

Zombie Beasts

(James Healey)

"I returned from the forest that night, aching from tree felling, everywhere as black as pitch, save by the glow of my lantern. When I first saw it, I thought a bear woke from its slumber by my passing, but then I smelled it - rotting flesh and vegetation. I was gazed on by cold dead eyes."



In Dragon Warriors, Zombies are one of the most horrifying creatures a party may face - although dead, they still resemble people. If a Zombie is just an animated human, why not animate other races or creatures?

Like human Zombies, animals have low Reflexes and Movement, whilst their MAGICAL DEFENCE, EVASION, STEALTH, PERCEPTION, and Vision are the same as the Zombie entry in the main rules (Dragon Warriors p. 253).

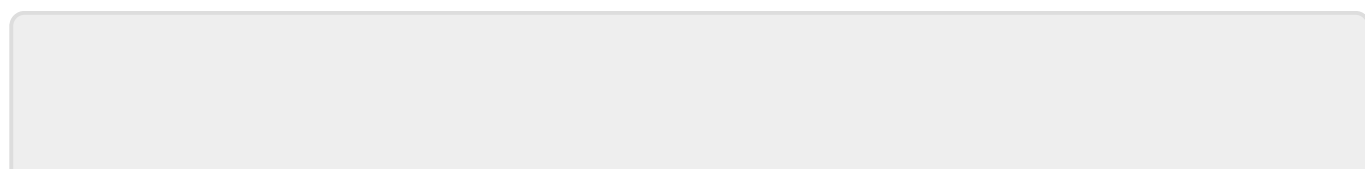
Reduce ATTACK and DEFENCE by a third (rounded up), Armour Factor to zero, and add 1d6 +10 HP. The animal retains its natural weapons but gains +1 to AB and damage. Magical effects and special attacks/abilities are lost.

ZOMBIE BEAR (example)			RE 6
ATTACK	11	Claws (d8 +1, 6)	
DEFENCE	4	AF 0	
MAGICAL ATTACK	N/A	Magic Points	None
MAGICAL DEFENCE	1	Health Points	3d6 +30 ¹⁾
EVASION	1	Movement	6m
STEALTH	5	PERCEPTION	4 (Gloomsight)

The above can also be used for other non-animal races such as Frost Giants or Minotaurs, though perhaps not winged or huge creatures such as Dragons.

This article first appeared in [Casket of Fays Issue 2](#).

¹⁾
6d6 +12 if randomly encountered



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