

ZOMBIE, BOYLE

	Medium-size Humanoid
Hit Dice:	2d8+5 (14 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft. (6 squares)
AC:	14 (+2 Dex, +2 natural) touch 12, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Slam +3
Full Attack:	2 slams +3 (1d6+2 20/x2) or bite -2 (1d3+2+disease 20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood-vomit, contaminating bite
Special Qualities:	Infected, mindless
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 14, Dex 12, Con 13, Int 3, Wis 10, Cha 1
Feats:	Toughness
Challenge Rating:	1
Environment:	Any
Organization:	Any
Treasure:	None
Alignment:	Neutral evil
Advancement:	None

Boyle zombies rewrite the definition of the “zed-word.” In 2003, cinemas saw the release of Danny Boyle’s (soon to be considered) classic redress of the zombie horror film: *28 Days Later*. His creatures were new and unprecedented, functioning in respectful mockery of “classical” undead. Swift, strong, and relentless, these beings are often mistaken for their truly undead counterparts (particularly Type III cinematic zombies, see below). In fact, they are living organisms infected with a terrible disease known only as “rage”. This disease is spread through fluid transfer (saliva, blood, etc.), and the disease’s incubation period is incredibly brief, triggering the dreaded change within seconds. While these creatures are terrifying in their ferocity and bloodlust, they are still alive, and a lack of food is the best weapon to use against them. People who survive outbreaks of Boyle zombies usually do so by holing up somewhere safe and well-provisioned and just laying low for a few weeks—long enough for the zombies to starve to death while digging in the dirt for worms to eat.

Combat

Boyle zombies attack *en masse*, preferably with numbers exceeding half-a-dozen. Despite this apparent inclination towards a sort of “pack-mentality”, Boyle zombies are ferocious hunters of their prey and even one such creature is

capable of infecting a large area of otherwise sensible, alert opponents within moments.

Blood-vomit (ex): As a move action, a Boyle zombie can retch up an alarming amount of blood, spewing this vile stuff at a single potential threat within 5 feet. The zombie must strike the victim with a ranged touch attack, thereby sending the blood into the target’s face. If successful, the victim must make a Fort save (DC 12) or become infected. Within 1d3 rounds the victim of this attack changes into a dreaded Boyle zombie and is thereby lost to the world of the living. Facemasks or other such protections render this attack useless, but do not completely prevent infection (see below).

Contaminating Bite (ex): Anyone bitten by a Boyle zombie is doomed to a foul mockery of undeath. Within 1d3 rounds, anyone suffering from a Boyle zombie’s bite will be reduced to a savage, bloodthirsty killing machine if they fail a Fort save (DC 12). This DC increases by +1 for each additional bite suffered beyond the first.

Infected (ex): Uninfected creatures coming into fluid contact (either through suffering a bite, the blood-vomit, or having a Boyle zombie’s fluids come into contact with an open wound) with a Boyle zombie are doomed to become one themselves. Any creature combating a Boyle zombie must protect themselves from such contact. Little can be done against the blood-vomit or being bitten that experience doesn’t teach such combatants, but the subtle danger lies in having the fluid of a Boyle zombie contact any open wounds. Anyone who has taken damage from any attack capable of causing them to bleed (slashing weapons, certain spells, animal bites, etc.) is considered to have at least one open wound vulnerable to such contact and must either stop and bandage themselves by receiving a Heal check (DC 10), receive the benefit of at least one Conjunction (Healing) spell, or otherwise risk having their wounds become infected by stray blood or saliva from a Boyle zombie. Anyone within 5 feet of a Boyle zombie who has open wounds must make a Reflex save (DC = ½ damage dealt) whenever that zombie is struck by an attack that would shed the zombie’s blood or saliva. Failure indicates that the character’s wound has become infected as per the blood-vomit ability (see above).

Only a *remove disease* cast before the swift transformation, a *miracle* or *wish* spell, or a successful Heal check with a DC equal to three times the victim’s needed Fort save DC will prevent this transformation, but such efforts often take longer to organize than the transformation itself. An infected creature cannot be resuscitated by anything short of a *miracle* or *wish* spell, or a successful Heal check with a DC equal to four times the victim’s Fort save DC.

For instance, a character is bitten five times in one round. He needs to make a Fort save (DC 16) or become a Boyle zombie within 1d3 rounds unless he receives a *remove disease*, *miracle*, or *wish* spell, or someone makes a successful Heal check (DC 48). Once the transformation

occurs, nothing short of a *miracle*, *wish*, or Heal check (DC 64) can cure the infection.

A victim of the blood-vomit (a less-direct contact than a bite) must make a Fort save (DC 12) or become a Boyle zombie within 1d3 rounds unless he receives a *remove disease*, *miracle*, or *wish* spell, or someone makes a successful Heal check (DC 36). Once the transformation occurs, nothing short of a *miracle*, *wish*, or Heal check (DC 48) can cure the infection.

Mindless (ex): Boyle zombies are, despite what they might have been prior to infection, mindless savages capable of very little cognitive thought. They strive for food—living flesh—and stop at nothing to achieve this end constantly. One of the most distressing effects of infection is the loss of individual thought—skills and feats are lost

(replaced with Toughness), class levels are erased, and any connection to patron deities is immediately severed. No matter what the victim was in life, upon infection they become a Boyle zombie as written above. Boyle zombies are immune to any mind-affecting effects but are otherwise subject to any effect that would affect a living creature—ability damage and drain, energy drain, transmutation, critical hits, sneak attacks, starvation, dehydration, exposure, etc. Their mindless nature often means that Boyle zombies will not be aware of such adverse environmental conditions and unknowingly subject themselves to things like extreme heat or cold despite the inevitable damage it will cause them. Only their hunger for flesh drives them, and the lack of such sustenance forces them to travel in search of it either alone or in packs, it matters not to them.

ZOMBIE, CINEMATIC

	Type I Zombie Medium-size Undead	Type II Zombie Medium-size Undead	Type III Zombie Medium-size Undead
Hit Dice:	1d12+3 (9 hp)	2d12+3 (16 hp)	4d12 (26 hp)
Initiative:	-2 (-2 Dex)	-1 (-1 Dex)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	5 ft. (1 square, can't run)	30 ft. (6 squares, can't run)	30 ft (6 squares)
AC:	10 (-2 Dex, +2 natural) touch 8, flat-footed 10	11 (-1 Dex, +2 natural) touch 9, flat-footed 11	14 (+2 Dex, +2 natural) touch 12, flat-footed 12
Base Attack/Grapple:	+0/+0	+1/+2	+2/+9
Attack:	Slam +0	Slam +2	Slam +5
Full Attack:	Slam +0 (1d6 20/x2), or bite -5 (1d3+disease 20/x2)	Slam +2 (1d6+1 20/x2), or bite -3 (1d3+1+disease 20/x2)	Slam +5 (1d6+3 20/x2), or bite +5 (1d3+3+disease 20/x2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Contaminating bite	Contaminating bite	Contaminating bite, improved grab
Special Qualities:	Headshot vulnerability, rigor mortis, undead traits, darkvision 60 ft.	Headshot vulnerability, rigor mortis, swarm, undead traits, darkvision 60 ft.	Bloodthirsty, headshot vulnerability, swarm, undead traits, darkvision 60 ft.
Saves:	Fort +0, Ref -2, Will +2	Fort +0, Ref -1, Will +3	Fort +1, Ref +3, Will +4
Abilities:	Str 10, Dex 7, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 16, Dex 14, Con —, Int —, Wis 10, Cha 3
Feats:	Toughness	Toughness	Improved Grapple
Environment:	Any	Any	Any
Organization:	Any	Any	Any
Challenge Rating:	¼	1	2
Treasure:	None	None	None
Alignment:	Neutral evil	Neutral evil	Neutral evil
Advancement:	None, or Type II	None, or Type III	5-12 HD

Cinematic zombies are slightly different from those presented in the Monster Manual. Type I zombies are modeled primarily off of the creatures popularized by George A. Romero in films like *Night of the Living Dead*, *Dawn of the Dead*, and other classics—incredibly slow-moving, witless meat-grinders on legs. These undead are cumbersome and easily outmaneuvered in melee, making them hardly a threat to anyone familiar with them. Type II zombies are nearly identical to those presented in the Monster Manual, with a few exceptions. These undead are slightly more maneuverable on the ground and have an easier time getting through barriers such as doors and windows than their Type I cousins. Typically, Type I and II zombies are found together in the mobs of undead that occur in most movies. They represent stronger, swifter, more predatory (and some might say “fresher”) zombies. Danny Boyle’s take on the walking dead in *28 Days Later* are similar to this type of undead, but those creatures are still alive (see above). With the recent re-make of *Dawn of the Dead*, we’re introduced to a terrifying combination of Danny Boyle’s “faster zombie” and the classical Romero undead specimen. The combination is the lively, brutal, vicious Type III zombie.

Combat

A cinematic zombie fights even to its own destruction in pursuit of food regardless of its type. The only things about a zombie’s type that determine how it functions in combat is how quickly it can attempt to pummel, overbear, and then bite its target.

Contaminating Bite (su): A zombie’s bite transmits a terrible disease with hundreds of names. Anyone bitten by a cinematic zombie must make an immediate Fort save (DC 20+1 per additional concurrent bite). If successful by a margin of 5 or more, the victim suffers no side-effects of that particular bite and doesn’t have to make any more saves for that bite. If successful by less than a margin of 5, the victim suffers no side-effects from the bite but must continue to make saves for that bite every 2d6 hours. Only roll this increment once per overall contamination from any number of bites, otherwise it could be difficult to keep track of. The victim continues to make a Fort save per concurrent bite until they pass by a margin of 5 or more for each bite. If any save is ever failed, the victim takes 1d4 points of Constitution damage. If the victim dies from the ability damage, they raise in 1d4 rounds as a zombie of the same type that bit them *first*. If the victim dies of other causes

(such as damage from a zombie's slam attacks) but was contaminated at the time of death, they must make one final Fort save or rise in 2d4 rounds as a zombie of the same type that bit them *last*. This disease can be removed by a *remove disease* spell or a successful Heal check with a DC equal to four times the victim's last Fort save DC. (i.e. a victim with four bites must make a Fort save DC 13 to resist the ability damage, a Fort save DC 18+ to recover from the infection, receive a successful Heal check (DC 52), or receive a *remove disease* spell). Once a creature rises as a cinematic zombie, no force short of a *miracle* or *wish* or other such intervention can reverse the terrible change done to them.

Headshot vulnerability (ex): Cinematic zombies can typically be felled with a single damaging shot to the brain. Consequently, cinematic zombies are subject to critical hits and sneak attacks.

Type I Zombies

Type I zombies are strongest while *en masse*, whereas a single Type I is hardly a threat to anyone with experience fighting them.

Rigor Mortis (ex): The bodies of the dead are stiffened with disuse and ill-fit for movement. As such, Type I zombies are terribly slow (5 ft. per round) and cannot run or charge. They may only take a 5-foot step or a single attack each round, but not both. Type I zombies cannot make attacks of opportunity for creatures moving out of their threatened squares.

Type II Zombies

Type II zombies are strongest while *en masse*, whereas a single Type II is only a minor threat to anyone with experience fighting them.

Rigor Mortis (ex): The bodies of the dead are stiffened with disuse and ill-fit for movement. As such, Type II zombies cannot run and may only take a move action or a single attack each round, but not both unless they attempt to charge.

Swarm (ex): When a type II zombie makes a grapple check, it gains a distinct advantage if there are any other zombies nearby. For every other type II zombie either adjacent to the attacking type II or its intended victim, the attacking type II gets a +1 competence bonus on its attempts to grapple its intended victim. Once the attacking type II has grappled with its victim, any type II zombies who attack into the grapple automatically target the victim and receive a +1 competence bonus on their attack rolls for every type II zombie adjacent to the grappled foe, including the one grappling them.

Type III Zombies

Type III zombies are strongest while *en masse*, but even a handful of Type III zombies can overwhelm an experienced combatant.

Bloodthirsty (ex): The ferocity of Type III zombies is rivaled only by predatory animals whose natural weapons outclass the dead teeth and nails a Type III uses in combat. They are relentless and insatiable. As such, Type III zombies are treated as having the Improved Initiative and Improved Multiattack feats.

Improved Grab (ex): Upon making a successful slam attack, a type III zombie may immediately attempt a grapple check without provoking an attack of opportunity.

Swarm (ex): When type III zombies attack *en masse*, there is no time to play around. Dozens of type III zombies prowl what forsaken worlds they have ransacked like packs of carrion wolves; in close combat these are the last foes you want to deal with. When a type III zombie makes a slam attack, it makes terrifying use of its improved grab ability (see above) if there are any other zombies nearby. For every other type III zombie either adjacent to the attacking type III or its intended victim, the attacking type III gets a +1 competence bonus on its attempts to grapple its intended victim. Once the attacking type III has grappled with its victim, any type III zombies who attack into the grapple automatically target the victim and receive a +1 competence bonus on their attack rolls for every type III zombie adjacent to the grappled foe, including the one grappling them.