and

bite +6 (1d6+3)

**Special Actions** change shape (human, hybrid, and jackal), sleep gaze**Change Shape (Su)** A jackalwere has three forms. Its natural form (a jackal), a normal human or a human-jackal hybrid. A jackalwere's human form is fixed—it cannot assume different human forms. A jackalwere can use its sleep gaze in any of its forms. In jackal form, it functions as a dog (*Bestiary*). A jackalwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its jackal form.**Sleep Gaze (Su [standard; at will])** Target within 30 ft. sleeps for 3 minutes (DC 13 Will negates; a standard action rouses the creature, as does damage). A creature resisting the gaze cannot be affected by the same jackalwere's sleep gaze for 24 hours. This is a *sleep* effect.**Abilities** Str 17, Dex 19, Con —, Int 12, Wis 12, Cha 12**SQ** jackal empathy, weapon intuition (simple, martial)**Jackal Empathy (Ex)** A jackalwere can communicate and empathize with jackals (use stats for Small dog; see *Bestiary*), and can use Bluff as if it were Diplomacy to change a jackal's attitude, receiving a +4 racial bonus to do so.**Feats** Alertness, Dodge, Toughness<sup>B</sup>, Weapon Focus (battleaxe)**Skills** as above plus Bluff +6, Survival +6**Languages** Common**Gear** as above plus pouch, 239 gp in mixed coins and gems**In human form, the jackalwere has the following modified stats:****Melee** mwk battleaxe +8 (1d8+4/x3) or**Melee** slam +6 (1d6+4)**In jackal form, the jackalwere has the following modified stats:**

Small undead

**Senses** darkvision 60 ft., low-light vision, scent**Speed** 40 ft.; **ACP** 0; Acrobatics +9 (+17 when jumping), Stealth +16**AC** 18, touch 16, flat-footed 13; **CMD** 19 (+23 vs. trip) (+4 Dex, +1 dodge [Dodge], +2 natural, +1 size)**CMB** +5**Melee** bite +7 (1d4+4) and

slam +7 (1d4+4)

**Skills** Survival +6 (+10 scent tracking)

## CR 4 ZOMBIE LORDS

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### GNOLL MAGUS ZOMBIE CR 4 (XP 1,200)

*Hunched and feral, this decomposing furred, hyena-headed humanoid stands slightly taller than the average human.*

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Magus zombie gnoll adept 4

CE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +9

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

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**AC** 14, touch 12, flat-footed 12; **CMD** 20

(+1 Dex, +1 dodge [Dodge], +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** +2, **Ref** +4, **Will** +11 (+15 vs. channelling)

**hp** 40 (8 HD); **DR** slashing/5

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**Space** 5 ft.; **Base Atk** +5; **CMB** +9

**Melee** mwk spear +10 (1d8+6/x3) or

**Melee** slam +9 (1d6+6)

**Adept Spells Prepared** (CL 4th; concentration +6 [+10 casting defensively or grappling]; Silent Spell)

2nd—*mirror image*

1st—*burning hands* (DC 13), *sleep* (DC 13), *protection from good*

0—*detect magic, guidance, touch of fatigue* (DC 12)

**Combat Gear** *wand of burning hands* (CL 5th; DC 12; 18 chgs.), *wand of invisibility* (8 chgs.)

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**Abilities** Str 18, Dex 12, Con —, Int 8, Wis 14, Cha 10

**Feats** Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>

**Skills** as above plus Knowledge (arcana) +4, Knowledge (religion) +6, Spellcraft +4

**Languages** Gnoll

**Gear** as above plus silver unholy symbol, spell component pouch, pouch with 27 gp worth of mixed coins

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### OGRE ZOMBIE LORD CR 4 (XP 1,200)

*This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy, rotting face features a wide mouth with ill-fitting teeth.*

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Zombie lord ogre warrior 2

CE Large undead

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +9, Sense Motive +3

**Speed** 30 ft., base speed 40 ft.; **ACP** -3; **Climb** +12

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**AC** 18, touch 9, flat-footed 18; **CMD** 22

(+7 armour [+1 *breastplate*], +2 natural, -1 size)

**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** +4, **Ref** +2, **Will** +7 (+11 vs. channelling)

**hp** 38 (8 HD); **DR** slashing/5

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**Space** 10 ft.; **Base Atk** +6; **CMB** +13

**Melee** mwk greatclub (reach 10 ft.; Power Attack [-2/+6] +12/+7 (2d8+9) or

**Melee** slam (reach 10 ft.; Power Attack [-2/+6] +11 (1d8+9)

**Ranged** javelin (range 30 ft.) +5 (1d8+6)

**Atk Options** Cleave, Combat Reflexes

**Combat Gear** javelins (4)

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**Abilities** Str 23, Dex 10, Con —, Int 6, Wis 10, Cha 9

**Feats** Cleave, Combat Reflexes, Power Attack, Iron Will, Toughness<sup>B</sup>

**Skills** as above

**Language** Giant

**Gear** *elixir of vision* (2), pouch with 31 gp worth of mixed coins

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### PUGWAMPI ZOMBIE LORD CR 4 (XP 1,200)

*As if the world's most revolting lapdog had somehow learned to walk on its back legs, this sickly creature slinks forward carefully.*

---

Zombie lord archer pugwampi fighter 2

NE Tiny undead

**Init** +7; **Senses** darkvision 120 ft., low-light vision; Perception +10 (+6 listening), Sense Motive +6

**Speed** 20 ft., base speed 30 ft.; **ACP** -2; **Acrobatics** +1 (-3 jumping), **Escape Artist** +6, **Ride** +5, **Stealth** +19

---

**AC** 18, touch 15, flat-footed 13; **CMD** 17

(+3 armour (mwk breastplate), +3 Dex, +2 size)

**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** +4, **Ref** +4, **Will** +6 (+10 vs. channelling); **SR** 11

**hp** 36 (5 HD); **DR** cold iron/2 or slashing/5

---

**Space** 2 1/2 ft.; **unluck aura** (20 ft.); **Base Atk** +4; **CMB** +2

**Unluck Aura (Su)** A pugwampi radiates an aura of unluck. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins or gnolls. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to the pugwampi's unluck aura.

**Melee** mwk glaive +8 (1d6/x3) or

**Melee** slam (reach 2 1/2 ft.) +9 (1d3)

**Ranged** mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +11 (1d4/x3)

**Atk Options** Combat Reflexes

**Spell-Like Abilities** (CL 1st; concentration +1)

At will—*prestidigitation, speak with animals*

1/day—*shatter* (DC 12)

**Combat Gear** *oil of darkness* (2), *oil of magic weapon* (2), *potion of bull's strength, potion of eagle's splendour, arrows* (40)

---

**Abilities** Str 10, Dex 17, Con —, Int 10, Wis 16, Cha 10

**SQ** bravery (+1)

**Feats** Combat Reflexes, Improved Initiative, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Rapid Shot<sup>B</sup>, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (glaive, longbow)<sup>B</sup>

**Skills** as above plus Craft (traps) +8

**Languages** Gnoll, Undercommon

**Gear** as above plus pouch with 193 gp worth of mixed coins and gems

### SAHUAGIN MAGUS ZOMBIE CR 4 (XP 1,200)

*This rotting, scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.*

---

Magus zombie sahuagin cleric 4

LE Medium undead (aquatic)

**Init** +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +12, Sense Motive +6

**Speed** 30 ft., swim 60 ft.; **ACP** 0; Ride +3, Stealth +8, Swim +15

---

**AC** 18, touch 12, flat-footed 16; **CMD** 21

(+4 armour [+1 studded leather], +1 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** +8, **Ref** +3, **Will** +11 (+15 vs. channelling)

**hp** 55 (8 HD); blood frenzy; **DR** slashing/5

**Blood Frenzy (Ex)** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Charisma and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

---

**Space** 5 ft.; **Base Atk** +6; **CMB** +9

**Melee** mwk trident +10/+5 (1d8+4) and bite +7 (1d4+1) or

**Melee** 2 claws +9 (1d4+3) and bite +9 (1d4+3) or

**Melee** slam +9 (1d6+4) and bite +9 (1d4+3)

**Ranged** heavy crossbow (range 120 ft.) +4 (1d10/19-20) or

**Ranged Touch** icicle (30 ft.; 6/day) +7 (1d6+2 cold)

**Special Actions** channel negative energy (6/day; 2d6; DC 13), destructive smite (6/day, +2 [Command Undead])

**Cleric Spells Prepared** (CL 4th; concentration +7; Destruction, Water; spontaneous casting [*inflict* spells]; Silent Spell)

2nd—*fog cloud*<sup>D</sup>, *hold person* (2; DC 15), *silence* (DC 15)

1st—*magic weapon*, *sanctuary* (DC 14), *shield of faith* (2), *true strike*<sup>D</sup>

0—*bleed* (DC 13), *detect magic*, *mending*, *read magic*

**Combat Gear** bolts (10), oil of darkness (2), wand of *bles* (10 chgs.)

---

**Abilities** Str 16, Dex 13, Con —, Int 16, Wis 17, Cha 12

**SQ** evil aura (moderate)

**Feats** Command Undead, Extra Channel, Great Fortitude, Multiattack, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>

**Skills** as above plus Diplomacy +12, Handle Animal +3, Intimidate +12, Knowledge (religion) +12, Spellcraft +12, Survival +3

**Languages** Aquan, Common; speak with sharks

**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here,” “defend me,” or “attack this target.”

**Gear** as above plus coral and gold necklace (worth 150 gp), spell component pouch, 78 gp, silver unholy symbol

### TIEFLING ZOMBIE LORD CR 4 (XP 1,200)

*This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human.*

---

Zombie lord archer tiefling rogue 4

LE Medium undead (native)

**Init** +8; **Senses** darkvision 60 ft.; Perception +11 (+13 locating traps), Sense Motive +11

**Speed** 30 ft.; **ACP** 0; Acrobatics +12, Climb +8, Bluff +10, Escape Artist +12, Stealth +14 (fast stealth)

---

**AC** 19, touch 14, flat-footed 15; **CMD** 21; +1 vs. traps, uncanny dodge

(+3 armour [mwk studded leather], +4 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); **Resist** cold 5, electricity 5, fire 5

**Fort** +3, **Ref** +8 (+9 vs. traps; evasion), **Will** +6 (+10 vs. channelling)

**hp** 40 (6 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +4; **CMB** +7

**Melee** mwk rapier +8 (1d6+3/18-20) or

**Slam** slam +7 (1d6+4)

**Ranged** mwk composite shortbow (range 70 ft.; Point Blank Shot, Precise Shot) +9 (1d6+3/x3) or

**Ranged Touch** thrown item (range 10 ft.; Point Blank Shot, Precise Shot) +8 (by item)

**Atk Options** Combat Reflexes, sneak attack (+2d6; slow reactions)

**Spell-Like Abilities** (CL 6th; concentration +6)

1/day—*darkness*

**Combat Gear** alchemist’s fire (2), tanglefoot bags (3), *oil of darkness* (2), arrows (40)

---

**Abilities** Str 16, Dex 19, Con —, Int 12, Wis 14, Cha 10

**SQ** fiendish sorcery, rogue talents (fast stealth, slow reactions), trapfinding (+2), trap sense (+1)

**Feats** Combat Reflexes, Great Fortitude, Improved Initiative, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Toughness<sup>B</sup>

**Skills** as above plus Disable Device +13, Intimidate +8, Knowledge (local) +9

**Languages** Common, Halfling, Infernal

**Gear** as above plus *elixir of hiding*, *elixirs of vision*, pouch with 12 gp worth of mixed coins

## CR 5 ZOMBIE LORDS

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### ARANEA MAGUS ZOMBIE (HUMAN FORM)

CR 5 (XP 1,600)

*This bloated, rotting spider has a hunchbacked body and a gleam of intelligence in its multiple, black eyes.*

---

Magus zombie aranea

NE Medium undead (shapechanger)

**Init** +8; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +9

**Speed** 30 ft.; **ACP** 0; Acrobatics +14, Climb +9, Escape Artist +9, Stealth +12

---

**AC** 16, touch 14, flat-footed 12; **CMD** 20 (+4 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** +5, **Ref** +6, **Will** +6 (+10 vs. channelling)

**hp** 59 (7 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +5; **CMB** +6

**Melee** mwk morningstar +7 (1d8+1) or

**Melee** slam +9 (1d6+1)

**Special Actions** change shape (humanoid; *alter self*)

**Sorcerer Spells Known** (CL 5th; concentration +8 [+12 casting defensively or grappling]; ranged touch +9; Extend Spell, Silent Spell)

2nd (5/day)—*invisibility, mirror image*

1st (7/day)—*charm person* (DC 14), *mage armour, silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic, ghost sound* (DC 13), *light, mage hand, read magic, resistance*

**Combat Gear** wand of web (10 chgs.)

---

**Abilities** Str 13, Dex 19, Con —, Int 14, Wis 13, Cha 16

**Feats** Combat Casting, Eschew Materials<sup>B</sup>, Extend Spell, Weapon Finesse, Improved Initiative, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>

**Skills** as above plus Craft (alchemy) +9, Knowledge (arcana) +9, Spellcraft +9

**Languages** Common, Sylvan

**Gear** as above plus pouch with 336 gp worth of mixed coins and jewellery

---

**In hybrid form, the aranea has the following modified stats:**

**Senses** darkvision 60 ft., low-light vision

---

**Melee** mwk morningstar +7 (1d8+1) and bite +4 (1d6+1 plus poison [DC 15 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d3 Strength]) or

**Melee** slam +9 (1d6+1) and bite +9 (1d6+1 plus poison [DC 15 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d3 Strength])

**Special Actions** web (+9 ranged, DC 15, hp 7)

---

**In spider form, the aranea has the following modified stats:**

**Senses** darkvision 60 ft., low-light vision

---

**Speed** 50 ft., climb 30 ft.; Acrobatics +14 (+22 jump), Climb +17

**CMD** 20 (+32 vs. trip)

**Melee** bite +9 (1d6+1 plus poison [DC 15 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d3 Strength]) or

**Melee** slam +9 (1d6+1)

**Special Actions** web (+9 ranged, DC 15, hp 7)

---

### GNOLL MAGUS ZOMBIE

CR 5 (XP 1,600)

*Hunched and feral, this rotting, furred, hyena-headed humanoid stands slightly taller than the average human.*

---

Magus zombie gnoll cleric 5

CE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +15, Sense Motive +15

**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -1 (-5 jumping), Stealth +15

---

**AC** 21, touch 12, flat-footed 19; **CMD** 23

(+7 armour (+1 *breastplate*), +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** +5, **Ref** +4, **Will** +11 (+15 vs. channelling)

**hp** 55 (9 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +6; **CMB** +11

**Melee** mwk heavy mace (Power Attack [-2/+6]) +12/+7 (1d8+6) or

**Melee** slam (Power Attack [-2/+6]) +10 (1d6+6) or

**Melee Touch** touch of darkness (6/day) +10 (20% concealment vs. target's attacks [2 rds.])

**Melee Touch** touch of evil 9 (6/day) +10 (sickened [2 rds.])

**Special Actions** channel negative energy (3/day, 3d6; DC 12)

**Cleric Spells Prepared** (CL 5th; concentration +8 [+12 casting defensively or grappling]; Darkness, Evil; Silent Spell; spontaneous casting [*inflict spells*])

3rd—*deeper darkness, magic circle against good<sup>D</sup>, protection from energy*

2nd—*align weapon* (evil only)<sup>D</sup>, *bull's strength, spiritual hammer* (2)

1st—*endure elements, protection from good<sup>D</sup>* (2), *obscuring mist, sanctuary* (DC 14)

0—*bleed* (DC 13), *detect magic, guidance, touch of fatigue* (DC 12)

**Combat Gear** wand of darkness (19 chgs.)

---

**Abilities** Str 18, Dex 14, Con —, Int 12, Wis 16, Cha 10

**SQ** evil aura (strong)

**Feats** Combat Casting, Improved Initiative, Power Attack, Silent Spell<sup>B</sup>, Skill Focus (Stealth), Toughness<sup>B</sup>, Weapon Focus (heavy mace)

**Skills** as above plus Knowledge (arcana) +7, Knowledge (religion) +8, Spellcraft +8

**Languages** Gnoll

**Gear** as above plus silver unholy symbol, spell component pouch, pouch with 47 gp worth of mixed coins

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**HOBGOBLIN ZOMBIE LORD** CR 5 (XP 1,600)  
*Standing as tall as a human, this muscular, pallid-skinned creature peers about with tiny, observant eyes.*

---

Zombie lord archer hobgoblin fighter 4  
LE Medium undead  
**Init** +8; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +6  
**Speed** 30 ft.; Acrobatic Steps, Nimble Moves; **ACP** -3; Climb +2, Stealth +9

---

**AC** 23, touch 14, flat-footed 19; **CMD** 23  
(+7 armour [+1 *breastplate*], +4 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** +5, **Ref** +5, **Will** +5 (+9 vs. channelling)

**hp** 51 (6 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +5; **CMB** +9

**Melee** mwk glaive (reach 10 ft.) +11 (1d8+8/x3) or

**Melee** slam +9 (1d6+6)

**Ranged** mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot) +10 (1d8+4/x3), or

**Ranged Touch** thrown item (range 10 ft.; Point Blank Shot, Precise Shot) +9 (by item)

**Atk Options** Combat Reflexes

**Combat Gear** *oil of magic weapon*, tanglefoot bag (5), arrows (26, 14 +1),

---

**Abilities** Str 18, Dex 18, Con —, Int 10, Wis 12, Cha 13

**SQ** armour training (1), bravery (+1)

**Feats** Combat Reflexes<sup>B</sup>, Acrobatic Steps, Improved Initiative, Nimble Moves, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (glaive)<sup>B</sup>, Weapon Specialization (glaive)<sup>B</sup>

**Skills** as above plus Intimidate +4, Knowledge (engineering) +4, Survival +5

**Languages** Common, Goblin

**Gear** as above plus pouch with 59 gp worth of mixed coins

**SEA HAG ZOMBIE LORD** CR 5 (XP 1,600)  
*Hair like rotting seaweed drapes this ancient witch. A green liquid oozes from the creature's loose, algae-coloured skin.*

---

Sea hag acid zombie lord  
CE Large undead (aquatic)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +6

**Speed** 30 ft., swim 40 ft.; **ACP** 0; Stealth +13, Swim +19

---

**AC** 19, touch 14, flat-footed 15; **CMD** 23  
(+3 armour [+1 *leather*], +4 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), acid

**Fort** +5, **Ref** +6, **Will** +6 (+10 vs. channelling); **SR** 15

**hp** 51 (6 HD); **DR** slashing/5

---

**Space** 5 ft.; acid aura, horrific appearance (60 ft.); **Base Atk** +4; **CMB** +9

**Acid Aura (Ex)** Creatures adjacent to the sea hag take 1d6 acid damage at the start of their turn. The zombie's melee attacks deal an additional 1d6 acid damage and anyone striking the zombie with an unarmed strike or natural attack takes 1d6 acid damage.

**Horrific Appearance (Su)** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must make a DC 16 Fortitude save or instantly be weakened, taking 1d6 Strength damage. Creatures affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect.

**Melee** 2 claws +9 (1d6+5 plus 1d6 acid) or

**Melee** slam +9 (1d6+7 plus 1d6 acid)

**Atk Options** Combat Reflexes

**Special Actions** evil eye

**Evil Eye (Su [standard; 3/day])** A sea hag can cast her dire gaze upon any single creature within 30 feet. The target must make a DC 16 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 16 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 16 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

**Combat Gear** *potion of bull's strength*

---

**Abilities** Str 21, Dex 18, Con —, Int 12, Wis 13, Cha 17

**SQ** amphibious

**Feats** Combat Reflexes, Skill Focus (Bluff, Perception), Toughness<sup>B</sup>

**Skills** as above plus Bluff +10, Knowledge (arcana) +10

**Language** Common, Giant

**Gear** as above plus pouch with 89 gp worth of mixed coins

## CR 6 ZOMBIE LORDS

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### BEARDED DEVIL ZOMBIE LORD CR 6 (XP 2,400)

*This partially decomposed devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.*

---

Zombie lord archer bearded devil fighter 1

LE Medium undead (extraplanar)

**Init** +9; **Senses** darkvision 60 ft., see in darkness; Perception +13, Sense Motive +9

**Speed** 40 ft.; **ACP** 0; Climb +14, Stealth +17

---

**AC** 18, touch 16, flat-footed 12; **CMD** 28; Mobility (+5 Dex, +1 dodge [Dodge], +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), fire; **Resist** acid 10, cold 10

**Fort** +5, **Ref** +7, **Will** +7 (+11 vs. channelling); **SR** 17

**hp** 65 (9 HD); **DR** good and slashing/5 or silver and slashing/5

---

**Space** 5 ft.; **Base Atk** +7; **CMB** +13

**Melee** +1 *glaive* (reach 10 ft.; Power Attack [-3/+9]) +14/+9 (1d10+10/x3 plus infernal wounds) or

**Melee** 2 claws (Power Attack [-3/+6]) +13 (1d6+6 plus beard) or

**Melee** slam (Power Attack [-3/+9]) +13 (1d8+9)

**Ranged** mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot) +14/+9 (1d8+6/x3)

**Atk Options** Spring Attack, beard, infernal wound

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+3 damage and may contract Devil Chills (DC 15 Fort [3 cures]; *onset* 1d4 days; *freq.* 1/day; *effect* 1d4 Str damage).

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any magical attempt to heal a creature suffering from an infernal wound must make on a DC 16 caster level check or the spell fails. Success indicates the healing works normally and stops all bleed effects. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

**Combat Gear** *oil of magic weapon* (2), arrows (40 [7 +1 *human-bane*])

---

**Abilities** Str 23, Dex 21, Con —, Int 10, Wis 12, Cha 12

**Feats** Dodge, Mobility, Improved Initiative, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Spring Attack<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (glaive)

**Skills** as above plus Intimidate +10

**Language** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**Gear** as above plus pouch with 77 gp worth of mixed coins

### CYCLOPS ZOMBIE LORD CR 6 (XP 2,400)

*A single huge eye stares from the forehead of this rotting nine-foot-tall giant. Below this sole orb, an even larger mouth gapes like a cave.*

---

Cyclops relentless zombie lord

NE Large undead

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +26, Sense Motive +16

**Speed** 35 ft., base speed 50 ft., Climb 20 ft., base speed 25 ft.; **ACP** -2; Climb +21

---

**AC** 19, touch 11, flat-footed 17; **CMD** 28 (30 vs. bull rush)

(+5 armour [+1 *hide*], +1 Dex, +1 dodge [Dodge], +3 natural, -1 size)

**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** +6, **Ref** +5, **Will** +10 (+14 vs. channelling)

**hp** 63 (14 HD); ferocity

---

**Space** 10 ft.; **Base Atk** +10; **CMB** +17 (+19 bull rush)

**Melee** greataxe (reach 10 ft.; Power Attack [-3/+9]) +15/+10 (3d6+9/x3) and

quick strike slam (reach 10 ft.; Power Attack [-3/+9]) +10 (1d8+6) or

**Melee** 2 quick strike slams (reach 10 ft.; Power Attack [-3/+9]) +15 (1d8+9)

**Ranged** mwk heavy crossbow (range 120 ft.) +11 (2d8/19-20)

**Atk Options** Cleave, Improved Bull Rush, flash of insight, quick strikes

**Flash of Insight (Su [immediate; 1/day])** A cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to other's rolls.

**Quick Strikes (Ex)** Whenever the zombie takes a full attack action, it can make one additional slam attack at its highest attack bonus (these are included above).

**Combat Gear** *potion of eagle's splendour*, bolts (10)

---

**Abilities** Str 23, Dex 12, Con —, Int 10, Wis 13, Cha 8

**Feats** Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Toughness<sup>B</sup>

**Skills** as above plus Intimidate +16, Profession (soothsayer) +14, Survival +5 (+9 track by smell)

**Language** Common, Cyclops, Giant

**Gear** as above plus pouch with 107 gp worth of mixed coins

**DWARF ZOMBIE LORD** CR 6 (XP 2,400)

*This rotting dwarf wears an ornate suit of full plate armour and wields a battleaxe.*

Zombie lord dwarf fighter 5

LE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +10 (+12 vs. unusual stonework; stonecunning), Sense Motive +8

**Speed** 20 ft.; Step Up; **ACP** -4

**AC** 27, touch 13, flat-footed 24; **CMD** 22 (26 vs. bull rush or trip); +4 vs. giant-type creatures (+10 armour [+1 full plate], +2 Dex, +1 dodge [Dodge], +2 natural, +2 shield [mwk heavy steel])

**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** +6, **Ref** +4, **Will** +7 (+11 vs. channelling); +2 vs. spells and spell-like abilities

**hp** 60 (7 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +6; **CMB** +10

**Melee** mwk dwarven waraxe (Power Attack [-2/+4]) +13/+8 (1d10+7/x3) or

**Melee** slam (Power Attack [-2/+4]) +10 (1d6+4)

**Atk Options** Combat Reflexes, +1 attack vs. orc- and goblin-type foes

**Combat Gear** oil of magic weapon (3)

**Abilities** Str 18, Dex 14, Con —, Int 10, Wis 15, Cha 12

**SQ** armour training (1), bravery (+1), weapon familiarity (dwarven), weapon training (axes +1)

**Feats** Combat Reflexes<sup>B</sup>, Dodge, Improved Initiative, Power Attack<sup>B</sup>, Step Up, Toughness<sup>B</sup>, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)<sup>B</sup>

**Skills** as above plus Appraise +3 (+5 to value nonmagical metal and gemstones), Handle Animal +5, Knowledge (dungeoneering) +4, Knowledge (engineering) +8

**Languages** Common, Dwarven

**Gear** as above plus cloak of resistance +1, pouch with 369 gp worth of mixed coins and gems

**ETTIN ZOMBIE LORD** CR 6 (XP 2,400)

*This lumbering, rotting, filthy, two-headed giant wears tattered leather armour and clutches a large flail in each fist.*

Zombie lord ettin

CE Medium undead

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +8, Sense Motive +4

**Speed** 40 ft.; **ACP** 0; Acrobatics +0 (+4 jumping)

**AC** 13, touch 9, flat-footed 13; **CMD** 27 (29 vs. overrun) (+2 armour (leather), +2 natural, -1 size)

**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** +6, **Ref** +4, **Will** +8 (+12 vs. channelling)

**hp** 66 (12 HD); **DR** slashing/5

**Space** 10 ft.; **Base Atk** +9; **CMB** +17 (+19 overrun)

**Melee** 2 flails +16/+11 (2d6+7) or

**Melee** 2 slams +15 (1d8+7)

**Ranged** 2 javelins (range 30 ft.) +8 (1d8+6)

**Atk Options** Cleave, Improved Overrun, superior two-weapon fighting

**Superior Two-Weapon Fighting (Ex)** An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

**Combat Gear** javelins (4)

**Abilities** Str 25, Dex 10, Con —, Int 6, Wis 10, Cha 11

**Feats** Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Toughness<sup>B</sup>

**Skills** as above plus Handle Animal +4, Survival +5

**Languages** pidgin of Giant, Goblin and Orc

**Gear** as above

**HUMAN ZOMBIE LORD** CR 6 (XP 2,400)

*This decomposing human wears flowing, bloodstained robes.*

Zombie lord human monk 6

LE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +12

**Speed** 50 ft.; Nimble Moves, Step Up; **ACP** 0; Acrobatics +13 (+21 jumping), Climb +13, Stealth +11

**AC** 22, touch 19, flat-footed 14; **CMD** 27; Deflect Arrows, Mobility

(+1 armour [bracers of armour +1], +1 class, +1 deflection [ring of protection +1], +6 Dex, +1 dodge [Dodge], +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** +7, **Ref** +9 (evasion), **Will** +12 (+16 vs. channelling); +2 vs. enchantment

**hp** 61 (8 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +5; **CMB** +9

**Melee** unarmed strike (Power Attack [-2/+4]) +10 (1d8+4) or

**Melee** unarmed flurry (Power Attack [-2/+4]) +10/+10/+5 (1d8+4)

**Ranged** mwk light crossbow (range 80 ft.) +10 (1d8/19-20)

**Atk Options** Combat Reflexes, flurry of blows, ki pool (6 points; magic), stunning fist (6/day; stun or fatigue [DC 17])

**Combat Gear** oil of magic fang (3), bolts (20)

**Abilities** Str 18, Dex 16, Con —, Int 10, Wis 16, Cha 12

**SQ** fast movement, high jump, manoeuvre training, purity of body, slow fall (30 ft.), still mind

**Feats** Combat Reflexes<sup>B</sup>, Deflect Arrows<sup>B</sup>, Dodge, Improved Unarmed Strike<sup>B</sup>, Mobility<sup>B</sup>, Nimble Moves, Power Attack, Step Up<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (unarmed strike)

**Skills** as above plus Intimidate +9, Knowledge (religion) +7

**Languages** Common

**Gear** as above plus cloak of resistance +1, pouch with 162 gp worth of mixed coins and gems

## CR 7 ZOMBIE LORDS

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### BABAU ZOMBIE LORD

CR 7 (XP 3,200)

*This emaciated, rotted figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.*

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Zombie lord babau rogue 1

CE Medium undead (extraplanar)

**Init** +9; **Senses** darkvision 60 ft., *see invisibility*; Perception +22 (+23 vs. traps), Sense Motive +14

**Speed** 30 ft.; **ACP** 0; Acrobatics +22, Climb +19, Escape Artist +17, Stealth +31

---

**AC** 20, touch 15, flat-footed 15; **CMD** 28; protective slime (+3 armour [+1 *black dragonhide leather*], +5 Dex, +2 natural)

**Protective Slime (Su)** A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 acid damage from this slime (DC 18 Reflex negates). A creature that strikes a babau with a melee weapon takes 1d8 acid damage (DC 18 Reflex save negates); if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts damage.

**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), electricity; **Resist** acid 10, cold 10, fire 10

**Fort** +8, **Ref** +10, **Will** +10 (+14 vs. channelling); **SR** 18  
**hp** 89 (10 HD); **DR** slashing/5 and cold iron or good/10

---

**Space** 5 ft.; **Base Atk** +6; **CMB** +13

**Melee** 2 claws +13 (1d6+7) and bite +13 (1d6+7) or

**Melee** +1 *longspear* (reach 10 ft.) +14/+9 (1d8+11/x3) and bite +8 (1d6+3)

**Ranged** javelin (Range 30 ft.) +11/+6 (1d6+7/x3)

**Atk Options** Combat Reflexes, sneak attack (+3d6)

**Spell-Like Abilities** (CL7th; concentration +10)

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

**Combat Gear** javelins (8)

---

**Abilities** Str 25, Dex 20, Con —, Int 16, Wis 15, Cha 16  
**SQ** trapfinding (+1)

**Feats** Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Stealth), Toughness<sup>B</sup>

**Skills** as above plus Disable Device +18, Knowledge (local) +8, Sleight of Hand +17

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**Gear** as above plus *efficient quiver*, *elixir of tumbling* (2), pouch with 66 gp worth of mixed coins

### GNOLL ZOMBIE LORD

CR 7 (XP 3,200)

*Hunched and feral, this decomposing furred, hyena-headed humanoid stands slightly taller than the average human.*

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Zombie lord archer gnoll ranger 5

CE Medium undead

**Init** +3 (+5 in deserts); **Senses** darkvision 60 ft.; Perception +14 (+16 vs. elves, +18 vs. humans [+2 in deserts]), Sense Motive +6 (+8 vs. elves, +10 vs. humans)

**Speed** 30 ft.; **ACP** -1; Stealth +14 (+16 in deserts)

---

**AC** 20, touch 13, flat-footed 17; **CMD** 27 (+5 armour [+1 *chain shirt*], +3 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** +6, **Ref** +9, **Will** +8 (+12 vs. channelling)

**hp** 64 (9 HD); **DR** slashing/5

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**Space** 5 ft.; **Base Atk** +8; **CMB** +14

**Melee** +1 *greatsword* (Power Attack [-3/+9]) +16/+11 (2d6+10/19-20) or

**Melee** slam (Power Attack [-3/+9]) +14 (1d6+9)

**Ranged** mwk composite longbow (reach 110 ft; Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +14/+9 (1d8+6/x3)

**Atk Options** Combat Reflexes, favoured enemy (elves [+2], humans [+4])

**Special Actions** hunter's bond (companions)

**Hunter's Bond (Ex [move])** The ranger can grant half his favoured enemy bonus against a single target of the appropriate type to all allies within 30 feet for 1 round.

**Ranger Spells Prepared** (CL 2nd; concentration +4)

1st—*endure elements*, *magic fang*

**Combat Gear** *potion of eagle's splendour*, arrows (40)

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**Abilities** Str 22, Dex 16, Con —, Int 8, Wis 14, Cha 10

**SQ** combat style (archery), favoured terrain (desert [+2]), track (+2), wild empathy (+5)

**Feats** Combat Reflexes, Endurance<sup>B</sup>, Manyshot, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Rapid Shot<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (greatsword, longbow)

**Skills** as above plus Bluff +0 (+2 vs. elves, +4 vs. humans), Knowledge (geography) +7 (+9 deserts), Knowledge (local) -1 (+1 vs. elves, +3 vs. humans), Knowledge (nature) +6, Survival +14 (+16 tracking, +18 tracking elves, +20 tracking humans [+2 in deserts])

**Languages** Gnoll

**Gear** as above plus *cloak of resistance* +1, pouch with 97 gp worth of mixed coins and gems

**HARPY MAGUS ZOMBIE** CR 7 (XP 3,200)

*Save for the tattered wings and taloned feet, this partially rotten creature resembles a wild, feral woman with six arms each of which grasps a finely balanced kukri.*

Zombie lord mudra (6 arms) harpy

CE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +4

**Speed** 20 ft., fly 80 ft. (clumsy; Wingover); **ACP** -1; Acrobatics +3 (-1 jumping), Fly +7

**AC** 22, touch 15, flat-footed 17; **CMD** 22

(+5 armour [+1 *chain shirt*], +4 Dex, +1 dodge [Dodge], +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** +6, **Ref** +7, **Will** +7 (+11 vs. channelling)

**hp** 76 (9 HD); **DR** slashing/5

**Space** 10 ft.; **Base Atk** +6; **CMB** +8

**Melee** +1 *kukri* +10/+5 (1d4+3/18-20),  
5 mwk kukris +10 (1d4+1/18-20) and  
2 talons +5 (1d6+1) or

**Melee** slam +10 (1d6+2 and  
2 talons +5 (1d6+1)

**Atk Options** Combat Reflexes

**Special Actions** captivating song

**Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must make a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

**Combat Gear** *potion of cat's grace*, *potion of shield of faith* +3 (CL 6)

**Abilities** Str 14, Dex 18, Con —, Int 7, Wis 12, Cha 17

**Feats** Armour Proficiency (light), Combat Reflexes, Dodge, Multiweapon Fighting<sup>B</sup>, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (kukri), Wingover

**Skills** as above plus Bluff +4, Intimidate +7, Perform (song) +5

**Languages** Common

**Gear** as above plus *elixir of vision*, pouch with 51 gp worth of mixed coins

**TIEFLING MAGUS ZOMBIE** CR 7 (XP 3,200)

*This lanky, pallid man sneers as he readies his spear. Tiny horns and a barbed tail reveal that he is something more than human.*

Magus zombie tiefling sorcerer (infernal) 7

LE Medium undead (native)

**Init** +8; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +7

**Speed** 30 ft.; **ACP** 0; Stealth +11

**AC** 16, touch 14, flat-footed 12; **CMD** 20  
(+4 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); **Resist** cold 5, electricity 5, fire 5

**Fort** +6, **Ref** +6, **Will** +10 (+14 vs. channelling)

**hp** 70 (9 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +4; **CMB** +6

**Melee** mwk longspear (reach 10 ft.) +7 (1d8+3/x3) or

**Melee** slam +6 (1d6+3) or

**Melee Touch** corrupting touch (6/day) +6 (shaken [3 rds.])

**Ranged** mwk light crossbow (range 80 ft.) +9 (1d8/19-20)

**Sorcerer Spells Known** (CL 7th; concentration +10 [+14 casting defensively or grappling]); ranged touch +8; Extend Spell, Silent Spell, bloodline arcana [charm subschool])

3rd (5/day)—*dispel magic*, *haste*, *suggestion* (DC 18)

2nd (7/day)—*darkness*, *eagle's splendour*, *scorching ray*, *touch of idiocy*

1st (7/day)—*alarm*, *charm person* (DC 18), *disguise self*, *mage armour*, *protection from good*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *message*, *ray of frost*, *read magic*, *resistance*

**Spell-Like Abilities** (CL 7th; concentration +9 [+13 casting defensively or grappling])

1/day—*darkness*

**Combat Gear** *oil of magic weapon* (2), *wand of flaming sphere* (DC 13; 8 charges), *wand of invisibility* (8 chgs.), bolts (10)

**Abilities** Str 14, Dex 18, Con —, Int 12, Wis 14, Cha 14 (16 for sorcerer abilities)

**SQ** fiendish sorcerer

**Feats** Combat Casting, Eschew Materials<sup>B</sup>, Extend Spell<sup>B</sup>, Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, Silent Spell<sup>B</sup>, Spell Focus (enchantment), Toughness<sup>B</sup>

**Skills** as above plus Bluff +9, Diplomacy +14, Knowledge (arcana) +11, Spellcraft +11

**Languages** Common, Halfling, Infernal

**Gear** as above plus pouch with 217 gp worth of mixed coins and gems

## CR 8 ZOMBIE LORDS

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### **ABOLETH ZOMBIE LORD** CR 8 (XP 4,800)

*Four long tentacles writhe from this rotting three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.*

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Zombie lord aboleth fighter 1

LE Huge undead (aquatic)

**Init** +9; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +7

**Speed** 10 ft., swim 60 ft.; **ACP** 0; Acrobatics +5 (-3 jumping), Swim +25

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**AC** 19, touch 15, flat-footed 13; **CMD** 33 (can't be tripped); Mobility (+1 deflection [*aboleth ring*], +5 Dex, +1 dodge [Dodge], +4 natural, -2 size)

**Aboleth Ring** Acts as a *ring of protection +1*, also lets wearer cast *mage armour* (CL 3) once per day on itself; however, both functions only work for aboleths and are worn on a tentacle. Value 3,500 gp.

**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** +7, **Ref** +8, **Will** +11 (+15 vs. channelling)

**hp** 89 (12 HD); **DR** slashing/5

---

**Space** 15 ft.; **Base Atk** +8; **CMB** +18

**Melee** 4 tentacles (reach 15 ft.) +14 (1d6+8 plus slime) or

**Melee** slam (reach 15 ft.) +14 (2d6+12)

**Atk Options** Combat Expertise, Combat Reflexes, Spring Attack, Whirlwind Attack

**Slime (Ex)** A creature hit by an aboleth's tentacle must make a DC 17 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

**Spell-Like Abilities** (CL 16th; concentration +18)

At will—*hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18)

3/day—*dominate monster* (DC 21)

---

**Abilities** Str 26, Dex 20, Con —, Int 17, Wis 19, Cha 15

**SQ** mucus cloud

**Mucus Cloud (Ex)** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to it must make a DC 17 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

**Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness<sup>B</sup>, Whirlwind Attack<sup>B</sup>

**Skills** as above plus Bluff +12, Intimidate +15, Knowledge (arcana) +15, Knowledge (dungeoneering) +17, Knowledge (religion) +15, Spellcraft +15

**Languages** Aboleth, Aklo, Aquan, Common, Undercommon

**Gear** as above plus *belt of incredible dexterity +2* (worn on tail), pouch with 299 gp worth of mixed coins and gems

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### **ELF MAGUS ZOMBIE** CR 8 (XP 4,800)

*This rotting elf wears fine robes and carries a rapier.*

---

Magus zombie elf wizard (conjurer) 8

NE Medium undead

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +16, Sense Motive +14

**Speed** 30 ft.; dimensional steps; **ACP** 0; Fly +17, Stealth +7

**Dimensional Steps (Sp [standard])** The wizard can teleport 240 ft. a day. This movement must be made in 5 ft. increments and does not provoke attacks of opportunity. The wizard can bring along willing companions but this costs an equal amount of distance per extra creature.

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**AC** 17, touch 15, flat-footed 12; **CMD** 20 (+4 Dex, +1 dodge [Dodge], +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** +6, **Ref** +7, **Will** +11 (+15 vs. channelling); +2 vs. enchantment spells and effects

**hp** 87 (10 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +5; **CMB** +6

**Melee** mwk rapier +7 (1d6+1/18-20) or

**Melee** slam +6 (1d6+1)

**Ranged** mwk composite longbow (range 110 ft.; Rapid Shot) +10 (1d8+1/x3) or

**Ranged Touch** acid dart (range 30 ft.; 6/day) +9 (1d6+4 acid)

**Wizard Spells Prepared** (CL 8th; concentration +11 [+15 casting defensively or grappling]; +10 spell penetration; ranged touch +9; Silent Spell, Widen Spell; arcane bond [ring])

4th—*black tentacles*, *fear* (DC 17), *greater invisibility*

3rd—*dispel magic* (2), *fly*, *nondetection* (DC 16), *stinking cloud* (DC 18)

2nd—*eagle's splendour*, *fox's cunning*, *glitterdust* (DC 17), *protection from arrows*, *web* (DC 17)

1st—*disguise self*, *mage armour* (2), *protection from good*, *shield*, *ventriloquism* (DC 14)

0—*acid splash*, *detect magic*, *message*, *read magic*

**Combat Gear** *scroll of cat's grace*, *wand of enervation* (8 chgs.), *wand of fireball* (CL 8th, 5 chgs.), arrows (20)

---

**Abilities** Str 12, Dex 18, Con —, Int 16, Wis 12, Cha 16

**SQ** summoner's charm, weapon familiarity (elven)

**Feats** Dodge, Combat Casting, Greater Spell Focus (conjuration), Improved Initiative, Scribe Scroll<sup>B</sup>, Silent Spell<sup>B</sup>, Spell Focus (conjuration), Toughness<sup>B</sup>, Widen Spell<sup>B</sup>

**Skills** as above plus Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (religion) +16, Spellcraft +16 (+18 identifying magic item properties)

**Languages** Common, Draconic, Elven, Sylvan

**Gear** as above plus *cloak of resistance +1*, *elixir of vision* (2), ring (worth 10 gp; arcane focus), spell component pouch, pouch with 153 gp worth of mixed coins

**Spellbook** as above (enchantment, evocation) plus GM determined

### ETTIN ZOMBIE LORD CR 8 (XP 4,800)

*This lumbering, filthy, two-headed giant wears a chain shirt and clutches a large flail in each fist.*

---

Zombie lord ettin ranger 2

CE Large undead

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +21 (+23 vs. humans), Sense Motive +5 (+7 vs. humans)

**Speed** 40 ft.; **ACP** -1; **Acrobatics** +10 (+14 jump), **Stealth** +14

**AC** 20, touch 12, flat-footed 17; **CMD** 31 (33 vs. overrun) (+5 armour [+1 *chain shirt*], +2 Dex, +1 dodge [Dodge], +3 natural, -1 size)

**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** +8, **Ref** +9, **Will** +10 (+14 vs. channelling)

**hp** 99 (14 HD); **DR** slashing/5

---

**Space** 10 ft.; **Base Atk** +11; **CMB** +19 (+23 overrun)

**Melee** 2 +1 *flails* (reach 10 ft.; Power Attack [-3/+6]) +18/+13/+8 (2d6+7) or

**Melee** 2 slams (reach 10 ft.; Power Attack [-3/+6]) +18 (1d8+7)

**Ranged** 2 javelins (range 30 ft.) +12/+7 (1d8+7)

**Atk Options** Great Cleave, Greater Overrun, favoured enemy (humans [+2]), superior two-weapon fighting

**Combat Gear** *wand of jump* (CL 5; 18 chgs.), *wand of longstrider* (25 chgs.), javelins (4)

---

**Abilities** Str 25, Dex 14, Con —, Int 9, Wis 14, Cha 13

**SQ** combat style (natural weapon), track (+1), wild empathy (+3)

**Feats** Cleave, Dodge, Great Cleave, Greater Overrun, Improved Initiative, Improved Overrun, Power Attack, Toughness<sup>B</sup>, Weapon Focus (slam)<sup>B</sup>

**Skills** as above plus Bluff +1 (+3 vs. humans). Handle Animal +16, Knowledge (local) -1 (+1 vs. humans), Survival +5 (+6 tracking, +8 tracking humans)

**Languages** pidgin of Giant, Goblin, and Orc

**Gear** as above plus pouch with 84 gp worth of mixed coins

### MEDUSA ZOMBIE LORD CR 8 (XP 4,800)

*This slender, once-attractive woman has strangely glowing eyes and a full head of hissing snakes for hair. Her pallid skin hangs from her body.*

---

Zombie lord archer medusa ranger 1

LE Medium undead

**Init** +8; **Senses** all-around vision, darkvision 60 ft.; Perception +17 (+19 vs. humans), Sense Motive +9 (+11 vs. humans)

**All-Around Vision (Ex)** A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

**Speed** 30 ft.; **ACP** 0; **Stealth** +20

---

**AC** 16, touch 14, flat-footed 12; **CMD** 25 (+4 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** +8, **Ref** +9, **Will** +11 (+15 vs. channelling)

**hp** 100 (11 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +8; **CMB** +11

**Melee** +1 *greatsword* +11/+6 (2d6+4/19-20) and bite +6 (1d4+1 plus poison [DC 18 Fort {2 saves}; freq. 1 rd./6 rds.; effect 1d3 Str]) or

**Melee** slam +11 (1d6+4) and

bite +11 (1d4+1 plus poison [DC 18 Fort {2 saves}; freq. 1 rd./6 rds.; effect 1d3 Str])

**Ranged** +1 *composite longbow* (range 110 ft.; Deadly Aim [-3/+6]; Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +14/+9 (1d8+4/x3)

**Atk Options** favoured enemy (humans [+2])

**Special Actions** petrifying gaze (30 ft.; DC 18 Fort)

**Combat Gear** *wand of jump* (CL 5; 18 chgs.), *wand of longstrider* (25 chgs.), arrows (40)

---

**Abilities** Str 16, Dex 19, Con —, Int 14, Wis 18, Cha 17

**SQ** track (+1), wild empathy (+4)

**Feats** Deadly Aim, Improved Initiative, Manyshot, Point Blank Shot<sup>B</sup>, Precise Shot<sup>B</sup>, Rapid Shot, Skill Focus (Intimidate), Toughness<sup>B</sup>, Weapon Focus (longbow)

**Skills** as above plus Bluff +11 (+13 vs. humans), Disguise +14, Intimidate +20, Knowledge (dungeoneering) +13, Knowledge (geography) +13, Knowledge (local) +2 (+4 vs. humans) Survival +13 (+14 tracking, +16 tracking humans)

**Languages** Common, Undercommon

**Gear** as above plus *cloak of elvenkind*, pouch with 247 gp worth of mixed coins

## CR 9 ZOMBIE LORDS

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### BABAU MAGUS ZOMBIE CR 9 (XP 6,400)

*The flesh of this emaciated horned human figure is coated in frost is smothered in a bone-tight hide of slimy leather.*

---

Frost magus zombie babau oracle (battle) 4

CE Medium undead (extraplanar)

**Init** +9; war sight; **Senses** darkvision 60 ft., *see invisibility*; Perception +26, Sense Motive +13

**War Sight (Su)** When rolling for initiative, the babau can roll twice and take either result.

**Speed** 20 ft., base speed 25 ft.; **ACP** -3; Acrobatics +10 (+6 jumping), Climb +16, Escape Artist +10, Stealth +27

---

**AC** 23, touch 13, flat-footed 20; **CMD** 28; protective slime (+8 armour [+2 *black dragonhide breastplate*], +3 Dex, +2 natural)

**Protective Slime (Su)** A layer of acidic slime coats a babau's skin. Any creature that strikes it with a natural attack or unarmed strike takes 1d8 acid damage (DC 18 Reflex negates). A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed.

**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), cold, electricity; **Resist** acid 10, fire 10

**Fort** +9, **Ref** +9, **Will** +13 (+17 vs. channelling); **SR** 20

**hp** 118 (13 HD); **DR** slashing/5 and cold iron or good/10

---

**Space** 5 ft.; frost aura; **Base Atk** +9; **CMB** +13

**Frost Aura (Ex)** Creatures adjacent to the babau take 1d6 cold damage at the start of their turn. Its melee attacks deal an additional 1d6 cold damage, and anyone striking it with an unarmed strike or natural attack takes 1d6 cold damage.

**Melee** 2 claws +17 (1d6+8 plus 1d6 cold) and bite +17 (1d6+8 plus 1d6 cold) or

**Melee** +1 *longspear* (reach 10 ft.) +19/+14 (1d8+13/x3 plus 1d6 cold) and bite +12 (1d6+4 plus 1d6 cold)

**Atk Options** Blind-Fight, Combat Reflexes, sneak attack (+2d6)

**Oracle Spells Known** (CL 4th; concentration +7 [+11 casting defensively or grappling]; ranged touch +14; Silent Spell)  
2nd (4/day)—*fog cloud*, *inflict moderate wounds* (DC 15), *silence* (DC 15)

1st (7/day)—*endure elements*, *enlarge person*, *entropic shield*, *inflict light wounds* (DC 14), *obscuring mist*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*

**Spell-Like** Abilities (CL 7th; concentration +10 [+14 casting defensively or grappling])

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau at 40%)

---

**Abilities** Str 27, Dex 20, Con —, Int 16, Wis 16, Cha 16

**SQ** oracle curse (lame), revelations (war sight, weapon mastery)

**Feats** Blind-Fight, Combat Casting, Combat Reflexes, Fleet, Great Fortitude, Improved Initiative, Silent Spell<sup>B</sup>, Skill Focus (Stealth), Toughness<sup>B</sup>, Weapon Focus (longspear)<sup>B</sup>

**Skills** as above plus Disable Device +13, Knowledge (arcana) +13, Knowledge (religion) +13, Sleight of Hand +12, Spellcraft +12

**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

**Gear** as above plus *elixir of tumbling* (2), *eyes of the eagle*, pouch with 44 gp worth of mixed coins

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### DRIDER MAGUS ZOMBIE CR 9 (XP 6,400)

*The dry rasping of spidery legs brings this hideous monstrosity into view—a rotting nightmarish fusion of drow and spider.*

---

Magus zombie drider sorcerer (aberrant) 2

CE Large undead

**Init** +5; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +18, Sense Motive +7

**Speed** 30 ft., climb 20 ft.; **ACP** 0; Climb +27, Stealth +19

---

**AC** 20, touch 15, flat-footed 12; **CMD** 30 (+42 vs. trip); shroud of vermin (+5 Dex, +1 dodge [Dodge], +5 natural, -1 size)

**Shroud of Vermin (Su [standard])** Swarms no longer see the drider as a threat. It can walk among swarms without fear of being harmed, and can mentally command a swarm in which it stands; the drider can direct that swarm's attacks and movements as long as the drider has more Hit Dice than the swarm. Even when the drider isn't standing in a swarm, the drider's body crawls with vermin, and their chitinous bodies increase its natural armour bonus by +2.

**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** +6, **Ref** +8, **Will** +14 (+18 vs. channelling); **SR** 20

**hp** 113 (13 HD); **DR** slashing/5

---

**Space** 10 ft.; **Base Atk** +9; **CMB** +15

**Melee** +1 *heavy mace* +14/+9 (1d8+8) and bite +10 (1d4+3 plus poison [DC 18 Fort {1 save}; freq. 1 rd./6 rds.; effect 1d2 Str]) or

**Melee** slam +14 (1d6+8) and bite +15 (1d4+6 plus poison [DC 18 Fort {1 save}; freq. 1 rd./6 rds.; effect 1d2 Str])

**Melee Touch** plague's caress (6/day) +14 (sickened [5 rds.])

**Ranged Touch** acid ray (30 ft.; 6/day) +14 (1d6+1)

**Atk Options** Blind-Fight

**Special Actions** web (+14 ranged, DC 19, hp 11)

**Sorcerer Spells Known** (CL 8th; concentration +11 [+15 casting defensively or grappling]; ranged touch +13; Silent Spell)

4th (3/day)—*enervation*

3rd (6/day)—*haste*, *lightning bolt* (DC 16)

2nd (7/day)—*command undead* (DC 15), *invisibility*, *web* (DC 15)

1st (7/day)—*alarm*, *mage armour*, *magic missile*, *ray of enfeeblement* (DC 14), *silent image* (DC 14)



0 (at will)—*acid splash*, *bleed* (DC 13), *daze* (DC 13), *ghost sound* (DC 13), *mage hand*, *ray of frost*, *read magic*, *resistance*

**Spell-Like Abilities** (CL 9th; concentration +12 [+16 casting defensively or grappling]; bloodline arcana)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

**Combat Gear** *oil of darkness*, *wand of colour spray* (25 chgs.), *wand of stonewood* (3 chgs.)

---

**Abilities** Str 21, Dex 20, Con —, Int 19, Wis 18, Cha 16

**SQ** undersized weapons

**Feats** Blind-Fight, Combat Casting, Dodge, Eldritch Heritage (pestilence), Eschew Materials<sup>B</sup>, Improved Eldritch Heritage (pestilence), Silent Spell<sup>B</sup>, Skill Focus (Heal), Toughness<sup>B</sup>, Weapon Focus (bite)

**Skills** as above plus Heal +7, Intimidate +17, Knowledge (arcana) +18, Knowledge (dungeoneering) +18, Knowledge (religion) +18, Spellcraft +18, Use Magic Device +18

**Languages** Abyssal, Aklo, Common, Elven, Undercommon

**Gear** as above plus *amulet of mighty fists* +1, pouch with 51 gp worth of mixed coins

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### STONE GIANT ZOMBIE LORD CR 9 (XP 6,400)

*This rotting giant has mottled gray skin looking almost as if it were carved of stone.*

---

Zombie lord archer stone giant rogue 2

NE Large undead

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +19 (+20 vs. traps), Sense Motive +5

**Speed** 40 ft.; **ACP** 0; Acrobatics +9 (+13 jumping), Climb +26, Stealth +24 (+32 in rocky terrain)

---

**AC** 23, touch 15, flat-footed 17; **CMD** 37; improved rock catching (+5 armour [+1 *glamered mithral shirt*], +6 Dex, +3 natural, -1 size)

**Improved Rock Catching (Ex)** A stone giant gains a +4 racial bonus on Reflex saves made to catch a thrown rock. This ability otherwise works like the rock catching ability.

**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** +8, **Ref** +13 (evasion), **Will** +11 (+15 vs. channelling)

**hp** 125 (16 HD); **DR** slashing/5

---

**Space** 10 ft.; **Base Atk** +11; **CMB** +21

**Melee** +1 *greatclub* (reach 10 ft.; Power Attack [-3/+9]) +20/+15/+10 (2d8+13) or

**Melee** 2 slams (reach 10 ft.; Power Attack [-3/+6]) +19 (1d8+9)

**Ranged** rock (range 180 ft.; Deadly Aim [-3/+6], Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +17/+12/+7 (1d8+13)

**Atk Option** Combat Reflexes, sneak attack (+1d6)

---

**Abilities** Str 29, Dex 22, Con —, Int 12, Wis 15, Cha 14

**SQ** rogue talent (weapon training), trapfinding (+1)

**Feats** Combat Reflexes, Deadly Aim, Great Fortitude, Manyshot, Martial Weapon Proficiency (greatclub), Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Quick Draw, Rapid Shot, Weapon Focus (rock)<sup>B</sup>

**Skills** as above plus Craft (trapmaking) +20, Disable Device +19, Intimidate +19, Survival +9

**Languages** Common, Draconic, Giant

**Gear** as above plus *cloak of elvenkind*, *elixir of tumbling*, bag with 12 rocks, pouch with 89 gp worth of mixed coins

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### YOUNG GREEN DRAGON MAGUS ZOMBIE

CR 9 (XP 6,400)

*Scales the colour of dull emeralds armour this rotting dragon. A single sharp horn protrudes from the end of its toothy snout.*

---

Magus zombie young green dragon sorcerer (elemental [air]) 2

LE Large undead (air)

**Init** +8; **Senses** dragon senses; Perception +15, Sense Motive +15

**Dragon Senses (Ex)** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Speed** 40 ft., (woodland stride) fly 200 ft. (clumsy; Hover), swim 40 ft.; **ACP** 0; Fly +12, Stealth +12, Swim +24

**Woodland Stride (Ex)** The dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

---

**AC** 18, touch 14, flat-footed 14; **CMD** 31 (35 vs. trip)

(+1 deflection [*ring of protection* +1], +4 Dex, +4 natural [*amulet of natural armour* +1], -1 size)

**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), acid

**Fort** +6, **Ref** +7, **Will** +13 (+17 vs. channelling)

**hp** 101 (13 HD); **DR** slashing/5

---

**Space** 10 ft.; **Base Atk** +9; **CMB** +17

**Melee** bite (reach 10 ft.) +15 (2d6+10),

claws +15 (1d8+6),

2 wings +10 (1d6+3) and

tail slap +10 (1d8+10)

**Ranged Touch** elemental ray (range 30 ft.; 6/day) +12 (1d6+1 electricity)

**Atk Options** Combat Reflexes, Flyby Attack, Great Cleave

**Special Actions** breath weapon (40 ft. cone, DC 18, 6d6 acid)

**Sorcerer Spells Known** (CL 2nd; concentration +5; ranged touch +12; Silent Spell; bloodline arcana)

1st (5/day)—*mage armour*, *silent image* (DC 14)

0 (at will)—*detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation*

**Spell-Like Abilities** (CL 13th; concentration +16)

At will—*entangle* (DC 14)

**Combat Gear** *wand of fireballs* (CL 10th; 4 chgs.)

---

**Abilities** Str 25, Dex 18, Con —, Int 14, Wis 16, Cha 16

**SQ** water breathing

**Feats** Alertness, Cleave, Combat Reflexes, Eschew Materials<sup>B</sup>, Flyby Attack, Great Cleave, Improved Initiative, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>, Hover

**Skills** as above plus Knowledge (nature) +9, Knowledge (planes) +9, Spellcraft +14, Survival +10

**Languages** Auran, Common, Draconic

**Gear** as above plus *belt of giant strength* +2, 249 gp

## CR 10 ZOMBIE LORDS

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### DHAMPİR MAGUS ZOMBIE CR 10 (XP 9,600)

*This unnaturally graceful man moves without a sound although his skin seems unnaturally pallid.*

---

Magus zombie dhampir cleric 10

NE Medium undead

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +11, Sense Motive +5

**Speed** 30 ft.; **ACP** -3

---

**AC** 23, touch 14, flat-footed 19; **CMD** 24

(+7 armour [+1 *breastplate*], +3 Dex, +1 dodge [Dodge], +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); **Weakness** light sensitivity

**Fort** +11, **Ref** +6, **Will** +13 (+17 vs. channelling)

**hp** 127 (12 HD); **DR** slashing/5

---

**Space** 5 ft.; destructive aura (30 ft.); **Base Atk** +8; **CMB** +11

**Destructive Aura (Su [standard])** For 10 rounds a day. The cleric emits an aura of destruction. All attacks against targets in the area gain a +5 damage bonus and all critical hits are automatically confirmed. These rounds do not need to be consecutive.

**Melee** +1 *morningstar* (Power Attack [-3/+9]) +13/+8 (1d8+5) or

**Melee** slam (Power Attack [-3/+9]) +13 (1d6+4) or

**Melee Touch** touch of evil (6/day) +11 (sickened [5 rds.])

**Atk Options** scythe of evil

**Scythe of Evil (Su [standard; 1/day])** The cleric gives his morningstar the *unholy* special weapon quality for 5 rounds.

**Special Actions** channel negative energy (7/day; 5d6; DC 19), destructive smite (6/day, +5)

**Cleric Spells Prepared** (CL 10th; concentration +14 [+18 casting defensively or grappling]; Destruction, Evil; ranged touch +11; Heighten Spell, Silent Spell; spontaneous casting [*inflict* spells])

5th—*dispel good*<sup>D</sup>, *righteous might*, *spell resistance*

4th—*divine power*, *freedom of movement*, *spell immunity*, *unholy blight*<sup>D</sup> (DC 16)

3rd—*invisibility purge*, *magic circle against good*<sup>D</sup>, *magic vestment*, *protection from energy*

2nd—*align weapon* (evil only)<sup>D</sup>, *bull's strength*, *cat's grace*, *eagle's splendour*, *silence* (DC 14), *undetected alignment* (DC 14)

1st—*divine favour* (2), *endure elements*, *obscuring mist* (2), *protection from good*<sup>D</sup>

0 (at will)—*bleed* (DC 12), *detect magic*, *resistance*, *stabilize*

**Spell-Like Abilities** (CL 12th; concentration +16 [+20 casting defensively or grappling])

3/day—*detect undead*

**Combat Gear** *scrolls of owl's wisdom* (2) and *spell immunity* (2), *wand of greater magic weapon* +2 (CL 8th; 6 chgs.)

---

**Abilities** Str 16, Dex 16, Con —, Int 10, Wis 17, Cha 18

**SQ** evil aura (strong)

**Feats** Combat Casting, Power Attack, Dodge, Improved Initiative, Heighten Spell, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>, Weapon Focus (morningstar)

**Skills** as above plus Knowledge (arcana, planes) +8, Knowledge (religion) +9, Spellcraft +9

**Languages** Common

**Gear** as above plus *incense of meditation* (1 block), spell component pouch, pouch with 26 gp worth of mixed coins

### ELDER STONE GIANT MAGUS ZOMBIE

CR 10 (XP 9,600)

*This giant has gray, mottled skin and carries a gigantic club.*

---

Magus zombie archer elder stone giant sorcerer (elemental [earth]) 2

NE Large undead

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +19, Sense Motive +5

**Speed** 40 ft.; **ACP** 0; Acrobatics +10 (+14 jump), Climb +26, Stealth +25 (+33 in rocky terrain)

---

**AC** 19, touch 16, flat-footed 12; **CMD** 38; improved rock catching (+7 Dex, +3 natural, -1 size)

**Improved Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save to catch a thrown rock. This ability otherwise works like the rock catching ability.

**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); **Resist** acid 10

**Fort** +9, **Ref** +11, **Will** +14 (+18 vs. channelling)

**hp** 138 (16 HD); **DR** slashing/5

---

**Space** 10 ft.; **Base Atk** +11; **CMB** +21

**Melee** +1 *greatclub* (reach 10 ft.; Power Attack [-3/+9]) +20/+15/+10 (2d8+13) or

**Melee** 2 slams (reach 10 ft.; Power Attack [-3/+6]) +19 (1d8+9)

**Ranged** rock (range 180 ft.; Deadly Aim [-3/+6]; Point Blank Shot, Precise Shot, Manyshot, Rapid Shot) +18/+13/+8 (1d8+13)

**Ranged Touch** elemental ray (range 30 ft.; 6/day) +17 (1d6+1 acid)

**Atk Options** Combat Reflexes

**Sorcerer Spells Known** (CL 2nd; concentration +5 [+9 casting defensively or grappling]; ranged touch +17; Silent Spell; bloodline arcana)

1st (5/day)—*mage armour*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 12), *detect magic*, *disrupt undead*, *message*

**Spell-Like Abilities** (CL 10th; concentration +13)

1/day—*stone shape*, *stone tell*, plus either *transmute rock to mud* or *transmute* or *mud to rock* (DC 18)

**Combat Gear** *wand of fireball* (acid damage, not fire; CL 8; 10 chgs.)

---

**Abilities** Str 29, Dex 24, Con —, Int 14, Wis 14, Cha 17

**Feats** Combat Reflexes, Deadly Aim, Eschew Materials<sup>B</sup>, Great Fortitude, Manyshot, Martial Weapon Proficiency

(greatclub), Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Quick Draw, Rapid Shot

**Skills** as above plus Knowledge (arcana) +15, Knowledge (religion) +15, Intimidate +20, Spellcraft +21

**Languages** Common, Draconic, Giant, Terran

**Gear** as above plus *belt of incredible dexterity* +2, *cloak of elvenkind*, *elixir of tumbling*, bag with 12 rocks, pouch with 89 gp worth of mixed coins

### ELF ZOMBIE LORD CR 10 (XP 9,600)

*This once-graceful elf's flesh is now horribly rotten. He wears a fine mithral shirt and carries a rapier.*

---

Zombie lord archer elf fighter 4/rogue 6

NE Medium undead

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +16 (+19 vs. traps), Sense Motive +16

**Speed** 30 ft.; **ACP** 0; Climb +18, Stealth +20

---

**AC** 23, touch 15, flat-footed 18; **CMD** 26; +2 vs. traps, uncanny dodge

(+5 armour [*+1 mithral shirt*], +5 Dex, +3 natural [*amulet of natural armour +1*])

**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** +9, **Ref** +12 (+14 vs. traps; evasion), **Will** +10 (+14 vs. channelling); +2 vs. enchantment spells and effects

**hp** 108 (12 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +8; **CMB** +11

**Melee** +1 rapier (Power Attack [-3/+6]) +13/+8 (1d6+6/15-20) or

**Melee** slam (Power Attack [-3/+9]) +6 (1d6+4)

**Ranged** +1 composite longbow (range 110 ft.; Deadly Aim [-3/+6]; Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +15/+10 (1d8+6/x3)

**Atk Options** sneak attack (+3d6 and 3 bleed)

**Combat Gear** *potions of bull's strength* (2), *potions of cat's grace* (2), *potions of eagle's splendour* (2), *potions of protection from good* (2), arrows (40)

---

**Abilities** Str 17, Dex 20, Con —, Int 12, Wis 12, Cha 14

**SQ** armour training (1), bravery (+1), rogue talents (bleeding attack, combat trick, weapon training), trapfinding (+3), trap sense (+2), weapon familiarity (elven)

**Feats** Deadly Aim, Improved Critical (rapier), Improved Initiative<sup>B</sup>, Iron Will, Manyshot<sup>B</sup>, Point Blank Shot<sup>B</sup>, Power Attack, Precise Shot<sup>B</sup>, Rapid Shot, Toughness<sup>B</sup>, Weapon Focus (longbow, rapier)<sup>B</sup>, Weapon Specialization (longbow, rapier)<sup>B</sup>

**Skills** as above plus Disable Device +17, Knowledge (geography) +7, Knowledge (local) +10, Spellcraft +10 (+12 identifying magic item properties), Survival +10

**Languages** Common, Draconic, Elven

**Gear** as above plus *cloak of resistance* +1, *elixir of hiding* (2), pouch with 227 gp worth of mixed coins

### HUMAN ZOMBIE LORD CR 10 (XP 9,600)

*This rotting human wears flowing blood red robes.*

---

Zombie lord human monk 10

LE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +17

**Speed** 60 ft.; Acrobatic Steps, Nimble Moves, Step Up; **ACP** 0; Acrobatics +18 (+40 jump), Climb +18, Stealth +11

---

**AC** 23, touch 20, flat-footed 14; **CMD** 31; Deflect Arrows, Mobility; *headband of shielding* (51 charges; as *brooch of shielding*)

(+1 armour [*bracers of armour +1*], +2 class, +1 deflection [*ring of protection +1*], +3 Dex, +1 dodge [Dodge], +2 natural, +3 Wis)

**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** +9, **Ref** +11 (improved evasion), **Will** +14 (+18 vs. channelling); +2 vs. enchantment

**hp** 91 (12 HD); **DR** slashing/5

---

**Space** 5 ft.; **Base Atk** +8; **CMB** +12

**Melee** unarmed strike (Power Attack [-3/+6]) +14/+9 (1d10+5) or

**Melee** unarmed flurry (Power Attack [-3/+6]) +15/+15/+10/+10 (1d10+5)

**Ranged** mwk light crossbow (range 80 ft.) +12/+7 (1d8/19-20)

**Atk Options** Combat Reflexes, Spring Attack, Vital Strike, flurry of blows, ki pool (8 points; lawful, magic), stunning fist (10/day, fatigue, sicken or stun; DC 19)

**Combat Gear** *potions of bull's strength* (2), *potions of eagle's splendour* (2), *potions of mage armour* (2), *potions of owl's wisdom*, *potions of protection from good* (2), bolts (20)

---

**Abilities** Str 18, Dex 16, Con —, Int 10, Wis 16, Cha 12

**SQ** fast movement, high jump, manoeuvre training, purity of body, slow fall (50 ft.), still mind, wholeness of body

**Feats** Acrobatic Steps, Combat Reflexes<sup>B</sup>, Deflect Arrows<sup>B</sup>, Dodge, Improved Unarmed Strike<sup>B</sup>, Mobility<sup>B</sup>, Nimble Moves, Power Attack, Step Up<sup>B</sup>, Spring Attack<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness<sup>B</sup>, Vital Strike, Weapon Focus (unarmed strike)

**Skills** as above plus Intimidate +9, Knowledge (religion) +7

**Languages** Common

**Gear** as above plus *amulet of mighty fists* +1, *elixir of tumbling* (2), *cloak of resistance* +1, pouch with 87 gp worth of mixed coins and gems

**DRIDER MAGUS ZOMBIE** CR 11 (XP 12,800)

*The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, rottig fusion of drow and spider.*

Magus zombie drider sorcerer (aberrant) 4

CE Large undead

**Init** +9; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +22, Sense Motive +12

**Speed** 30 ft., climb 20 ft.; **ACP** 0; Climb +24, Stealth +19

**AC** 20, touch 15, flat-footed 14; **CMD** 32 (+44 vs. trip); shroud of vermin

(+5 Dex, +1 dodge [Dodge], +5 natural, -1 size)

**Shroud of Vermin (Su)** Swarms no longer see the drider as a threat. It can walk among swarms without fear of being harmed by them at all, and by taking a standard action to mentally command a swarm in which it stands, the drider can direct that swarm's attacks and movements as long as the drider has more Hit Dice than the swarm. Even when the drider is not isn't standing amid a swarm, the drider's body crawls with vermin, and their chitinous bodies increase its natural armour bonus by +2.

**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** +8, **Ref** +9, **Will** +15 (+19 vs. channelling); **SR** 22

**hp** 145 (15 HD); **DR** slashing/5

**Space** 10 ft.; **Base Atk** +10; **CMB** +17

**Melee** +1 *heavy mace* +16/+11 (1d8+10) and bite +12 (1d4+4 plus poison [DC 19 Fort {1 save}; freq. 1 rd./6 rds.; effect 1d2 Str]) or

**Melee** slam +16 (1d6+10) and bite +17 (1d4+7 plus poison [DC 19 Fort {1 save}; freq. 1 rd./6 rds.; effect 1d2 Str]) or

**Melee Touch** plague's caress (reach 10 ft.; 7/day) +14 (sickened [6 rds.])

**Ranged** +1 *composite longbow* (range 110 ft.) +15/+10 (1d8+7/x3) or

**Ranged Touch** acidic ray (30 ft.; 7/day) +13 (1d6+2 acid)

**Atk Options** Blind-Fight, long limbs

**Long Limbs (Ex)** The drider's reach increases by 5 feet whenever it makes a melee touch attack. This ability does not otherwise increase its threatened area.

**Special Actions** web (+14 ranged, DC 20 hp 11)

**Sorcerer Spells Known** (CL 11th; concentration +15 [+19 casting defensively or grappling]; ranged touch +14; Silent Spell, bloodline arcana)

5th (3/day)—*wall of force*

4th (6/day)—*dimension door*, *enervation*

3rd (7/day)—*displacement*, *haste*, *stinking cloud* (DC 17)

2nd (7/day)—*command undead* (DC 16 for intelligent undead), *eagle's splendour*, *invisibility*, *web* (DC 16)

1st (7/day)—*alarm*, *enlarge person*, *mage armour*, *magic missile*, *ray of enfeeblement* (DC 15), *silent image* (DC 15)

0 (at will)—*acid splash*, *bleed* (DC 14), *daze* (DC 14), *disrupt undead*, *ghost sound* (DC 14), *mage hand*, *ray of frost*, *read magic*, *resistance*

**Spell-Like Abilities** (CL 9th; concentration +13 [+17 casting defensively or grappling])

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 17)

**Combat Gear** *wand of colour spray* (25 chgs.), *wand of protection from energy* (7 chgs.), arrows (40)

**Abilities** Str 22, Dex 20, Con —, Int 19, Wis 18, Cha 18

**SQ** long limbs, undersized weapons

**Feats** Blind-Fight, Combat Casting, Dodge, Eldritch Heritage (pestilence), Eschew Materials<sup>B</sup>, Improved Eldritch Heritage (pestilence), Improved Initiative, Silent Spell<sup>B</sup>, Skill Focus (Heal), Toughness<sup>B</sup>, Weapon Focus (bite)

**Skills** as above plus Heal +7, Intimidate +17, Knowledge (arcana) +18, Knowledge (dungeoneering) +18, Knowledge (religion) +18, Spellcraft +22, Use Magic Device +21

**Languages** Abyssal, Aklo, Common, Elven, Undercommon

**Gear** as above plus *amulet of mighty fists* +1, *headband of alluring charisma* +2, spell component pouch, pouch with 84 gp worth of mixed coins

**HARPY MAGUS ZOMBIE** CR 11 (XP 12,800)

*Save for the tattered wings and taloned feet, this rotten creature resembles a six-armed woman.*

Magus zombie mudra (6 arms) harpy oracle (battle) 8

CE Medium undead

**Init** +10 (war sight); **Senses** darkvision 60 ft.; Perception +22, Sense Motive +5

**War Sight (Su)** Whenever she rolls for initiative, the harpy can roll twice and take either result. The harpy can always act in the surprise round, but if she fails to notice the ambush, she acts last regardless of her initiative result (she act in the normal order in following rounds).

**Speed** 15 ft., fly 80 ft. (clumsy; Hover, Wingover); **ACP** 0; Fly +18

**AC** 24, touch 17, flat-footed 17; **CMD** 30; Mobility (+5 armour [+1 *mithral shirt*], +6 Dex, +1 dodge [Dodge], +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** +8, **Ref** +10, **Will** +14 (+18 vs. channelling)

**hp** 156 (17 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +10; **CMB** +14

**Melee** +1 *kukri* +16/+11 (1d4+5/15-20), 5 mwk kukris +16 (1d4+2/15-20) and 2 talons +11 (1d6+2) or

**Melee** slam +16 (1d6+6) and 2 talons +11 (1d6+3)

**Atk Options** Combat Reflexes, Flyby Attack

**Special Actions** captivating song

**Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must make a DC 19 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

**Oracle Spells Known** (CL 8th; concentration +11 [+15 casting defensively or grappling]; ranged touch +16; Silent Spell)

4th (3/day)—*inflict critical wounds* (DC 17), *spell immunity*, *wall of fire*

3rd (6/day)—*animate dead*, *inflict serious wounds* (DC 16), *magic vestment*, *searing light*

2nd (7/day)—*bull's strength*, *cat's grace*, *eagle's splendour*, *fog cloud*, *inflict moderate wounds* (DC 15)

1st (7/day)—*divine favour*, *endure elements*, *enlarge person*, *inflict light wounds* (DC 14), *magic weapon*, *protection from good*, *sanctuary* (DC 14)

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*

**Combat Gear** *wand of greater magic weapon* (+2; CL 8th; 16 chgs.)

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**Abilities** Str 18, Dex 22, Con —, Int 11, Wis 14, Cha 17

**SQ** oracle curse (lame), revelations (skill at arms, war sight, weapon mastery)

**Oracle Curse (Ex)** The harpy has a permanently wounded leg that reduces her base speed. Her speed is never reduced due to encumbrance.

**Feats** Ability Focus (captivating song), Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Improved Critical (kukri)<sup>B</sup>, Mobility, Multiweapon Fighting<sup>B</sup>, Silent Spell<sup>B</sup>, Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (kukri)<sup>B</sup>, Wingover

**Skills** as above plus Bluff +7, Intimidate +15, Knowledge (religion) +11, Perform (song) +8 Spellcraft +11

**Languages** Common

**Gear** as above plus *elixir of vision* (2), *pearl of power* (2nd-level), spell component pouch, pouch with 136 gp worth of mixed coins

## **RAKSHASA MAGUS ZOMBIE** CR 11 (XP 12,800)

*This rotting humanoid has the head of a tiger, wears a silvered breastplate and carries a wickedly curved falchion.*

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Magus zombie rakshasa fighter 1

LE Medium undead (shapechanger)

**Init** +11; **Senses** darkvision 60 ft.; Perception +15, Sense Motive +15

**Speed** 40 ft.; **ACP** 0; **Acrobatics** +15, **Stealth** +20

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**AC** 24, touch 15, flat-footed 19; **CMD** 33

(+7 armour [+1 *mithral breastplate*], +5 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** +11, **Ref** +11, **Will** +10 (+14 vs. channelling); **SR** 26

**hp** 143 (13 HD); **DR** slashing/5 or good and piercing/15

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**Space** 5 ft.; **Base Atk** +10; **CMB** +16

**Melee** +1 *human bane falchion* (Power Attack [-4/+12]) +18/+13/+8 (2d4+10/15-20) and bite (Power Attack [-4/+4]) +12 (1d6+3) or

**Melee** 2 claws (Power Attack [-4/+8]) +16 (1d4+6) and bite (Power Attack [-4/+8]) +17 (1d6+6) or

**Melee** slam (Power Attack [-4/+12]) +16 (1d6+9) and bite (Power Attack [-4/+8]) +17 (1d6+6)

**Atk Options** Combat Reflexes, Lunge

**Special Actions** change shape (any humanoid, *alter self*), *detect thoughts* (DC 21)

**Sorcerer Spells Known** (CL 7th; concentration +12 [+16 casting defensively or grappling]; ranged touch +20; Silent Spell)

3rd (5/day)—*dispel magic*, *displacement*, *haste*

2nd (7/day)— *bull's strength*, *cat's grace*, *eagle's splendour*, *invisibility*

1st (7/day)—*expeditious retreat*, *mage armour*, *magic missile*, *protection from good*, *shield*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frosts*

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**Abilities** Str 22, Dex 24, Con —, Int 15, Wis 14, Cha 21

**Feats** Combat Casting, Combat Reflexes, Improved Critical (falchion), Lunge, Power Attack, Silent Spell<sup>B</sup>, Weapon Focus (bite, falchion), Improved Initiative<sup>B</sup>

**Skills** as above plus Bluff +20, Diplomacy +15, Disguise +24, Spellcraft +12

**Languages** Common, Draconic, Infernal, Undercommon

**Gear** *boots of elvenkind*, spell component pouch, pouch with 284 gp worth of mixed coins and gems

## READING STAT BLOCKS

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*100% Crunch: Zombie Lords* 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 <sup>D</sup> 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.

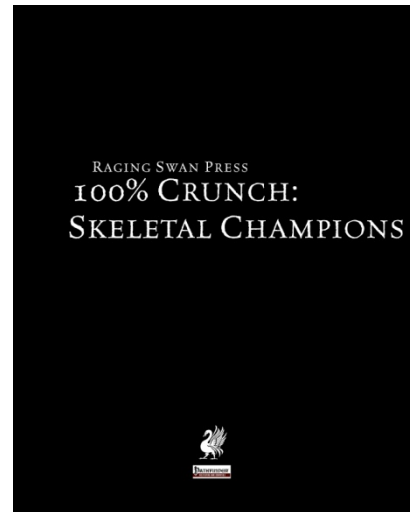
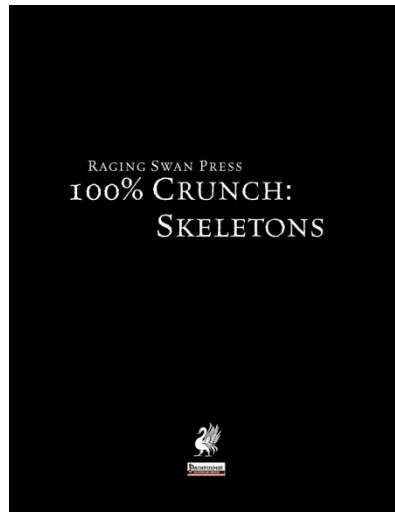
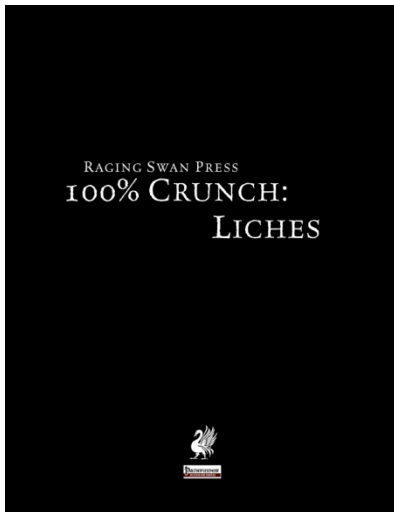
**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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### 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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