

ZOMBIE

A zombie is a carcass of mortal flesh without its endoskeleton, repulsively dragging themselves along. Though they move quite slowly towards victims, they are surprisingly nimble, for the spirits that control the flesh are able to move the corpses with unexpected agility.

- Flopping zombies lurch awkwardly towards victims, making wet slapping sounds as their vile flesh hits the ground.
- Writhing zombies move faster than their weaker counterparts, moving erratically as they cumbersomely slither towards victims.
- Swatting zombies not only move at an alarming rate, but are able to lay stronger blows as they hurl their flesh in striking motions.
- A gravestench zombie exudes the odors of decay, both from rotting flesh and the plants that feed on it.

ZOMBIE TRAITS
Class: revenant (involuntary)
Origin: Midgard + Sgailoch or Yfelorn or Niflskein
Sapience: moral-agent
Liferviews: <i>lashful-wicked-inward</i> , <i>laxful-wicked-inward</i> , <i>lawful-wicked-inward</i>
Vessel: corporeal (necrotic)
Tier/Shape Range: Dawning 1×1×1 to Honing 1×1×1
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 13 • <i>Specific:</i> <i>farlore</i> (imp) DR 24
Roottrait Points: 2+[1×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Glt • <i>Magical Strikes/Harm:</i> –
Augmentations: Nml +3; hasten +3; physical strikes +2, physical harm +1; <i>clout</i> +0 (train: sta); <i>dive</i> +0 (train: sta); <i>heed</i> +0 (train: sta); <i>look</i> +3 (train: imp); <i>lurk</i> +0 (train: sta); <i>search</i> +2 (train: imp); <i>toil</i> +2 (train: imp); <i>tumble</i> +2 (train: imp)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (imp) DR 26 <i>diseased</i> (greater)
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> sparse • <i>Magical:</i> sparse

GRAVESTENCH ZOMBIE TEMPLATE
Movement Alterations: walk +4
Harm Yields Alterations: resistant <i>wreck</i> +2, <i>whelm</i> +3
Condition Adaptations Alterations: none
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>slap</i> strikes – base variable harm +1 d-step; <i>vilestench</i> power
Ascension-Point-Value Alterations: +3

FLOPPING ZOMBIE
Tier: Beginning
Liferview: <i>lashful-wicked-inward</i>
Languages: Common + Infernal or Abyssal or Purgatorial
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 2
Roottraits: Brw 1; Lth 1; Smt 0; Wis 0; Glt 1
Hasten: 3
Defenses: Nml 17; Ftl 14; Mfl 13
Grit: 3+2d2 [6]
Pneuma: 5
Harm Yields: susceptible <i>wreck</i> , <i>gleam</i> , <i>gloom</i> , <i>shake</i> , <i>logos</i> , <i>charis</i> , <i>hallow</i> ; vulnerable <i>flare</i> 4, <i>gleam</i> 1, <i>rasp</i> 2; resistant <i>whelm</i> 1, <i>frost</i> 8, <i>shock</i> 5; immune <i>rot</i> , <i>chaos</i> , <i>hubris</i> , <i>heinous</i>
Condition Adaptations: impervious <i>fatigued</i> , <i>exhausted</i> , <i>disoriented</i> , <i>stunned</i> , <i>slowed</i> , <i>paralyzed</i> , <i>incapacitated</i> , <i>nauseated</i> , <i>retched</i> , <i>poisoned</i> , <i>diseased</i> , <i>charmed</i> , <i>enthralled</i> , <i>possessed</i> , <i>confused</i> , <i>deranged</i> , <i>blinded</i> , <i>deafened</i> , <i>stifled</i> , <i>numbed</i>
Lifeskills: <i>clout</i> +1 (sta); <i>dive</i> +1 (sta); <i>heed</i> +0 (sta); <i>look</i> +4 (imp); <i>lurk</i> +1 (sta); <i>search</i> +3 (imp); <i>toil</i> +4 (imp); <i>tumble</i> +4 (imp)
ATTACKS AND POWERS
1 Slap – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +3; <i>wreck</i> (<i>beat</i>) harm 1d2+2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) Option [adjuvant; 1 pneuma]: <i>suffocate</i>
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>grappling</i> – improved
Ascension-Point Value: 3

ALPENGARD | MONSTER STATISTICS

WRITHING ZOMBIE
Tier: Surging Lifewiew: <i>lashful-wicked-inward</i> Languages: Common + Infernal or Abyssal or Purgatorial
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 4
Roottraits: Brw 1; Lth 2; Smt 0; Wis 0; Glt 2 Hasten: 3 Defenses: Nml 21; Ftl 17; Mfl 16 Grit: 9+4d2 [15] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>wreck, gleam, gloom, shake, logos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 4, gleam 1, rasp 2</i> ; <u>resistant</u> <i>whelm 1, frost 8, shock 5</i> ; <u>immune</u> <i>rot, chaos, hubris, heinous</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>dive +2 (sta); toil +5 (imp); search +3 (imp); heed +1 (sta); tumble +5 (imp); clout +2 (sta); look +5 (imp); lurk +2 (sta)</i>
ATTACKS AND POWERS
1 Slap – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +4; <i>wreck (beat) harm 1d4+3 plus heinous harm 1d4</i> Option [adjuvant; 1 pneuma]: <i>squash (1d6)</i> Option [adjuvant; 1 pneuma]: <i>suffocate</i>
Monster and Mortal Powers: <i>ability substitution (Glt); grappling – improved</i>
Ascension-Point Value: 5

SWATTING ZOMBIE
Tier: Helming Lifewiew: <i>lashful-wicked-inward</i> Languages: Common + Infernal or Abyssal or Purgatorial
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 6
Roottraits: Brw 2; Lth 3; Smt 0; Wis 0; Glt 3 Hasten: 3 Defenses: Nml 25; Ftl 21; Mfl 19 Grit: 20+6d2 [29] Pneuma: 15
Harm Yields: <u>susceptible</u> <i>wreck, gleam, gloom, shake, logos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 4, gleam 1, rasp 2</i> ; <u>resistant</u> <i>whelm 1, frost 8, shock 5</i> ; <u>immune</u> <i>rot, chaos, hubris, heinous</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>dive +3 (sta); toil +6 (imp); search +3 (imp); heed +1 (sta); tumble +6 (imp); clout +3 (sta); look +5 (imp); lurk +3 (sta)</i>
ATTACKS AND POWERS
1 Slap – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (beat) harm 1d6+4 plus heinous harm 1d4</i> Option [adjuvant; 1 pneuma]: <i>squash (1d8)</i> Option [adjuvant; 1 pneuma]: <i>suffocate</i>
Monster and Mortal Powers: <i>ability substitution (Glt); grappling – advanced</i>
Ascension-Point Value: 7