

**Armor Class:** Natural armor bonus increases by a number based on the zombie's size:

Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

**Base Attack:** A zombie has a base attack bonus equal to 1/2 its Hit Dice.

**Attacks:** A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

**Damage:** Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's better.)

Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

**Special Attacks:** A zombie retains none of the base creature's special attacks.

**Special Qualities:** A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

**Single Actions Only (Ex):** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

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

**Abilities:** A zombie's Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

**Skills:** A zombie has no skills.

**Feats:** A zombie loses all feats of the base creature and gains Toughness.

**Environment:** Any land and underground.

**Organization:** Any.

**Challenge Rating:** Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/8
1	1/4
2	1/2
4	1
6	2
8–10	3
12–14	4
15–16	5
18–20	6

**Treasure:** None.

**Alignment:** Always neutral evil.

**Advancement:** As base creature, but double Hit Dice (maximum 20), or — if the base creature advances by character class.

**Level Adjustment:** —.

	Kobold Zombie Small Undead	Human Commoner Zombie Medium Undead	Troglodyte Zombie Medium Undead
<b>Hit Dice:</b>	2d12+3 (16 hp)	2d12+3 (16 hp)	4d12+3 (29 hp)
<b>Initiative:</b>	+0	–1	–2
<b>Speed:</b>	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)
<b>Armor Class:</b>	13 (+1 size, +2 natural), touch 11, flat-footed 13	11 (–1 Dex, +2 natural), touch 9, flat-footed 11	16 (–2 Dex, +8 natural), touch 8, flat-footed 16
<b>Base Attack/Grapple:</b>	+1/–4	+1/+2	+2/+3
<b>Attack:</b>	Spear +1 melee (1d6–1/□3) or slam +1 melee (1d4–1) or light crossbow +2 ranged (1d6/19–20)	Slam+2 melee (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
<b>Full Attack:</b>	Spear +0 melee (1d6–1/□3) or slam +0 melee (1d4–1) or light crossbow +1 ranged (1d6/19–20)	Slam+2 melee, (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
<b>Space/Reach:</b>	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	—	—	—
<b>Special Qualities:</b>	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
<b>Saves:</b>	Fort +0, Ref +0, Will +3	Fort +0, Ref –1, Will +3	Fort +1, Ref –1, Will +4
<b>Abilities:</b>	Str 8, Dex 11, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
<b>Skills:</b>	—	—	—
<b>Feats:</b>	Toughness	Toughness	Toughness
<b>Environment:</b>	Temperate forests	Any	Underground
<b>Organization:</b>	Any	Any	Any
<b>Challenge Rating:</b>	1/2	1/2	1
<b>Treasure:</b>	None	None	None
<b>Alignment:</b>	Always neutral evil	Always neutral evil	Always neutral evil
<b>Advancement:</b>	None	None	None
<b>Level Adjustment:</b>	—	—	—