



BOOK OF THE DEAD v1.0

#1 THE BOOK OF THE DEAD

So there we stood at the gates of hell, killing the bad guys. We had won, there was nothing else left to kill. The zombies where dead and all we had left to do was wait for the next spawn...

Swords in hand we waited. What happened next we never expected as something went very wrong with the expected hoard as beasts from other worldly dimensions entered our realm to spew bad news and death to all they faced.

Time to send them back to hell...

OVERVIEW

You can never have too many bad guys and this book is here to help.

This is an unofficial book of enemies for Zombicide using scale figures from other games to be inserted into Zombicide Black Plague or even the classic version of the game if you decide that it's about time the fantasy era came to kick modern days butt!

This "Book of the Dead" is fan work that has been created using miniatures that are publicly available and ideas that will allow them to be used as enemies in the great Zombicide universe.

THE MECHANICS

Creatures from the "Book of the Dead" come from all games and with all types of miniatures.

You may have a miniature you wish to use as an Orc that is different from an Orc that somebody else owns. This second Orc has come from a different publically available source. This rule set allows you to use them.

The only constant is the creatures that are in this book. We will show our inspiration miniature for the entry, but if you have an alternative - then you can use it.

The spawn cards will be custom, but this method has been designed so you can use the ones provided here or very easily make your own from spares you may have.

The spawn cards will not indicate the type of monster that are used with this. They will indicate a **Threat Level**. It is your choice on what creature to use.



#2 THREAT LEVELS AND SPAWNS

THE THREAT LEVEL

This is not how levelled up the creature is in terms of classic role playing, it is simply the level of it in terms of what tier it sits at.

For example, the Zombicide attacking table looks the below in terms of how we attack creatures and in what priority we do this.

1	Survivors
2	Crows Toxic Walkers
3	Classic Walkers Seekers Skinner Walkers
4	Berserker Walkers
5	Toxic Fatties Toxic Abominations
6	Classic Fatties Classic Abominations Skinner Fatties A-Bomb Abominations
7	Berserker Fatties Berserker Abominations
8	Toxic Runners
9	Classic Runners Skinner Runners
10	Berserker Runners
11	Zombie Dogs Crawlers
12	---

This is the targeting order. To make a set of spawn cards that will fit every creature in this expansion set of rules we take the shown priorities and convert them to threat levels.

This means that we have 12 levels today of possible creature, based on their priority which is now a threat level.

The additional level of 12 is to give us full flexibility for our targeting model to go beyond standard monsters such as those from Culuthu Wars in terms of creature and threat size.

The **Threat Level** that is assigned to our creatures puts it in the bottom of the table shown to the left in its specific group. If there are multiple different creatures from this book at the same level and nothing from the table to the left, then there are no restrictions on which is targeted first as they are all at the same **Threat Level**.

A Gelatinous Cube monster with a **Threat Level** of **4** would now have the targeting priority of after the Berserker Walkers but before anything in **Threat Level** of **5** when attacked by players.

A Fire Mephit or a Rat with a **Threat Level** of **1** would now have the targeting priority of after any survivors but before anything in **Threat Level** of **2** when attacked.

This is how we scale creatures to ensure that they are relevant and dangerous to players.

This is a classic spawn card.



In order to use this we either use custom ones or simply modify some spare foreign language spawn cards that we don't' use like this.



The example modified card is meant to be crude, it has been show to demonstrate how easy it is to modify spare foreign language spawn cards so the have a use with this system.

Any creature that has the phrase Unique Creature next to the threat level in its Stats and Information table may only be on the board once. If it dies, it can be spawned again but otherwise is considered a Unique Creature.

SPawning

In play, not all gamers will have the same miniatures. As there are so many versions of miniatures from many different games, you use what you have available to you.

If you do not have the specific miniature for a creature - feel free to use another as you wish. This is about expanding the game not collecting new miniatures.

In this example we are going to assume that we have the following creatures that have come from various games that will have the indicated **Threat Level** from the creatures within this book.

3 Gelatinous Cubes - **Threat Level** of **4**.

4 Rats - **Threat Level** of **1**.

2 Fire Mephits - **Threat Level** of **1**.

The **Threat Level** on the spawn card will correspond to the **Threat Level** from a creature within this book if you are using the custom cards with this expansion.



The value in the semi circle is the **Threat Level** from the creature page while the large white number total creatures of that level to spawn. The symbol above shows a **Threat Level** of **1** with a **2** creatures.

We draw the following spawn card which has been shuffled into our deck.



If we were at **RED** level, we would place 3 Gelatinous Cubes on the table at this spawn point.

If we were at **ORANGE** or **YELLOW** level, we would place a mixture of Fire Mephits and Rats on the table as this spawn point. It does not matter how many of which, the only thing of relevance is the amount of creatures at the indicated **Threat Level**.

If we were at **BLUE** level, we would place a single Fire Mephit or Rat on the table as this spawn point. It does not matter which as before, the only thing of relevance is the **Threat Level**.

A SHORTAGE OF CREATURES!!!

If you find yourself with a lack of creatures then you do the following.

This time our second creature pool is this:

1 Gelatinous Cube - **Threat Level** of **4**.

1 Orc Skeleton - **Threat Level** of **3**.

2 Rats - **Threat Level** of **1**.

2 Fire Mephits - **Threat Level** of **1**.

Rules to bear in mind are this:

If you do not have any creatures of the shown **Threat Level** in your collection then you use the next lowest available creature.

If you run out of creatures of the shown **Threat Level** and have no creature below this level available, then you do nothing. No extra activations happen. These new creatures will already be powerful enough.

Assuming now that you have drawn the spawn card shown on the left.

If we were at **RED** level, we would place 1 Gelatinous Cube on the table at this spawn point. You have no more level 4 creatures so you would then work downwards and place your 1 Orc Skeleton which was at the next below level shown on the card. Finally you would place either 1 Rat or 1 Fire Mephit on the spawn point to end the spawn.

If we were at **ORANGE** level, we would place 2 Fire Mephits and 2 Rats on the table as this spawn point. As there are no more creatures of that **Threat Level** or below in our pool, the spawn would end.

If we were at **YELLOW** level, we would place a mixture of Fire Mephits and Rats on the table as this spawn point. It does not matter how many of which, the only thing of relevance is the amount of creatures at the indicated **Threat Level**.

If we were at **BLUE** level, we would place a single Fire Mephit or Rat on the table as this spawn point. It does not matter which as before, the only thing of relevance is the **Threat Level**.

If you run out of usable monsters having gone down all the Threat Levels, then you must place a Classic Walker.

No matter what spawns on the table, note must be taken of any special rules for the creatures in play.

#3 CREATURE HEALTH POINTS

NOT ALL CREATURES ARE EQUAL

There will come a time that our heroes will fight a creature that has a very large amount of Health Points.

For the sake of this example, something pretty bad spawns with the following stats.

Threat Level:	10
Actions:	3
Health Points:	8
Experience Points:	10
Size:	Medium

Apart from a few weapons that do a very high amount of damage it is not possible for our players to kill this creature easily.

For anything that has **4** or more Health Points **and** the creature comes from this "**Book of the Dead**", you use counters to represent their health.

Anything will do such as these power cubes easily available, whatever you would like to use as counters for the health.



Creatures with this high level of health can be attacked by multiple players over a period of turns as it is generally impossible to have a standard weapon that will kill the creature with a single blow.

Every successful hit takes away the Health Points equal to the damage of the weapon until the creature is reduced to zero.

The Experience Points go to the hero that laid the final blow so that you must plan on who takes down the biggest creatures with care.

#4 CLASSIC ZOMBIKIDE

WHEN TWO WORLDS COLLIDE

The good news is at all times these rules have been created with half an eye on the classic version of Zombicide so that 95% of creatures here will work on the original system. The only question really surrounds magic.

Remember that before placing monsters as we are using the **Threat Level** system, it is always the player's choices as to what they deploy as long as they follow the rules.

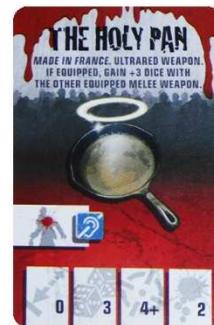
If a player chooses to place a creature that has magical properties - that alone is the player's decision and they must deal with the consequences within the game.

The biggest risk is placing a monster that can only be killed by magic. The classic era does not use magic.

In order to help, we have identified one weapon from the game that is classed as a magical item and can be used.

The downside is you need to be rather skilled to use it - but hey - it's magical!

If you are using the classic version of the game and carrying the below card, this alone does damage to enemies that count as magical.



In the classic version of Zombicide you are allowed to use the **Creature Health Point** system for any creature that can only be killed by magic, no matter what health it has. The magical weapon is a unique item so damage to the creatures must be tracked. This is the only exception under these conditions, otherwise usual combat rules apply.

#5 CREATURE INFORMATION

LET'S TALK ABOUT SOME STATS

We have already spoken about the **Threat Level**, one additional component surrounds this item is the value ***.

If a creature has this value next to its **Threat Level**, it is a unique monster and there **cannot** be duplicates of this creature on the board at the same time. An example is Nocticula as shown below.

Threat Level:	9 ***
Actions:	1 (+1 Ranged Attack)
Health Points:	10 (+ Saving Throw / Escape)
Experience Points:	7
Size:	Large

We also capture the size of the creature. This is generally measured from the head to foot. In the case of a creature like the Zombie Dragon, the measurement will be from the nose to the tip of the tail.

In the stats panel you will often see effects such as **Ranged Attack** or **Saving Throw**.

These effects will be detailed under the gameplay effects section of the details about the creature. They might vary slightly from creature to creature, but the general effect should be the same.

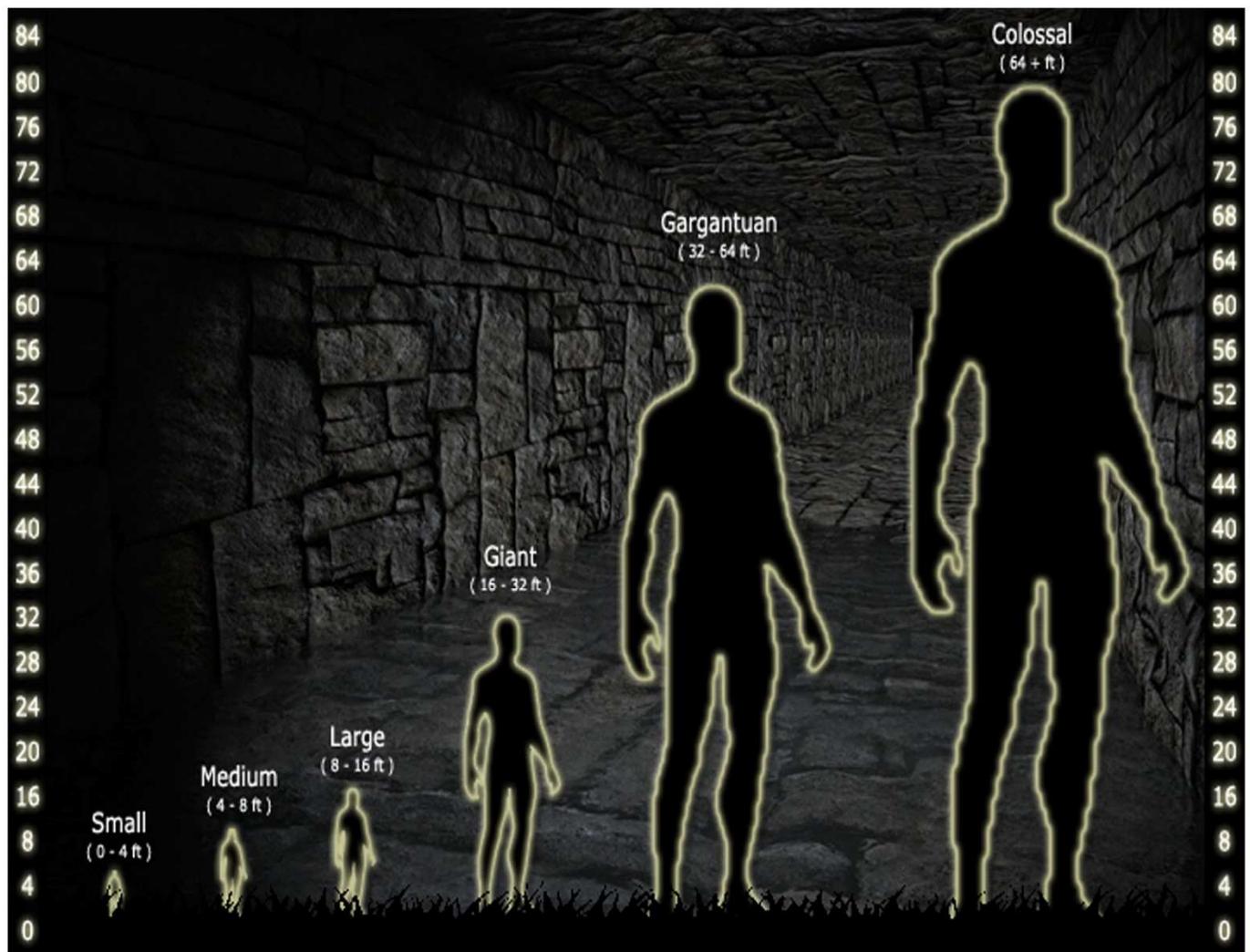
There will be times where you see an item such as **Escape** or something else as shown to the left. This will be detailed in a separate breakout out box and is a unique rule for the creature.

An example is below.

ESCAPE

Nocticula will not be killed by any mortal if she can help it. When her health reaches 3 or below from this point onwards she will move only towards the nearest spawn point and ignore players with the exception of her ranged attack which she will use.

If she makes it to the spawn point she will exit the game by moving off the map and out of play. There will be no experience points if this condition is met.



#6 ALL MINIS ARE EQUAL

LET'S TALK ABOUT MINIATURES

Within the details of each creature we will suggest a miniature that can be used for it.

As a rule of thumb, it was that particular miniature that inspired the creature and the associated rules so it is shown.

It is sensible to assume that not all gamers will have access to all the same miniatures. With this in mind, the picture and suggested miniature is not a hard and fast rule that only be that miniature shown can be used with that creature.

For example, the Omnomination will have a section its page like below with a picture of the miniature like this.



Suggested Miniature

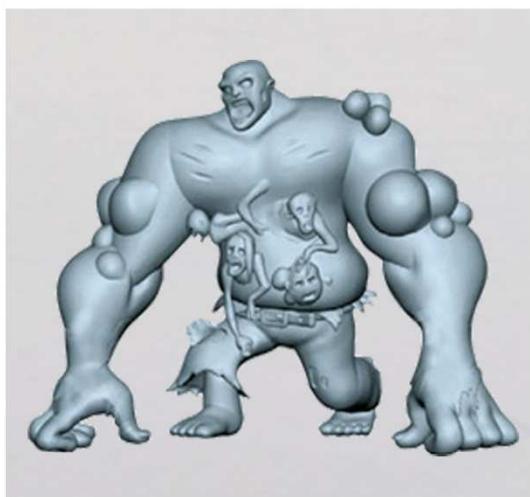
You will also see something like this field of text detailing where the shown miniature game from.

Miniature:
The Others Boardgame / Pride Miniature

If you don't have the game shown or that miniature you can use another from another game.

Assume the Omnomination as we have shown already.

You do not have the required miniature but what you do have is a game called Zombie 15 that has the below character in it.



It is ok to use him for the Omnomination and we welcome that. The only thing that matters is you know what creature that it is supposed to be.

Looking generally at these rules, people will have Skeletons from all sources. The Burning Skeleton that we use comes from D&D Miniatures, however if you own Castle RavenLoft, you have alternative skeletons that can be used (that are also on fire).

The way you use these rules is simply down to your imagination.

The only thing that we ask is you have fun doing it.



#7 SPAWN CARD PRINTING

HOW TO MAKE SPAWN CARDS

The back of this book contains printable pages for custom spawn cards.

The objective is to make a replacement spawn card that will slide over the front of the original cards and replace the values while using the back of the original card.

We took the original Zombicide spawn cards **1 – 54** and replaced **1 – 32**. We then mixed these in with the remaining cards.

The results were as follows.



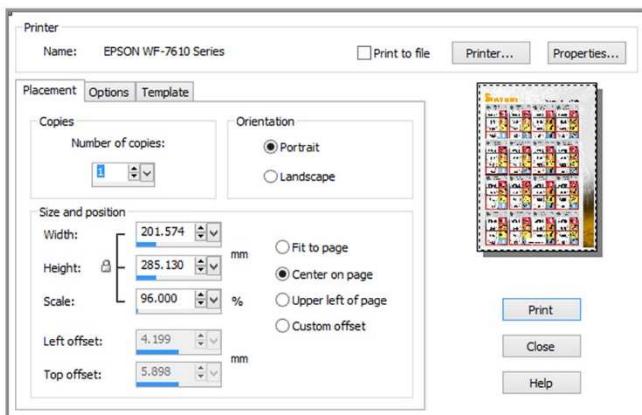
All the original cards are sleeved using the following mini sleeves.



We printed the spawn cards from this book on the following paper.

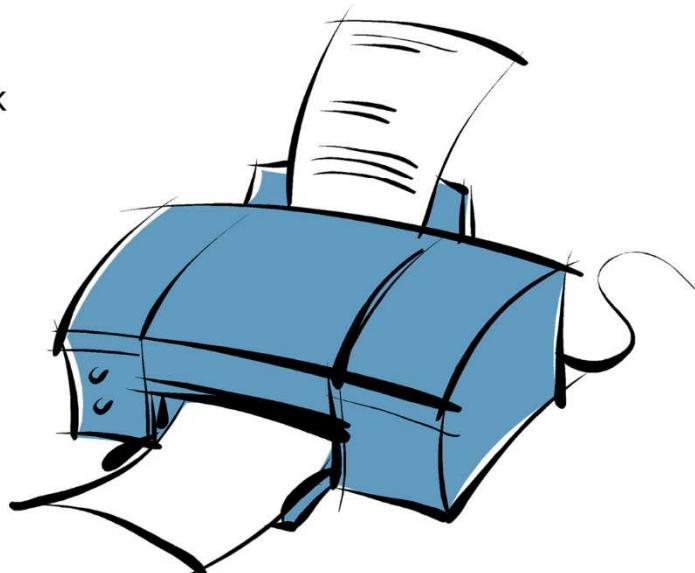


To print we used **Paintshop Pro X5** with the following settings. For our printer we set the scale to **96%** that gave us the best results.



We then carefully cut out the cards. As we had a **Crop-A-Dile Corner Chomper** to hand, we trimmed the corners using **1/8"** cutter but this is by no means needed and simply rounded the edges.

Finally we inserted the cut cards into the mini sleeves preserving the original backs.



ATTIC WHISPERER

BIO

An attic whisperer is reborn as the result of a lonely or neglected child's death. Rather than animating the body of the dead youth, the creature rises from an amalgam of old toys, clothing and other objects associated with the departed child - icons of the child's neglect.

As widely varying materials fuse together to form these creatures, this leads to many attic whisperers with different appearances.

Attic whisperers linger in the places where they were reborn typically old broken homes, orphanages, schools, workhouses and similar places where children might be discarded.

When an attic whisperer is first reborn, it does so without a skull. This does not impact the creature's abilities in any way, but it usually seeks out a small animal's skull as a form of decoration soon after it manifests.



Suggested Miniature

BIO:
paizo.com

Illustration:
nJoo

Miniature:
D&D Miniatures - War of the Dragon Queen 59/60

Creature Rules:
zombies57

GAMEPLAY RULES

There is something about these creatures that fills anyone that finds them with sorry and pity, regardless of any threat that they pose.

Death

When a survivor kills an attic whisperer they must roll **2D6**. If they score doubles then they are consumed with grief and cannot continue. They feel they have slain one of their own family members. That survivor turns ends at this point.

Threat Level:	2
Actions:	1 (+ Status Effect)
Health Points:	1
Experience Points:	1
Size:	Small

STATUS EFFECT

Aura of Sobs

These sad creatures have an aura of sorrow around them. Anybody that is near them can continually hear faint sounds of children crying and asking for their mother. The wailing is distracting and the haunting sobs affects the player's judgement and skill.

If at the start of a player's turn, they are in the same zone as any attic whisperer then they lose all modifications and bonus to weapon combat. No combat skills that enhance any ability can take effect and all weapons only function at their most basic levels displayed on the relevant item card.

As soon a player leaves the zone that the attic whisperer is in or the attic whisperer is killed by a player, then assuming that player does not roll doubles and is consumed by grief, they regain all their bonus and perks.



BANSHEE

BIO

The banshee or groaning spirit, is the spirit of an evil female elf.

Banshees hate the living and they find their presence painful, so they seek to harm whomever they meet.

Banshees appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but it is transparent in sunlight. Most banshees are old and withered, but a few who died young retain their former beauty.

The hair of a groaning spirit is unkempt and wild. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burns brightly in her eyes.

Banshees frequently cry out in pain, hence their name.



Suggested Miniature

GAMEPLAY RULES

Movement

Banshees will ignore walls and doors when moving but otherwise they follow the normal movement rules. They have line of sight to players through any obstacle.

Combat

They can only be killed with a magic weapon or spell.

Noise

Due to their wailing and crying out in pain they have priority on the board from a noise stance.

Any creature that does not have line of sight towards the player will heads towards the banshee following its noise while taking the shortest valid route.

This creature action only stops by either direct line of sight to a player during the movement as it heads towards the banshee or the physical death of the banshee.

Threat Level: 3

Actions: 1

Health Points: 1

Experience Points: 2

Size: Medium



BIO:

vanhiel.com

Illustration:

vanhiel.com

Miniature:

Reaper Miniatures 77096

Creature Rules:

Seijin Zero

BLOOD PRIEST

BIO

More dead than alive, these vile humans belong to a dark cult that hopes to cause the seas of the world to run red with blood as the dead will inherit the earth.

Followers of this cult come from all walks of life and are predominantly human.

They do not believe in divine beings rather they seek the divinity within themselves believing in the death and hate that flows through their own poisoned blood to purge the world of the natural life.

Although not vampires as such, they drink the blood of the dead and the living equally as their only source for thirst quenching. They eat only the raw flesh that they can cut from anything that moves and is alive from which they slice their food from.

Water is seen as an evil and they will never cross it or use it which creates a hygiene problem giving them a unique odour of death because of their eating and drinking habits.

They will ignore all medicines or healing for any ailment or illness. They consider that their body decaying through sickness is their body aligning itself so they can perform the "Cursed Earth" ritual at their moment of death and their poisoned blood will spill on untainted ground.

Philosophers and understudies of the dark arts are prone to joining this cult.

They believe that the rewards of being able to bring death to the world by the spilling of their own blood will be a catalyst for the rising of the blood seas and eternal pain.

The undead largely ignore these figures of death as their poisoned blood smells of death and their body odour is comparable to rotting flesh.

BIO:
zombies57

Illustration:

Miniature:
D&D Miniatures - Desert of Desolation 27/60

Creature Rules:
zombies57

GAMEPLAY RULES

Zombie Turn

At the beginning of the **Zombies' Phase** the blood priest will consider performing the "Cursed Earth" ritual.

This ritual involves self-sacrifice. If the blood priest spills its own blood then the ground will be poisoned and the dead will rise from the poisoned earth.

If the blood priest is **not** on a zone with an existing spawn point then roll **1D6**. If you roll a **6** then remove the blood priest and replace with a spawn point.

This is a new spawn point that is active for the remainder of the game.

Threat Level:	9
Actions:	1
Health Points:	1
Experience Points:	3
Size:	Medium



Suggested Miniature

BONE NAGA

BIO

Created by necromancers in the fires that flow in the river of the dead, and shaped into the hideous form that they now wear. The bone naga appears to be a rotting woman connected at her neck to serpentine body, bristling in an exoskeleton armour of bony white plates. Bone naga's are among the giants of the naga species, but because of their habitats, few tales speak of these creatures.

It is the bearer of the disease of undeath, and its bite can cause festering wounds that carry darker more insidious effects. For the victims of this creature, once bit, they will undergo a change and eventually turn into the zombie.

Targeted by the zombie hunters of the dead due to their vile abilities, these creatures have mostly retreated to dark underground labyrinths or frigid wastes.

When not hunting for food bone naga's tend to laze about their chosen holds waiting for would be heroes to wander into their midst.



Suggested Miniature

GAMEPLAY RULES

This creature is truly powerful and should be fought by only the bravest heroes and with caution.

Combat

If this creature lands a successful attack on a survivor that cannot be countered by armour and the player is still alive then they have been infected by the undeath disease.

Threat Level:	6
Actions:	2 (+ Status Effect)
Health Points:	8
Experience Points:	6
Size:	Giant

STATUS EFFECT

Undeath

The player is infected by undeath. At the beginning of the Players' Phase, roll **1D6**. If the player rolls a **1** then they are subject to **1 Damage**. There is no mitigation for this.

If the player dies then they have turned into a zombie. They will move with other zombies during the Zombies' Phase while following standard zombie rules. They will be first on the targeting priority, have the same amount of actions as they did when they turned and three health points.

If the player survives the mission without dying they are considered cured as they have had a chance to visit a specialist healer.



BIO:

www.enworld.org

Illustration:

www.atomicthinktank.com

Miniature:

D&D Miniatures - Unhallowed 34/60

Creature Rules:

[zombies57](#)

BURNING SKELETON

BIO

Like a normal skeleton, a burning skeleton is the animated bones of the dead. It is a mindless automation that obeys the orders of its masters.

The burning skeleton is also surrounded by an aura of flames that deals fire damage to those it strikes.

A burning skeleton is naked as the flames of the undead have burnt through anything that it may have had owned when it was slain.

It does only what it is ordered to do. It can draw no conclusions of its own and will take no initiative. Because of this limitation, its instructions must always be simple, such as "Kill".

Threat Level: 2

Actions: 1 (+1 Ranged Attack)

Health Points: 2 (+ Saving Throw)

Experience Points: 2

Size: Medium



Suggested Miniature

BIO:

D&D Monster Manual 3.5 / paizo.com

Illustration:

www.dreamstime.com

Miniature:

D&D Miniatures - Deathknell 49/60

Creature Rules:

zombies57 / Steve Urban / Mike B Canada / Frank Clark

GAMEPLAY RULES

The burning skeleton is immune to any magic or weapon that may cause fire damage. It is not possible to attack this creature with elements that it was born of and any fire based attack upon it will fail including any fire based weapons.

It is a skilled combatant and the very nature of it being animated bones makes it almost impervious from damage to anything but non-fire based spells or melee weapons that will physically shatter its bones upon impact.

Combat

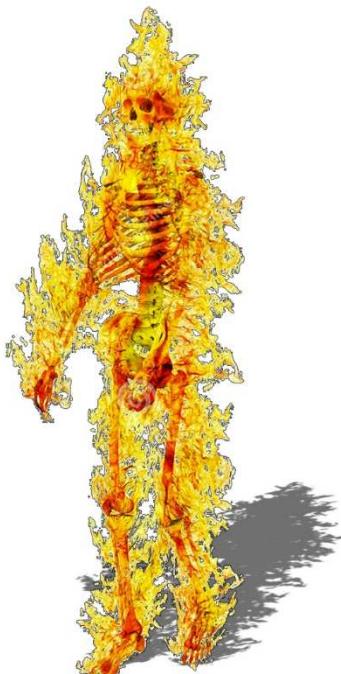
Ranged weapons such as bows have no damage and melee weapons that are non-magical are subject to the below saving throw.

If during melee combat a successfully strike hits the burning skeleton roll **1D6**. If the value of this is lower than the **Accuracy** value on the weapon card that the player is using, the burning skeleton avoids the hit and no damage is taken.

The burning skeleton also has a single ranged attack from its eternal flame. A single survivor in any zone, building or room with a clear line of sight outside of two zones or less are subject **1 Damage** from the burning skeleton as it hurls fire towards its enemies. If inside a building, it can only attack into any adjacent room with this attack.

Death

When the burning skeleton dies, it explodes in a ball of fire doing **1 Damage** to a single survivor in the same zone as it.



CTHULHU

BIO

Cthulhu is a giant monstrosity. He has an octopus for a head and massive wings.

The most detailed descriptions of Cthulhu for those lucky enough to have not seen him had been constructed by an artist after a series of baleful dreams. Cthulhu is said to have...

"Yielded simultaneous visions of an octopus, a dragon, and a human caricature. A pulpy, tentacled head surmounted a grotesque and scaly body with rudimentary wings"

Cthulhu is an elder God also known as a Great Old One that originated from the stars. Now he is settled underneath the ocean in a mysterious place called R'lyeh where he slumbers.

When awakened Cthulhu has a never ending hunger. Anyone who sees This Elder God goes mad with terror. Cthulhu can never die, he only goes back to sleep.

Threat Level:	12 ***
Actions:	1 (+ Devour / Terror)
Health Points:	10 (+ Awaken)
Experience Points:	10
Size:	Colossal



Suggested Miniature

BIO:

Kaila Frazer / lovecraft.wikia.com

Illustration:

fantasticchibirussia.deviantart.com

Miniature:

Reaper Miniatures 77194

Creature Rules:

Kaila Frazer

GAMEPLAY RULES

Movement

As Cthulhu is too large he cannot enter any buildings.

Combat

Cthulhu is immune to any fire attacks. If he is killed the Awaken ability becomes active.

Player Turn and Zombie Turn

At the beginning of the **Players' Phase** check for the Terror action effect.

At the beginning of the **Zombies' Phase** check to see if Cthulhu can Devour a unit.

DEVOUR

Cthulhu must constantly feed. Any unit that is in the same zone as Cthulhu during the start of the **Zombies' Phase** is subject to be eaten. The God must eat **1** of the units in the zone starting from lowest priority. Survivors and companions are always first chosen. If there are both in the same zone as Cthulhu, then the player gets to choose who is devoured.

TERROR

During the **Players' Phase**, any survivor in line of sight of Cthulhu loses **1 action**.

AWAKEN

If Cthulhu is killed, place him face down in the zone of which the elder God was killed. At the end of every subsequent **Zombies' Phase** roll one **1D6**. On a roll of **1** or **2**, Cthulhu has reawakened with full health in that zone.



CTHULHU CULTIST

BIO

They believed that the time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men and women shouting, killing and reveling in joy.

Then the liberated Old Ones would teach them new ways to shout and kill, revel and enjoy themselves as all the earth would flame with a holocaust of ecstasy and new freedom.

Cultists would commonly belong to one of the four larger factions represented by the colour of their robes. Green was Great Cthulhu, Blue was Crawling Chaos, Yellow was the mysterious Yellow Sign and Red was the Black Goat.

Cultists are extremely weak, however due to the great power they bring they must be considered a threat of biblical proportions.

GAMEPLAY RULES

Movement

Cultists should be one of the last characters you move. They are weak and try to avoid battle at all cost and move with others.

They will only move towards the player during the **Zombies' Phase** if there are player enemies in the next zone. They will never enter the same zone as a player unless there is already a player enemy within that zone.

If there are no player enemies in the next adjacent zone and everything else has moved, they will wait. If there is a player in the same zone as them and the cultist is alone, they will move away from the player heading towards the nearest player enemy for protection.

Threat Level:	10
Actions:	1 (+ Status Effect)
Health Points:	1
Experience Points:	2
Size:	Medium

STATUS EFFECT

The Great Cthulhu

The Green cultist boosts creature defence. Any player that attacks any creature in the same zone as the cultist is subject to a **-1** penalty on every dice roll result.

The Crawling Chaos

The Blue cultist creates a mist that causes any ranged weapon to have a **-2** penalty on any die roll result against anything in the same zone as the cultist.

The Yellow Sign

The Yellow cultist will sacrifice himself if there are any other cultists on the board, regardless of colour. Immediately place one Abomination at the nearest spawn point and activate it. Finally remove the Yellow cultist.

The Black Goat

The Red cultist boosts creature agility. Any creature in the same zone gets one extra action point as a bonus to use.



Suggested Miniatures

BIO:

H.P. Lovecraft / Sandy Petersen

Illustration:

Miniatures:

Cthulhu Wars Boardgame

Creature Rules:

Kaila Frazer / Steve Urban

DARK PRIEST

BIO

A dark priest will study death in a way that few others would contemplate.

Motivated by power, knowledge, greed and life eternal, a dark priest stops at nothing in its search for the understanding of life and the secrets it holds via necromancy.

The act of performing necromancy involves magic circles, conjurations, and sacrifices.

Circles are traced on the ground. Various shapes, symbols and letters are placed within that represent a mixture of occult and Christian ideas. The circle empowers and protects the dark priest from demons.

Conjuration is the communication with demons to have them enter the physical world. It employs the power of special words and stances to call out the demons and often incorporates the use of prayers or Christian biblical verses.

Sacrifice is the payment for summoning. It may involve the flesh of a human being or animal.



Suggested Miniature

BIO:

dungeonsmaster.com / en.wikipedia.org

Illustration:

www.thomscottart.com

Miniature:

Pathfinder Battles - Lost Coast 39/45

Creature Rules:

Seijin Zero / zombies57

GAMEPLAY RULES

Combat

This creature has a single ranged attack with its magical staff. One survivor in any adjacent building room or zone with a clear line of sight are subject **1 Damage** from this weapon during the **Zombies' Phase**.

Threat Level:	11
Actions:	2 (+1 Ranged Attack)
Health Points:	6 (+ Status Effect)
Experience Points:	8
Size:	Medium

STATUS EFFECT

Soul Drain

At the end of the **Zombies' Phase** for every survivor that is in the same or adjacent zone for this creature the players must choose three survivors.

If there is less than three then you only pick valid survivors.

Each of these survivors automatically loses **1 health** point, there is no saving throw.

This creature has their health point added to its own health. This creature can surpass its starting health point level and its maximum is 12 health points.

Soul Drain happens no matter what health this creature is on. Any excess health that is not used spawns a classic zombie walker at the nearest spawn point.



DARK VIPER

BIO

Snakes are represented as potent guardians of temples and other sacred spaces.

This connection is grounded in the fact that when threatened they will frequently hold and defend their ground.

First they will resort to a threatening display and then fighting, rather than retreat.

They are natural guardians of treasures or sacred sites which cannot easily be moved out of harm's way.

The dark viper is extremely aggressive and constantly hungry.

When it finds its prey it will attempt to crush the life force from it to restrict the damage that it may sustain itself from an attack and make the prey more palpable for digestion.

Threat Level: 3

Actions: 1 (+ Status Effect)

Health Points: 3

Experience Points: 3

Size: Large



Suggested Miniature

BIO:

[en.wikipedia.org / zombies57](https://en.wikipedia.org/wiki/Dark_Viper)

Illustration:

herschel-hoffmeyer.deviantart.com

Miniature:

D&D Miniatures - Savage Encounters 11/40

Creature Rules:

[zombies57](https://zombies57.com)

GAMEPLAY RULES

Movement

This creature will ignore doors and crawl under them if closed.

Combat

The first player that this creature attacks will be subject to being crushed each turn that this creature lives.

Every turn, the player must roll **1D6** and if they get an **ODD** number then they avoid the crush and only sustain a wound.

This creature will target that same player the next round and again attempt to crush them.

STATUS EFFECT

Crush

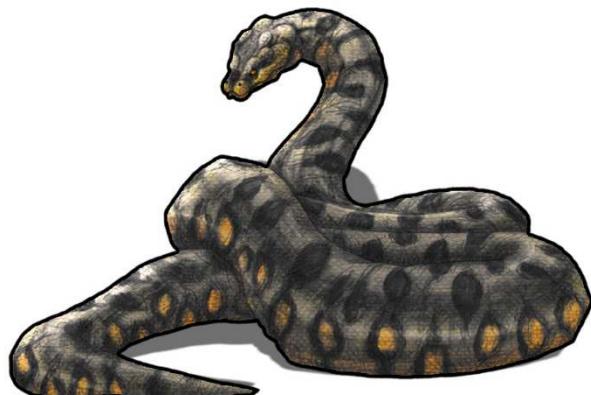
This creature will coil itself around the first survivor that it attacks.

That survivor is severely restricted in their movement and may only perform one action their next turn as well as suffer a wound no matter what level they maybe on.

If another creature attacks the survivor that can cause a loss of an action such as a Rat then all actions are lost for that player.

If there are more than one creature with this ability in the same zone as a player who is being currently crushed then the secondary creature will ignore the player and attack another player if they are in the same zone and then crush them.

This creature will continually crush its prey until it is killed or the prey is dead.



FACELESS STALKER

BIO

Faceless stalkers are dark crimson masses of pliant flesh and scaly skin. Their bodies while humanoid in shape, are completely lacking in facial features. The whole body is covered in the same crimson skin with no difference in colouration anywhere on their bodies. The pliancy of its flesh is also completely inhuman as no creature should be able to move the way faceless stalkers move. It does, however, possess vicious claws.

The ecology of the faceless stalker is unique and wholly unnatural. Their bodies have no bone as they would hinder the elasticity of their bodies.

Instead their entire body is made of the same rubbery flesh. Their feeding is one of the most alien parts of their nature. As they have no mouths they feed on the bodily fluids of their victims by sucking it through proboscis-like feeding tubes.

The most disturbing part of this is that they prefer live victims. While it can't be used as an attack, the sight of a faceless stalking feeding on a bound victim is enough to turn even the most heroic warrior's stomach.



Suggested Miniature

BIO:

pathfinder.wikia.com

Illustration:

jade-regent-journey-of-adventure.obsidianportal.com

Miniature:

Pathfinder Battles - Rise of the Runelords 6/65

Creature Rules:

[zombies57](#)

GAMEPLAY RULES

The faceless stalker is a fast and dangerous creature.

Its vile body and unnatural movement is nausea inducing for any survivor that is within the same zone as it causing violent spasms and sickness.

This creature should not exist and simply never been seen by the naked eye, it is a thing of nightmares.

Player Turn

At the start each players turn, any player who is in the same zone as this creature must make a saving throw against the status effect as detailed below.

Threat Level:	6
Actions:	2 (+ Status Effect)
Health Points:	3
Experience Points:	4
Size:	Medium

STATUS EFFECT

Nausea

This creature is so disgusting and causes anything near it to suffer from violent spasms and sickness.

For every player in the same zone as this creature roll **1D6** for each faceless stalker in this zone. For every odd number rolled, the player misses one action.

Repeat this for all players when they take their turn.



FIRE MEPHIT

BIO

This creature comes from the Elemental Plane of Fire.

The ground of its birth is nothing more than great, ever shifting and changing plates of compressed flame. The air ripples with the heat of continual firestorms and the most common liquid is magma, not water.

The oceans are made of liquid flame and the mountains ooze with molten lava. Fire survives here without need for fuel or air.

Fire mephits are roughly humanoid in their appearance and approximately four feet in height.

The fire mephits has a breath weapon, which can usually do minor elemental damage, though it is mostly intended to ward off would-be attackers.

GAMEPLAY RULES

Combat

The fire mephit is immune to any weapons or magic that may cause fire damage.

It is not possible to attack this creature with elements that it was born of and any fire based attack upon it will fail.

The fire mephit also has a single ranged attack from its elemental breath. A single survivor in any adjacent zone, building or room with a clear line of sight are subject **1 Damage** from the fire mephit as it spits its firey breath.

Threat Level:	1
Actions:	1 (+1 Ranged Attack)
Health Points:	1
Experience Points:	1
Size:	Small



Suggested Miniature

BIO:

en.wikipedia.org / www.dandwiki.com

Illustration:

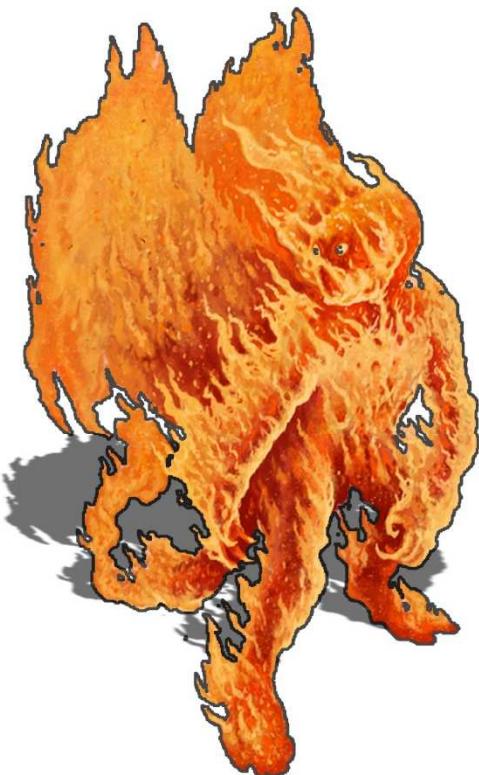
www.christopherburdett.com

Miniature:

D&D Miniatures - Unhallowed 52/60

Creature Rules:

zombies57



GELATINOUS CUBE

BIO

A gelatinous cube looks like a transparent ooze of mindless, gelatinous matter in the shape of a cube.

It slides absorbing everything in its path, digesting everything organic and secreting non-digestible matter in its wake.

Contact with its exterior could result in a paralyzing electric shock, after which the cube will proceed to slowly digest its stunned and helpless prey.

Reproduction is through a form of asexual 'budding', in which a smaller, stub cube is left behind in a side corridor to grow into a full-sized cube, although these stub cubes run the risk of being absorbed by their own parent on its next trip down the corridor.

Gelatinous cubes typically live underground.



Suggested Miniature

BIO:

en.wikipedia.org

Illustration:

AD&D 2nd Edition

Miniature:

Reaper Miniatures 77305

Creature Rules:

Steve Urban

GAMEPLAY RULES

Combat

If a survivor suffers a wound from the cube, that player must discard one equipped item to represent the cube dissolving / absorbing something.

Player Turn and Zombie Turn

At the beginning of the **Players' Phase** and the **Zombies' Phase** check the sticky ground status effect for any survivors or creatures that are impacted.

Threat Level:	4
Actions:	1 (+ Status Effect)
Health Points:	2
Experience Points:	3
Size:	Large

STATUS EFFECT

Sticky Ground

During the **Players' Phase** a survivor cannot leave a space with a cube in it, even if they have enough action points to escape.

During the **Zombies' Phase** any creatures that are in the same zone as the cube must move with it to the next adjacent zone if they are non-flying.

Any creature that moves into the same zone as the cube during part of their movement action must stop.

Extra activations are not permitted for any creature in the same zone as a cube.



GOBLIN DOG

BIO

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul tempered. It's no surprise that goblins find kindred spirits in these shunned, foul and disgusting beasts.

Constantly itching, afflicted with a species wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large.

Their long-legged shape and proclivity to hunt and run in packs earned them their popular name.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash".

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease.

GAMEPLAY RULES

Combat

For each successful wound a player receives from the goblin dog, there is a chance that they may be infected with goblin rash.

Roll **1D6**. If the player rolls a **1** then they have contracted goblin rash and must roll **2D6**.

The lowest number is the amount of turns they are sick for, the highest number is the amount of actions per turn they miss. If the actions per turn exceed the number that the player has, then they miss their turn until the sickness passes.

Any secondary attacks on a sick player by a goblin dog does not add additional disease as they are already sick.

Threat Level:	10
Actions:	3
Health Points:	1
Experience Points:	2
Size:	Medium



Suggested Miniature

BIO:

www.d20pfsrd.com

Illustration:

andyh-rise-of-the-runelords.obsidianportal.com

Miniature:

Pathfinder Battles - We Be Goblins 6/12

Creature Rules:

[zombies57](#)



HOLLOW SPIRIT

BIO

Hollow spirits are in essence the spirits of good people that simply did not want to give up on mortal life.

The act of destruction brought to the vessel that used to carry the spirit around the mortal world was so shocking for the spirits as they did not want to go, they have clung to a spiritual hollow existence. How long have these spirits been waiting, the time is undetermined but the only goal is they each await a chance to escape the spirit world and become whole again. To do this they must find any human vessel that they can join with in a shared existence.

The spirit world is a corrupt place and there is dark evil and the holy light are forever fighting an eternal war. The chaos of this over time has degraded the moral compass of the hollow spirits and any joining with a human vessel will bring unexpected results as the human soul fights the unwanted dark passenger of the hollow spirit.

The only way anyone can be released once they are bonded with a hollow spirit is to take them to the point of no return, the point of death.



Suggested Miniature

BIO:
zombies57

Illustration:

Miniature:
Reaper Miniatures 77007

Creature Rules:
Seijin Zero

GAMEPLAY RULES

Combat

Hollow spirits exist simply to be whole again. After the first successful attack on any player, that player is not wounded but the status effect is introduced as below for that player alone and the hollow spirit is removed from play as it has joined with the player and they are now possessed.

Threat Level:	5
Actions:	2 (+ Status Effect)
Health Points:	1
Experience Points:	1
Size:	Medium

STATUS EFFECT

The Possessed

The player is possessed and until cured, at the start of every turn roll **2D6**. Action the results as below if possible. If they cannot be actioned then play as normal with no effect.

- 02- 07** No effect, play as normal.
- 08** Open any door in the current zone.
- 09** Move to nearest clear zone and continue if possible.
- 10** Discard all carried equipment in hands.
- 11** Move towards nearest zombie and attack if possible.
- 12** Immediately attack nearest player with strongest weapon in hand.

The Cured

The cure is to take the possessed player to the point of death. They must be killed by either an enemy or another player.

Once the possessed player is dead, roll **1D6** and if the result is an even number, they survive and are alive with a single health point and no longer possessed.

KING IN YELLOW

BIO

As an avatar of Nyarlathotep or possibly Hastur. The King in Yellow usually takes the form of a gigantic human who is dressed in tattered yellow robes, occasionally with wings.

He usually is seen wearing the Pallid Mask which is used to conceal the hideousness of his deformed appearance.

Worship of the King in Yellow has increased dramatically in recent years. Many artists and intellectuals have fallen under the King's sway.

Everywhere he goes he leaves a path of destruction with a yellow sign, converting people to his control who only have a single message to those they encounter...

Have you seen the yellow sign?



Suggested Miniature

BIO:

Kaila Frazer / kinginyellow.wikia.com

Illustration:

Miniature:

Cthulhu Wars Boardgame

Creature Rules:

Kaila Frazer

GAMEPLAY RULES

Combat

If attacked, the King in Yellow will use his Screaming Dead ability.

Zombie Turn

The King in Yellow has special rules that apply before the start and also during the **Zombies' Phase**. Both the Desecrate and the Summon skills are detailed below.

Threat Level:	6 ***
Actions:	1 (+ Desecrate / Summon)
Health Points:	4 (+ The Screaming Dead)
Experience Points:	6
Size:	Large

DESECRATE

During each **Zombies' Phase** place a single marker token in the zone where the King in Yellow is.

Any survivor moving through a zone with a marker token has to use **2** actions to move instead of **1**. There can only be **1** token per zone. All markers are removed when the King in Yellow has been defeated.

SUMMON

At the start of every **Zombies' Phase** before any spawning or movement, place a single Classic Walker in the same zone as the King in Yellow.

THE SCREAMING DEAD

If the King in Yellow takes damage from any survivor, the King in Yellow will summon the dead and **immediately** bring all zombies in adjacent zones to his zone.

KOBOLD

BIO

Kobolds are small creatures with hairless hides, reptilian heads and tails. Their hides are typically a rust-brown or reddish black colour, with ivory-coloured horns. Their heads are described by some as dog-like and crocodile like to others. They can see accurately even in lightless conditions up to sixty feet away. Kobolds are described as smelling like a cross between damp dogs and stagnant water.

Unlike dragons, kobolds are cold-blooded. The scales covering their bodies are like that of an iguana or other large lizard. The scales that cover their tails are very fine, so that they resemble the naked tails of rats.

Kobolds lose and gain new teeth throughout their lives, often saving them and making necklaces. Kobolds favour raggedy-looking red or orange clothing made from leather or the silk of giant spiders. They never wear shoes, but they are fond of jewellery and other ornamentation.

GAMEPLAY RULES

Although nothing to fear on its own, groups of kobolds can prove challenging for any group of players that face them.

Threat Level:	3
Actions:	1
Health Points:	1
Experience Points:	1
Size:	Small



Suggested Miniature



BIO:

en.wikipedia.org

Illustration:

www.giantbomb.com

Miniature:

[Pathfinder Battles - Legends of Golarion 4/55](#)

Creature Rules:

[zombies57](#)

LIVING STATUE

BIO

Living statues are made out of rock. They are created to resemble normal decorative non-magical statues.

Contrary to their name, they are not "alive" but animated by magic. Living statues appear to be normal in every way, and are often placed among several other "normal" statues of the same material and style to take advantage of this camouflage. Most living statues are human shaped.

Living statues are immune to magic, poison, sleep, disease and necromantic effects.

A living statue has an outer crust of stone but is filled with hot magma fiery lava. The type of stone varies, but granite and marble are most common.



Suggested Miniature

GAMEPLAY RULES

Combat

Living statues are only susceptible to melee hand to hand combat attacks. Any ranged attack has no effect on them and they are immune to magical attacks, fire and acid.

If a magical weapon is used in melee combat, it will have a reduced effect and only cause the minimum of damage. All damage done by any magical type weapon is halved and rounded down as long as the value does not fall below one.

Death

When the creature dies, the inner magma erupts and fiery lava sprays burning every creature and survivor in this zone that is not immune to fire damage. Anything that is subject to this effect immediately loses a single health point. The only exception is any creature or survivor that maybe flying.

In addition to the inner magma effects, the weapon that laid the final blow against the creature is destroyed and removed from play. The lava wrecks the weapon beyond repair – there is no exception for this.

Threat Level:	4
Actions:	1 (+ Status Effect)
Health Points:	5
Experience Points:	5
Size:	Medium

STATUS EFFECT

Power in Numbers

Living statues are more powerful in groups.

BIO:
pandius.com

Illustration:

Miniature:
D&D Miniatures - Desert of Desolation 2/60

Creature Rules:
zombies57

LORD OF THE UNDERWORLD

BIO

The Lord of the Underworld is a demon from hell that embodies a sin or negative emotion and that feeds on the darker parts of the mortal psyche like rage, hunger, and desire.

According to lore, although once a sprit this creature became a demon when its spirit was denied its original purpose. This denial is said to have occurred when it was forced to do something that greatly conflicted with its original nature. The result was that the spirit rebelled and explored mortal minds, dreams and negative emotions and darkest memories of the most insane of mortal men that walked the land.

The Lord of the Underworld wields a fire whip of which it uses to burn anything that stands in its way while only using its sword should anything be lucky enough to get close to it.

While this creature walks the land of the men it is constantly feeding on emotions and regenerating itself fuelled by the thoughts of those that it seeks to destroy.



Suggested Miniature

BIO:

dragonage.wikia.com / zombies57

Illustration:

r-dwma.wikia.com

Miniature:

Pathfinder Battles - Legends of Golarion 54/55

Creature Rules:

Sejin Zero / zombies57

GAMEPLAY RULES

Combat

This creature has a single ranged attack from its fire whip. A single survivor in any adjacent zone, building or room with a clear line of sight are subject **1 Damage** from this weapon during the **Zombies' Phase**.

Threat Level:	12 ***
Actions:	1 (+1 Ranged Attack)
Health Points:	8 (+Regeneration / Hellbound)
Experience Points:	10
Size:	Giant

REGENERATION

The Lord of the Underworld is constantly feeding on survivors emotions. At the end of the **Zombies' Phase** for every survivor that is in line of sight of this creature roll **1D6** regardless of this creature's health.

On a **1**, the survivor is subject to having their emotions drained. They lose **1 action** on their next turn while this creature will recover **1 health** point up to its maximum health.

HELLBOUND

This creature can never truly die. The only way to deal with it is to return it to hell and send it back where it came from. This is only possible if it's **final** health point is taken from it while it is on any spawn point.

If the creature is not on a spawn point while on a single health point, it cannot be returned to hell and will not lose the final health point.



MEDUSA

BIO

Collectively known as Medusae, they will typically inhabit temperate marshes and usually make their lairs in caves or ruins.

Medusae are indistinguishable from normal humans at distances greater than 30 feet.

Often they will wear garments that enhance their bodies while hiding their faces behind hoods or veils.

The most striking characteristic of female medusae is the mass of writhing poisonous snakes atop their heads. They otherwise appear as humans of their gender, save for their fangs and scaly skin.

Like the gorgon of legend, the gaze of a female medusa can turn one into stone.

Threat Level: 12

Actions: 1 (+1 Ranged Attack / Status Effect)

Health Points: 2

Experience Points: 10

Size: Medium



Suggested Miniature

BIO:

www.dandwiki.com / en.wikipedia.org

Illustration:

Miniature:

D&D Miniatures - Dangerous Delves 29/40

Creature Rules:

zombies57

GAMEPLAY RULES

Combat

This creature has a single ranged attack with its bow and arrow in addition to its single action and status effect. One survivor in any adjacent building room or zone with a clear line of sight are subject **1 Damage** from this weapon during the **Zombies' Phase**.

Zombie Turn

At the beginning of the **Zombies' Phase** check to see if any players or creatures have been subject to medusas status effect.

STATUS EFFECT

Turn to Stone

A medusa can turn to stone any creature that it gazes upon and their eyes meet.

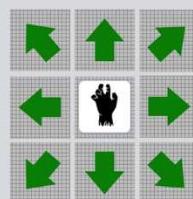
Every zone adjacent to a medusa including the zone that it stands in is subject to the following.

The only exception is of the adjacent zone has a wall or is a building that blocks line of sight.

Everything is effected if they non-element based and has eyes. A hollow spirit or a skeleton would not be effected as they have no eyes, but a zombie would be.

If the creature is represented by multiples such as crows, then it is considered they are all subject to the same effect.

Below is a diagram to show the zones where the medusa is in the centre.



Roll **1D6** for each zone. That amount of characters or creatures are at risk from the gaze of the medusa.

Working from survivor as a first target and then up the threat level list, roll **1D6**. If you roll a **1** or a **2** then that character or creature is turned to stone and removed from play.

If the creature is considered to have no eyes then you move to the next available target.

MIMIC

BIO

A mimic can assume the general shape of any object such as a massive chest.

The mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic closely can detect the ruse. Of course, by this time it is generally far too late.

Mimics are asexual, and reproduce via spores. Once a mimic controls enough food and territory, it undergoes an involuntary internal change called spatter-spawning. The process is the laying out a large, thick glue-carpet of spore-rich protoplasm thirty or more feet in diameter. Having marked the walls and floor of a particular cavern or ruin with this stinking graffiti, it departs, never to return.

Immature mimics bud out of the whitish glue-carpet, forming chitin-plated plasmoids the size of housecats. They are immediately ambulatory and capable of camouflage. These mimics feed upon the glue-carpet, each other, and those helpless scavengers attracted by the stench and subsequently trapped by the glue.



Suggested Miniature

BIO:
pathfinder.wikia.com

Illustration:
Ben Wootten

Miniature:
Pathfinder Battles - Dungeons Deep 14/51

Creature Rules:
zombies57

GAMEPLAY RULES

Although the mimic can usually be seen as a large chest due to its mimic abilities, it is still generally a small creature in height.

Combat

Slow and crawling with a hefty gift of health. This creature is more of a pain to deal with due to its sticky status effect should a melee weapon miss and the survivor then needs to deal with consequences of this.

Threat Level:	7
Actions:	1 (+ Status Effect)
Health Points:	5
Experience Points:	5
Size:	Small

STATUS EFFECT

Sticky

The mimic is a slightly sticky creature due to the glue-carpet spatter-spawning process.

During combat, any survivor that misses any melee attack against this creature loses one action their next turn as they need to deal with the glue residue on their weapon.

A maximum of one action can be lost per survivor, no matter how many times they miss their attacks the turn before.



MINOTAUR

BIO

Minotaurs have been said to live on the isles of Mithas and Kothas, on the north-eastern shores of the Blood Sea of Istar.

They can live to be about 150 years old and are intensely proud creatures, growing much larger than a standard human with horns of up to 24" long. Minotaur are half human and half bull.

Minotaur's are known to worship the demon lord Baphomet who rules a layer of the Abyss called the Endless Maze.

In order for one to advance in the minotaur society, they must fight in the Great Circus. Only champions of the Great Circus can be leaders as they believe that might makes right.

Nothing is more important to a minotaur than his or her honour.

As far as weapons and armour go, they don't really need any. Their thick hides will protect them from some attacks, and their horns and limbs are deadly. Most warriors carry either a two-handed axe or other slashing weapons if they choose to arm themselves.



Suggested Miniature

BIO:

en.wikipedia.org / www.dlnexus.com

Illustration:

nerdwerds.blogspot.co.uk

Miniature:

Pathfinder Battles - Heroes & Monsters 30/40

Creature Rules:

zombies57

GAMEPLAY RULES

Movement

During the **Zombies' Phase**, if there is direct line of sight to a player who is not inside a building, this creature will charge towards it moving **2 Zones** per action.

If it cannot see a player it will lumber as per normal and only move **1 Zone** per action.

Threat Level:	7
Actions:	1
Health Points:	7
Experience Points:	5
Size:	Large



MUMMY

BIO

Created to guard the tombs of the honoured dead, mummies are ever vigilant for those who would desecrate their sacred ground.

Mummies are created through a rather lengthy and gruesome embalming process, during which all of the body's major organs are removed and replaced with dried herbs and flowers. After this process, the flesh is anointed with sacred oils and wrapped in purified linens. The creator then finishes the ritual with a create undead spell.

Although most mummies are created merely as guardians and remain loyal to their charge until their destruction, certain powerful mummies have much more free will.

Easily the most feared ability of mummies is their notorious curse - mummy rot. Both a disease and a curse, this affliction proves exceptionally difficult to deal with where there are multiple mummies in the vicinity.



Suggested Miniature

GAMEPLAY RULES

The mummy is a slow shambling creature that drives fear into anyone that happens to be unlucky enough to encounter it. This is mainly due to the terrible disease it is carries which spreads upon any physical contact, mummy rot.

Combat

If a mummy lands a successful hit on a player that cannot be countered, that player has contracted the mummy rot disease and is subject to the status effects of illness until there are no mummies left alive.

Threat Level:	2
Actions:	1 (+ Status Effect)
Health Points:	1
Experience Points:	1
Size:	Medium

STATUS EFFECT

Mummy Rot

After a player has been wounded by a mummy they have mildly contracted mummy rot disease. Immediately at the start of their next turn and repeated until all the mummies are dead, that player loses one health point.

There is no mitigation for this.



BIO:

www.d20pfsrd.com

Illustration:

www.johnmsteele.com

Miniature:

Pathfinder Battles - Heroes & Monsters 15/40

Creature Rules:

zombies57

NIGHTGAUNT

BIO

Sages say that nightgaunts guard Ngranek, an infamous mountain on the isle of Oriab in the Dreamlands. They are said to capture unwary climbers and will tickle them into submission with their claws and barbed tails and carry them to the lower reaches of the Dreamlands.

They have a vaguely human shape, but are thin, black, and faceless. Their skin is slick and rubbery. On their heads they have a pair of inward-facing horns and have clawed hands and a long barbed tail which is used to "tickle" their victims into submission.

They can fly using a set of membranous wings but they do not like to fly over bodies of water.

They make no sound.



Suggested Miniature

GAMEPLAY RULES

Movement

This creature will use its fly ability when it is moving.

Combat

During combat this creature will use its steal ability.

Threat Level:	1
Actions:	3 (+ Fly / Steal)
Health Points:	1
Experience Points:	1
Size:	Medium

FLY

A nightgaunt moves towards the closest survivor on the board moving **3** zones per action as it is flying.

If it takes less zones to reach the closest survivor it will stop moving at that point.

STEAL

Once in the same zone as the survivor, the nightgaunt will steal **1** action from the next turn of that survivor.

Once the nightgaunt has stolen an action it will move to the next closest survivor if it has any moves left. The nightgaunt does not deal any damage and can only remove **1** action per survivor in the same zone during each **Zombies' Phase**.

BIO:

en.wikipedia.org

Illustration:

rpg.drivethrustuff.com

Miniature:

Cthulhu Wars Boardgame

Creature Rules:

Kaila Frazer



NIGHTWALKER

BIO

This creature is a sentient undead monster from the "Plane of Shadows".

It has been said that nightwalkers are the shades of extremely strong willed and evil mortals whose ancient and unyielding will and malice allowed them to hold and keep their corporeal shape.

Their bodies look like they are made of shadow-stuff smooth and hairless, with a vaguely humanoid form.

A nightwalker is unnatural and malicious and it takes delight in the corruption and suffering of others. It is a creature of both death and shadows and had enormous powers over darkness.

It is made more frightening by its odd alien appearance and spellcasting powers and is surrounded by an evil aura of desecration that can draw life from the living.

Its power is considerably enhanced while in darkness and it is greatly weakened by natural sunlight.



Suggested Miniature

BIO:

forgottenrealms.wikia.com

Illustration:

Miniature:

D&D Miniatures - Savage Encounters 26/40

Creature Rules:

zombies57

GAMEPLAY RULES

Movement

Regardless of its size, this creature can enter buildings due to its shadow-stuff form. Away from natural sunlight inside a building this creature goes stronger and if inside, it will recover **1 health** point each **Zombies' Phase** up to its starting health value.

Player Turn

When a player successfully strikes this creature it will attempt to use magic in combat. Immediately roll **1D6** and refer to the magic chart below for effects.

Threat Level:	5
Actions:	1
Health Points:	8
Experience Points:	8
Size:	Giant

MAGIC CHART

2, 4, 6	No magic is cast
1	Crush Item
3	Evil Gaze
5	Summon Undead

Crush Item

The weapon that laid the damaging blow to the nightwalker is crushed to dust within the survivor's hands.

Evil Gaze

The survivor who attacked the nightwalker is filled with fear and their turn must end immediately until the next round.

Summon Undead

The night stalker summons **1D6** of classic zombies into its current zone.

Nocticula

BIO

Nocticula is a demon lord who concerns herself with the metaphysical qualities of darkness and lust. She excels in seduction, beauty, cruelty and sadism.

Her true form as a curvaceous succubus, wearing her dark hair in a complex style. Her eyes are devoid of pupils, her fingers are tipped with talons, and her feet end in stony hooves that exude red-hot, liquid iron. Her bat-like wings are covered with glowing runes, and three stinger-tipped tails complete her demonic visage. She often shifts her form to meet the deepest, darkest desires of those observing her.

She is a cruel sadist on one hand while also a seductive beauty on the other, she is patron to traitors, assassins and succubi.

Nocticula's favoured weapon is Shadowkiss, an unholy hand crossbow that will magically create ammunition as it fires.



Suggested Miniature

GAMEPLAY RULES

Combat

In addition to her one action, Nocticula has a single ranged attack with Shadowkiss, her crossbow. A survivor in an adjacent zone, building or room with a clear line of sight are subject to taking **1 Damage** each turn while Nocticula lives due to this attack.

Nocticula will constantly be trying to seduce male survivors. If during combat with a male survivor a successfully strike hits Nocticula roll **1D6**. If the value of this is lower than the **Accuracy** value on the weapon card that the survivor is using, he is temporary seduced and the attack fails.

If her health reaches 3 or below she will use her escape ability.

Threat Level:	9 ***
Actions:	1 (+1 Ranged Attack)
Health Points:	10 (+ Saving Throw / Escape)
Experience Points:	7
Size:	Large

ESCAPE

Nocticula will not be killed by any mortal if she can help it. When her health reaches 3 or below from this point onwards she will move only towards the nearest spawn point and ignore players with the exception of her ranged attack which she will use.

If she makes it to the spawn point she will exit the game by moving off the map and out of play. There will be no experience points if this condition is met.



BIO:

pathfinderwiki.com

Illustration:

pathfinderwiki.com

Miniature:

Pathfinder Battles - Wrath of Righteous 45/55

Creature Rules:

zombies57

OCHRE JELLY

BIO

The ochre jellies body is made up of yellow and orange coloured acid which is capable of dissolving any organic material.

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

They lurk slowly creeping along floors, walls and ceilings, under and through doors and cracks looking for victims.

When a victim is found, the ochre jelly will extend itself and latches onto them, then proceeding to constrict and engulf them. The jelly exudes pseudopods to slam and grapple foes in combat.



Suggested Miniature

GAMEPLAY RULES

Combat

If a survivor suffers a wound from the jelly, that player must discard one equipped item to represent the jelly dissolving / absorbing something.

Player Turn and Zombie Turn

At the beginning of the **Players' Phase** and the **Zombies' Phase** check the sticky ground status effect for any survivors or creatures that are impacted.

Threat Level:	5
Actions:	1 (+ Status Effect)
Health Points:	3
Experience Points:	4
Size:	Large

STATUS EFFECT

Sticky Ground

During the **Players' Phase** a survivor cannot leave a space with a jelly in it, even if they have enough action points to escape.

During the **Zombies' Phase** any creatures that are in the same zone as the ochre jelly must move with it to the next adjacent zone if they are non-flying.

Any creature that moves into the same zone as a ochre jelly during part of their movement action must stop.

Extra activations are not permitted for any creature in the same zone as an ochre jelly.

BIO:

forgottenrealms.wikia.com

Illustration:

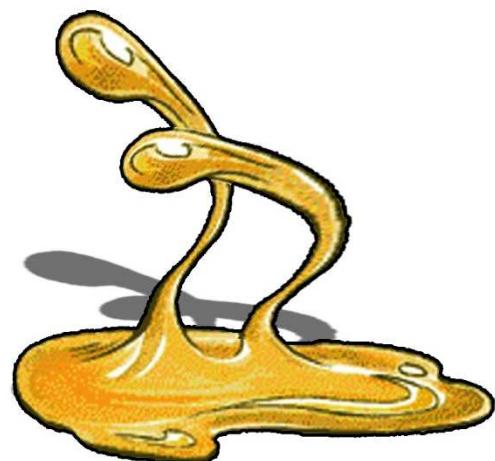
www.lomion.de

Miniature:

Pathfinder Battles - Dungeons Deep 28/51

Creature Rules:

zombies57



Omnomination

BIO

The Omnomination is an alpha predator of giant proportions, seeking out only the mightiest heroes to prey on.

Driven by the losses at the hands of the hero resistance, the Necromancers sought to create a zombie immune to Dragon Fire. Their efforts cumulated in creating a single beast, the pinnacle of their darkest magic. This nightmare proved too much even for them to control however, now it roams the land in search of its next meal.

The creature is hungry and will devour every living thing in its path. With its tentacles it will pull any reckless hero into its massive maw.

The chances of survival are slim and only in great numbers can this creature be beaten, however even the wise will tell you that your best defence is to follow the learned rule to survive an attack by the Omnomination, which is to run.



Suggested Miniature

BIO:

Bryan Sharkey

Illustration:

Miniature:

The Others Boardgame / Pride Miniature

Creature Rules:

Bryan Sharkey

GAMEPLAY RULES

Movement

The Omnomination will only move towards survivors if it **cannot** attack any survivors in its current zone or adjacent zone. Adjacent zones are only valid if they are not blocked by walls or closed doors.

Combat

The Omnomination is immune to Dragon Fire. It can only be damaged by attacks that do **3 Damage** or more.

Assuming that a survivor is present in the zone, the Omnomination will attack and the target is instantly killed by devouring it. The target can be a companion or a survivor who is in the same zone.

If there is no target in the same zone then it will reach into an adjacent zone and grab a target with its tentacles and they will be devoured.

With a choice of multiple targets such as companion or survivors, the players decide who will be sacrificed.

Zombie Turn

At the end of the **Zombies's Phase** this creature will use its grab ability.

Threat Level:	12 ***
Actions:	1 (+ Grab)
Health Points:	6
Experience Points:	10
Size:	Giant

GRAB

At the end of the **Zombies' Phase**, any survivor or companion in any adjacent zone that is not blocked by walls or closed doors are grabbed by the Omnomination and pulled into its current zone.

Orc

BIO

Orcs range in colour from forest green to pale teal. Occasionally, some Orcs are born with grey skin. Though rare, grey skinned Orcs are afforded special status in the Orc society. Orc hair is typically thin, wiry, and jet-black, even in old Orcs. Orcs have a set of massively enlarged lower incisors which contributes to the Orcish tenancy to drool.

Orcish society is tribal, each tribe is ruled by the Oligarchy. This is lead by the Kish'ku or "Chieftan".

The Kish'ku may appoint an arbitrary number of advisers, to aid them in their campaigns. Such advisers are called Mik'Tow, roughly translated "Officer".

Also, a single Moot, or "Shaman" is assumed to speak for the tribe's totem spirit as well as the departed dead. As such, the word of the Moot carries much weight and even the Kish'ku is beholden to it, to some degree.

The Moot advises the Kish'ku as the will of the tribe's totem spirit and of the dead. Most of what the Moot does is designed to placate or earn the favour of the spirits, especially before a major battle or the beginning of a military campaign.

All other able bodied males are hunters who ensure the day-to-day needs of the tribe are met or warriors.

Female Orcs are trained as equals until they reach maturity. At that time, they must fight hand-to-hand against a male Orc of the same age; until one is unconscious. If the female fails, she is sent to the tribes Huush'naag or "Breeding-Annex" where all such females are force-bred until they are no longer fertile. This is done to ensure the large number of Orcs necessary fight in any of the Orcs many military campaigns. If she wins, she has earned the right to fight as a warrior.

BIO:

polaqu.wikia.com

Illustration:

www.creativeuncut.com

Miniature:

D&D Miniatures - Deathknell 57/60

Creature Rules:

Shawn Beatty

GAMEPLAY RULES

Zombie Turn

For its size this creature is an agile beast. During the Zombies' Phase, it will either move two zones for its movement or attack a survivor. It will **only** do one of these two actions depending on where the survivors are as per normal gameplay rules.

If during movement the first zone it enters has a survivor then it will stop and end its turn at this point.

Threat Level:	2
Actions:	Either 2 Moves or 1 Attack
Health Points:	2
Experience Points:	1
Size:	Medium



Suggested Miniature



Orc Skeleton

BIO

The orc skeleton is formed when resurrected by the magical powers of an orc Shaman.

It appears to behave like a regular skeleton and is the animated bones of a dead orc.

It is seldom garbed in anything more than the rotting remnants of armour that it was wearing when slain.

An orc skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple, such as "Kill".

An orc skeleton will attack until it has been destroyed, for that is what it was created to do.



Suggested Miniature

GAMEPLAY RULES

An orc skeleton is a skilled combatant. The very nature of it being animated bones makes it almost impervious from damage to anything but magical weapons, spells or melee weapons that will physically shatter the bones upon impact.

Combat

Ranged weapons such as bows have no damage and melee weapons that are non-magical are subject to the below saving throw.

If during melee combat a successfully strike hits the orc skeleton roll **1D6**. If the value of this is lower than the **Accuracy** value on the weapon card that the player is using, the skeleton avoids the hit and no damage is taken.

Threat Level:	3
Actions:	2
Health Points:	2 (+Saving Throw)
Experience Points:	2
Size:	Medium

BIO:

parallelkingdom.com / D&D Monster Manual 3.5

Illustration:

Inkwell Ideas

Miniature:

D&D Miniatures - Underdark 55/60

Creature Rules:

zombies7 / Steve Urban / Mike B Canada / Frank Clark



RAT

BIO

Rats exhibit several colour forms, but they are usually black to light brown in colour with a lighter underside.

They are agile and fast climbers.

In addition to agility, they make use of their keen sense of hearing to detect danger and quickly evade mammalian and avian predators.

They are resilient vectors for many diseases because of their ability to hold infectious bacteria in their blood. They play a primary role in spreading bacteria.

A number of bacterial diseases are common to rats. These include *Bacillus piliformis*, *Pasteurella pneumotropica*, *Streptococcus pneumoniae*, *Corynebacterium kutsheri* and *Streptobacillus moniliformis*.

All of these bacteria are disease causing agents in humans. In some cases, these diseases are incurable.



Suggested Miniature

GAMEPLAY RULES

Movement

Rats are small, fast and can squeeze through any gaps. They ignore doors and move directly towards the nearest target.

A single rat bite does not cause a player to lose health, they are stunned.

Three rat bites in the **Zombies' Phase** will cause a player to lose health as detailed below.

If a rat can move and land in the same zone as a survivor (or a survivor chosen by the players if multiple to choose from) they will be automatically bitten once and they will lose one action for their next phase.

The rat is then removed from play.

The successful bite happens regardless if the rat has any actions left. If a rat lands in a player zone on its forth action, it is still a bite.

Place the rat token on the survivor card to indicate that they have been bitten and stunned for one of their actions during their next phase.

As an example. If a player was at **BLUE** level they have three actions by default.

If they were bitten by one rat, they have only two actions their next turn.

If they were bitten by two rats then they would only have one action their next turn.

If they were bitten three or more times in the same **Zombies' Phase** by many rats, then they do not lose one action point but get an automatic wound card.

There is no further penalty and the rats are returned to the creature pool rather than placed on the survivor dashboard.

Threat Level:	1
Actions:	4
Health Points:	1
Experience Points:	1
Size:	Small



BIO:

en.wikipedia.org

Illustration:

twinrose.rpgnow.com

Miniature:

Warhammer Skaven Quest Giant Rat

Creature Rules:

[zombies57](#)

REDEAD

BIO

Created to lurk in the darkness and walk the blackness of the night, these creatures have been known to literally terrify their prey to death.

The redead are highly emaciated, undead humanoid creatures, closely resembling zombies.

They are found in dark and distant places such as dungeons and stagnant buildings. They will venture into the daylight if needed but this reduces the overall terrifying factor of these creatures on their prey as there is nothing worse than meeting one of these in the darkness.

While in the dark, redeads are capable of completely halting the movement of their prey with their gaze when they come close while concurrently a blood-curdling scream will echo from them to terrify their victim.

They will then close in on their stunned victim.



Suggested Miniature

GAMEPLAY RULES

These creatures are generally slow and easy to kill. Where they become powerful is when they are inside the darkness and shadows of any building interior.

Zombie Turn

If at the end of the **Zombies' Phase** if a redead is inside a building zone with a player in the same room, the redead will execute their dark terror ability.

Threat Level:	3
Actions:	1 (+ Status Effect)
Health Points:	1
Experience Points:	1
Size:	Medium

STATUS EFFECT

Dark Terror

The attack has the following effect on all heroes in a zone dependant on their level if they **do not** have the slippery skill.

This attack can only happen **while inside** a building when a redead is in the same zone as a player.

A **BLUE** or **YELLOW** level character is beyond terrified and misses **two** actions during their next turn.

An **ORANGE** level character is only mildly terrified and misses **one** action during their next turn.

A **RED** level character is too heroic to be bothered by this as they have better things to do than be terrified by redeads.



BIO:

zelda.wikia.com / zombies57

Illustration:

zelda.wikia.com

Miniature:

D&D Miniatures - Tyranny of Dragons 18/45

Creature Rules:

Sejin Zero / zombies57

SHOGGOTH

BIO

The shoggoth is a massive amoeba-like creature made out of iridescent black slime, with multiple eyes "floating" on the surface.

It is protoplasmic, lacking any default body shape and instead being able to form limbs and organs at will.

Shoggoths were created by the Elder Things. Being amorphous, they could take on any shape needed, making them very versatile within their aquatic environment. Though able to "understand" the Elder Things' language, they had never shown independent consciousness. They were controlled through hypnotic suggestion.

Over millions of years of existence, some shoggoths mutated and they gained their own independent minds. Some time after this, they rebelled against the Elder Things.

Eventually the shoggoths were quelled and the insurrection failed, but thereafter the Elder Things watched them more carefully.

By this point, exterminating them was not an option as the Elder Things were solely dependent on them for labour and could not replace them.

It was during this time that, despite their masters' wishes, they demonstrated their ability to survive on land.



Suggested Miniature

BIO:

en.wikipedia.org

Illustration:

el-grimlock.deviantart.com

Miniature:

Cthulhu Wars Boardgame

Creature Rules:

Kaila Frazer

GAMEPLAY RULES

Combat

Only melee weapons that do **2** damage or more can hit this creature.

Zombie Turn

During the **Zombies' Phase** this creature can use the Absorb or Regeneration skills.

Threat Level:	3
Actions:	1 (+ Absorb)
Health Points:	3 (+ Regeneration)
Experience Points:	4
Size:	Large

ABSORB

At the end of the **Zombies' Phase**, if two or more shoggoths are in the same zone they will absorb and merge into each other.

The final sole shoggoth will have the total health points of all shoggoths that merged.

This will be the new Health Point total for this creature.

REGENERATION

At the beginning of the **Zombies' Phase**, if the shoggoth is injured it will absorb a single monster of the lowest threat level in the same zone, giving the shoggoth **1** health point.

The shoggoth will continue to regenerate each **Zombie Phase** until it is back at its maximum health it is allowed.



SKELETON

BIO

Skeletons are the animated bones of the dead, mindless automation that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armour it was wearing when slain.

A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple, such as "Kill".

A skeleton will attack until it is destroyed, for that is what it was created to do.



Suggested Miniatures

BIO:

D&D Monster Manual 3.5

Illustration:

grimshady.deviantart.com

Miniatures:

D&D Miniatures - Blood War 58/60
Pathfinder Battles - Undead Hoarde 1/12

Creature Rules:

zombies57 / Steve Urban / Mike B Canada / Frank Clark

GAMEPLAY RULES

A skeleton is a skilled combatant. The very nature of the skeletons being animated bones make them almost impervious from damage to anything but magical weapons, spells or melee weapons that will physically shatter the bones upon impact.

Combat

Ranged weapons such as bows have no damage and melee weapons that are non-magical are subject to the below saving throw.

If during melee combat a successfully strike hits the skeleton roll **1D6**. If the value of this is lower than the **Accuracy** value on the weapon card that the player is using, the skeleton avoids the hit and no damage is taken.

Threat Level:	2
Actions:	1
Health Points:	1 (+ Saving Throw)
Experience Points:	1
Size:	Medium



SOUL HARVESTER

BIO

The Soul Harvester is a dark unholy alliance of a Dark Priest and the undead.

Some of the cultists would say that when there was no room left in hell, the undead would walk the land of the free. From the shambling walkers to the abominations, the undead would tear through anything that did not fit their ideal desire of death.

Before death, a Dark Priest would study the dark art of life. Motivated by knowledge, power, greed and life eternal, it would stop at nothing in its research so that it could learn and understand life and the secrets it held.

The Soul Harvester was created when a Dark Priest using all of its powers before being slain formed a mental bond moments before death with an abomination to begin the next phase of its evolution and rebirth of the soul.

This gave the undead creature a will to live and unholy powers beyond anything most people had ever seen before. It gave it a lust for survival and it evolved into a Soul Harvester.



Suggested Miniature

BIO: zombies57

Illustration:
www.danscottart.com

Miniature:
Pathfinder Battles - Dungeons Deep 42/51

Creature Rules:
Sejin Zero / zombies57

GAMEPLAY RULES

Zombie Turn

This creature has will attempt to survive if its health points fall below 5. Players can continue to attack this creature while the creatures status effect is in play.

Threat Level:	10
Actions:	3
Health Points:	9 (+ Status Effect)
Experience Points:	8
Size:	Large

STATUS EFFECT

Death is for Others

The Soul Harvester will not be killed by any mortal if it can help it. When its health reaches 5 or below from this point onwards it will move only towards the nearest spawn point and ignore players.

If it can, it will use an action to absorb any undead that is in its zone. It will follow the standard Threat Level table starting at the lowest first.

For every action it can absorb a single undead creature. The Soul Harvester will regain health equal to the experience points of the creatures it absorbs.

When the Soul Harvester is at full health, it will return to battle the mortals again.

It cannot gain health beyond its starting value.



TROLL

BIO

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground.

Regardless of their hulking size compared to humans, they are very agile.

Trolls have no fear of death. They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Threat Level: 7

Actions: 1

Health Points: 8

Experience Points: 8

Size: Giant

GAMEPLAY RULES

Movement

This creature cannot enter any building due to its hulking size.

This creature does not like fire. If there is fire of any type in the same zone as this beast it will move away rather than attack into the nearest vacant space with no flames. This can also include a backward retreating movement.

If there is no valid movement available then it will follow default movement and combat behaviour.

Any zone with fire in that the creature has line of sight of should be considered a blocked zone and it will seek an alternative path if one is available.

Combat

Although blocked from movement due to its size, it can reach into the first room of any building and attempt to attack a survivor if it cannot move towards them and there are no other options.

The survivor may roll **1D6** and if they hit an **ODD** number the attack misses and they are not subject to a wound.



Suggested Miniature

BIO:

www.dandwiki.com

Illustration:

kingsofkings.wdfiles.com

Miniature:

Pathfinder Battles - Shattered Star 36/55

Creature Rules:

[zombies57](#)



WHITE WALKER

BIO

While having an overall humanoid look, white walkers differ greatly from humans. They have long wispy white hair and pale grey-white skin which is wrinkly but stretched taut across their frames, giving them a somewhat gaunt, sinewy, and mummified appearance despite their bulky size.

These creatures are much stronger than humans and are capable of sending large men reeling back several feet with a single blow. Their most notable trait, however, is their glowing blue eyes.

One of their most deadly abilities is they can reanimate the dead as their servants. They are also actually capable of reviving any dead animal.

Their only weakness appears to be fire based attacks.



Suggested Miniature

BIO:

gameofthrones.wikia.com

Illustration:

www.austenmengler.com

Miniature:

D&D Miniatures - War Drums 8/60

Creature Rules:

zombies57

GAMEPLAY RULES

Combat

The white walker can only be damaged by fire based weapons.

Zombie Turn

At the end of the **Zombies' Phase** after you have completed any spawn actions. For any and each white walker that is alive it will use its deadly ability of raising the dead.

Threat Level:	2
Actions:	1 (+ Status Effect)
Health Points:	3
Experience Points:	2
Size:	Medium

STATUS EFFECT

Raise The Dead

The white walker will attempt to raise the dead of those that have died in the ground that it walks during the past of the present.

Roll **1D6**. If you roll an odd number, place that many classic walkers in this zone and continue the game.



ZOMBIE DRAGON

BIO

Even though the mighty dragons can become 100 years and older, their lives also come to an end at some point. Just like some humans, also some dragons simply cannot let go though. Some of them acquire dark secrets in their long lives. Others forge dark pacts with necromancers and demons to rise again after death.

It is said that the first Zombie Dragons were created by necromancers who are known to meddle with un-life. Created as a weapon in some ancient war, the first Zombie Dragons proved to be so powerful that they could not be controlled by their masters. They broke free of the necromancers subterranean bone fencings and wreaked havoc on their own.

The escaped Zombie Dragons served as role models for other dragons who longed for this seeming immortality. Even though only a few dragons walked the shadow path that ultimately led to the embrace of un-life, those who did began to transform into even more powerful and threatening beings which finally developed to Zombie Dragons.

The Zombie Dragons have lived for a long time and have slowly been rotting away making their wing and fire attacks barely non-functional. To adapt they use a deadly claw and bite attack with their immense strength making them a deadly foe.

More similar to the lich than the usual Zombie, they have kept more of their former personality and knowledge than the undead of other races are able to. Their new powers make easily up for the loss of some of their dragon skills.

BIO:
tibia.wikia.com

Illustration:
io9.com

Miniature:
D&D Miniatures - Deathknell 60/60

Creature Rules:
Steve Urban

GAMEPLAY RULES

Movement

The Zombie Dragon is a giant beast and tramples anything in its path. During the **Zombies' Phase** if any walkers are stood in the zone that it enters, roll **1D6**. Walkers to the value of the dice roll are destroyed and removed from play.

A building can only be entered if it has had a wall knocked down. It cannot enter through doors or move room to room.

Combat

In addition to the three actions, the Zombie Dragon has two ranged attacks with its claws and extended bite attacks. Survivors in adjacent zones, buildings or rooms with a clear line of sight are subject to sharing **2 Damage** between themselves as the end of the **Zombies' Phase** while the dragon lives due to this attack.

Threat Level:	8 ***
Actions:	3 (+2 Ranged Attack)
Health Points:	20
Experience Points:	10
Size:	Giant



Suggested Miniature



BESTIARY

A

Attic Whisperer

B

Banshee

Blood Priest

Bone Naga

Burning Skeleton

C

Cthulhu

Cthulhu Cultist

D

Dark Priest

Dark Viper

F

Faceless Stalker

Fire Mephit

G

Gelatinous Cube

Goblin Dog

H

Hollow Spirit

K

King in Yellow

Kobold

L

Living Statue

Lord of the Underworld

M

Medusa

Mimic

Minotaur

Mummy

N

Nightgaunt

Nightwalker

Nocticula

O

Ochre Jelly

Omnomination

Orc

Orc Skeleton

R

Rat

Redead

S

Shoggoth

Skeleton

Soul Harvester

T

Troll

W

White Walker

Z

Zombie Dragon

SPAWN CARDS

Zombicide - #B1 to #B16

IT'S YOUR FAULT #B1	
AAAAAH!	15
UH-OH	22
WORSE	32
PHEW!	0

I LEFT YOU A SANDWICH #B2	
AAAAAH!	37
UH-OH	26
WORSE	31
BAD	11

I DONT BELIEVE IT #B3	
AAAAAH!	54
UH-OH	101
WORSE	51
BAD	51

KLAATU BARADA NIKTO #B4	
AAAAAH!	42
UH-OH	54
WORSE	63
BAD	52

GIMME SOME SUGAR BABY #B5	
AAAAAH!	25
UH-OH	82
WORSE	24
PHEW!	0

WELL HELLO MISTER FANCYPANTS #B6	
AAAAAH!	27
UH-OH	33
WORSE	21
BAD	21

COME GET SOME #B7	
AAAAAH!	34
UH-OH	12
WORSE	12
BAD	21

I GOT A BONE TO PICK WITH YOU #B8	
AAAAAH!	102
UH-OH	64
WORSE	33
BAD	22

SEE HOW THIS WORKS #B9	
AAAAAH!	35
UH-OH	42
WORSE	24
PHEW!	0

OH OH THATS GOTTA HURT #B10	
AAAAAH!	17
UH-OH	23
WORSE	21
BAD	41

WELL ALL GO IN TOGETHER #B11	
AAAAAH!	94
UH-OH	81
WORSE	71
BAD	61

WHO'S LAUGHING NOW? #B12	
AAAAAH!	72
UH-OH	64
WORSE	73
BAD	81

GROOVY #B13	
AAAAAH!	25
UH-OH	32
WORSE	42
PHEW!	0

BAD LUCK #B14	
AAAAAH!	27
UH-OH	26
WORSE	21
BAD	21

NO TIME TO SLEEP #B15	
AAAAAH!	34
UH-OH	111
WORSE	41
BAD	11

I'LL BE BACK FOR TEA #B16	
AAAAAH!	112
UH-OH	74
WORSE	33
BAD	12

SPAWN CARDS

Zombicide - #B17 to #B32

	LET'S HAVE A PARTY	#B17
AAAAAH!	5 5	
UH-OH	9 2	
WORSE	1 4	
PHEW!	0	

	PARDONNEZ-MOI MONSIEUR!	#B18
AAAAAH!	2 7	
UH-OH	7 3	
WORSE	4 1	
BAD	4 1	

	THIS IS NO WAY TO LIVE!	#B19
AAAAAH!	4 4	
UH-OH	3 2	
WORSE	3 2	
BAD	3 1	

	DON'T YOU DARE ASK GOD TO HELP ME!	#B20
AAAAAH!	10 2	
UH-OH	9 4	
WORSE	8 3	
BAD	7 2	

	GOD BLESS CAPTAIN VERE!	#B21
AAAAAH!	4 5	
UH-OH	5 2	
WORSE	4 4	
PHEW!	0	

	I MUST GO IN FOR THE FOG IS RISING!	#B22
AAAAAH!	3 7	
UH-OH	4 3	
WORSE	5 1	
BAD	6 1	

	OH WOW	#B23
AAAAAH!	6 4	
UH-OH	5 1	
WORSE	4 1	
BAD	3 1	

	DEATH DOESN'T BARGAIN	#B24
AAAAAH!	8 2	
UH-OH	2 4	
WORSE	3 3	
BAD	7 1	

	IS THAT ALL YOU'VE GOT?	#B25
AAAAAH!	9 3	
UH-OH	4 5	
WORSE	8 2	
BAD	2 1	

	HURRY UP AND DIE	#B26
AAAAAH!	4 7	
UH-OH	5 3	
WORSE	4 2	
BAD	1 1	

	THINGS ARE HOTTING UP HERE	#B27
AAAAAH!	6 4	
UH-OH	5 3	
WORSE	4 2	
BAD	4 2	

	BY THE BEARD OF GOD!	#B28
AAAAAH!	5 5	
UH-OH	4 2	
WHAT!!	12 1	
BAD	3 2	

	BY THE WATERS OF MOSES	#B29
AAAAAH!	3 6	
OMG!!!	12 1	
WORSE	2 4	
BAD	1 1	

	BY THE HAIRS OF MY GRANDMA	#B30
DAMN IT!	12 1	
UH-OH	8 6	
WORSE	4 2	
BAD	2 1	

	WE HAVE A WEE PROBLEM	#B31
DAMN IT!	12 2	
UH-OH	11 2	
WORSE	10 2	
BAD	9 2	

	PATIENCE IS A VIRTUE	#B32
PHEW!	0	
PHEW!	0	
PHEW!	0	
OH NO!	12 1	