

WHITE BOX ZOMBIES

Rules for Zombie NPCs
for use with
SWORDS & WIZARDRY WHITE BOX

Bloat



WHITE BOX ZOMBIES

Rules for Zombie NPCs for use with SWORDS & WIZARDRY WHITE BOX

Written by
Eric Bloat

***Monster & Demihuman Descriptions**
Appear Courtesy of
James M. Spahn
Barrel Rider Games

Art by
Richard Thomas Stamper
Bradley K. McDevitt
Kevlen Goodner
Christopher M. Eisert
Jacob Blackmon
JEShields

Published by
BLOAT GAMES



Compatible with Swords & Wizardry: WhiteBox By Matt
Finch and Marv Breig

“Swords & Wizardry, S&W, WhiteBox, and Mythmere Games
are the trademarks of Matthew J. Finch,” Bloat Games is not
affiliated with Matthew J. Finch or Mythmere Games™.

TABLE OF CONTENTS

Zombie Apocalypse in Fantasy	4
Zombie Infection	5
Classic White Box Zombies	6
Living Dead Zombies	7
Groaners	8
Walkers	8
Runners	9
Rage Zombies	10
Fleshless Talking Zombies	11
Screamers	12
Bone Zombies	13
Mutated Bone Zombies	14
Boss Zombies	15
Legend Zombies	16
Melting Zombies	17
Zombie Children	18
Demihuman & Monster Zombies	20
Bugbear Zombies	21
Centaur Zombies	22
Dwarf Zombies	23
Elven Zombies	24
Giant Zombies	25
Cloud Giant Zombies	26
Firbolg Giant Zombies	27
Fire Giant Zombies	28
Frost Giant Zombies	29
Hill Giant Zombies	30
Stone Giant Zombies	31
Storm Giant Zombies	32
Gnoll Zombies	33
Gnome Zombies	34
Goblin Zombies	35
Hobgoblin Zombies	36
Kobold Zombies	37
Lizardmen Zombies	38
Ogre Zombies	39
Orc Zombies	40
Troll Zombies	41
Open Gaming License	45

“When there's no more room in Hell, the dead will walk the earth.”

— **George A. Romero, Dawn of the Dead**

“I cannot turn them all. Run! Run for your lives!”

— **Bastian The Cleric**

ZOMBIE APOCALYPSE IN A FANTASY SETTING



Love Zombies but are tired of a post-apocalyptic setting? Well fear not, White Box Zombies takes your favorite moaners and groaners back to ye days of old and gives you the tools you need for all your OSR Fantasy gaming.

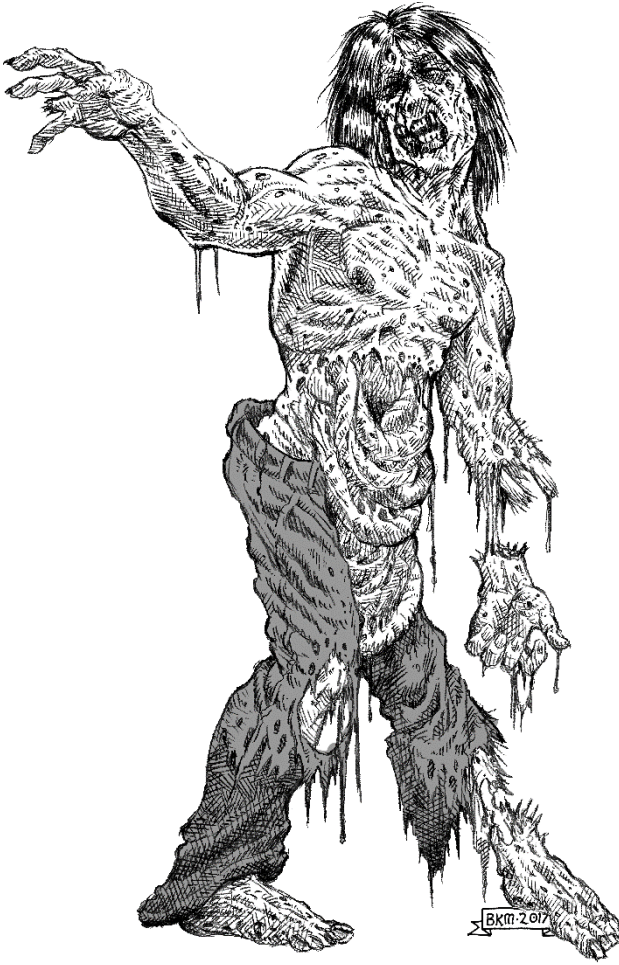
ZOMBIE INFECTION

***Special:** INFECTION (CON) saves are rolled when a Character is dealt 1 or more points of bite/claw damage from a zombie. If the roll is successful, then there are no effects other than damage that was initially dealt by the bite/claw. However, if the roll is unsuccessful, then the Character must immediately make a Save vs Death. If the Character then fails her Death Save, she dies and rises as a zombie in 1d4 rounds. If the Character fails the Infection Save but passes the Death Save then damage that was initially dealt by the bite/claw is doubled, with no other negative penalty imposed.



HOUSE RULE: Referees may require the players to add 1 additional degree of difficulty for each subsequent bite/claw damage received after the initial bite/claw damage. Effectively, making it much harder to fight off the infection as time goes on.

CLASSIC WHITE BOX ZOMBIE



Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

Base Hit Bonus: +0

Attacks: Strike or weapon

Special: Immune to sleep, charm

Move: 6

HDE/XP: 2/30

LIVING DEAD ZOMBIES

Living Dead Zombies are your traditional Zombies. Living Dead Zombies typically have risen from the dead and clawed their way out of crypts and graves to wreak havoc on mankind. True, these guys are slow, but they can get excited when temped with a meal.

Pack Size: 3 or more



Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

Base Hit Bonus: +1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 1/25

GROANERS

Groaners are slow and lumbering Zombies with low guttural groans, which give them their nickname “Groaners” but their skin is as hard as yours and mine; and they’re as strong as us too! Groaners mostly eat flesh and intestines.

Pack Size: 3 or more

Armor Class: 6 [13]

Hit Dice: 2

Base Hit Bonus: +1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/30

WALKERS

Unlike Groaners, Walkers skin is softer than ours and they are usually a little weaker too. Walkers are often in different states of decomposition and are horrifying or just plain gross to look at. Walkers move at a slow walk but can get excited when they are near prey that will encourage them to move at a fast shuffle. Walkers feed on all aspects of humans, right down to the bone but will stop feeding once the prey is dead.

Pack Size: 5 or more

Armor Class: 6 [13]

Hit Dice: 1

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 9

HDE/XP: 1/30

RUNNERS



Runners are in many ways just like Groaners, except the speed at which they move. The ability to run when chasing prey and also to never tire can be a deadly combination. Plus, just like Groaners, Runners are harder and their strength is greater than that of a Walker. Great care should be given in handling encounters involving Runners.

Pack Size: 3 or more

Armor Class: 4 [15]

Hit Dice: 2

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 4/60

Attacks per round: 2

RAGE ZOMBIES

Easily the of the most dangerous of all Zombies, RAGE Zombies do not sleep or tire. All they know is violence and infecting. They travel in large packs, running from place to place looking for humans and even Zombies to infect. Their methods of



infection are biting, scratching or vomiting their own blood into the mouths, eyes, and open wounds of the uninfected. They're not out to kill or to eat, only to infect. They will kill someone if they put up too much of a struggle and prove too hard to infect, just so they can go on to infect someone else. RAGE Zombies have been known to pick up and use simple weapons like tree-limbs, clubs and rocks to attack their prey but they quickly discard them once the prey is infected.

Pack Size: 4 or more
Note: Dex 18!

Armor Class: 2 [17]

Hit Dice: 2

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Blood Vomit, Immune to sleep, charm

Move: 12

HDE/XP: 5/250

Attacks per round: 2

FLESHLESS TALKING ZOMBIES

Fleshless Zombies (A.K.A. Talkers) may be the rarest zombie to come across and the most gruesome to look at. As their name describes, they are completely without flesh. They're walking, dripping and oozing, beings of blood and puss. And if that wasn't enough to make these Zombies stand out from the crowd (or Horde) they can also talk; simple words and phrases like, "Brains", "More brains" and "I am hungry". These ghoulish creatures sole drive is to eat brains and they will stop at nothing to get to them, including fighting other Zombies for the brains of a victim.



Pack Size: 2 or more

Note: Speaking Zombies can lead other Zombies. All Zombies get +1 to initiative when a FTZ is present.

Armor Class: 4 [15]

Hit Dice: 4

Base Hit Bonus: +3

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, SPEAK

Move: 12

HDE/XP: 5/100

SCREAMERS



Screamer Zombies get their name because of the shrieking screeches that come from their vocal chords. The sound is so terrifying and loud that they can cause Characters to freeze in the tracks out of sheer horror. Another bad thing about Screamers is they attract a lot of attention as their Screams can be heard up to 1 mile away.

Pack Size: 2 or more

NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Armor Class: 6 [13]

Hit Dice: 4

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, SCREAM

Move: 12

HDE/XP: 6/75

BONE ZOMBIES

Bone Zombies are Zombies that have no skin or insides left. As if by magic, they are a walking, fighting, biting, clawing skeleton. Also, Bone Zombies can only be defeated but not destroyed. Upon defeat, the Bone Zombie's bones will crumble to the ground and scatter. The BZ will then begin piecing themselves back together in 1d4 rounds, returning at full Hit Points.



Pack Size: 4 and can join a horde.

Special: Regeneration in 1d4 rounds and returns at full Hit Points. Cannot be destroyed.

Armor Class: 6 [13]

Hit Dice: 4

Base Hit Bonus: +2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Regeneration

Move: 12

HDE/XP: 5/125

MUTATED BONE ZOMBIES

Special

Rarely when 2 of more Bone Zombies are destroyed at the same time in the same place, the Bone Zombies will merge together to become a Mutated Bone Zombie. Each Bone Zombie keeps all it's actions and bonuses and even though they fight as one creature, all actions and bonuses simply add together.

2 Bone Zombies combined:

Armor Class: 6 [13]

Hit Dice: 8

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Regeneration

Move: 12

HDE/XP: 10/450

Bonuses: +3 to Damage,

Attacks Per Round: 2

3 Bone Zombies combined:

Armor Class: 5 [14]

Hit Dice: 12

Base Hit Bonus: +6

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Regeneration

Move: 12

HDE/XP: 10/950

Bonuses: +5 to Damage,

Attacks Per Round: 3

BOSS ZOMBIES

Most Zombies have lifeless, vacant stares but not Boss Zombies. These menacing foes look right at you and seem to enjoy the fear they see in your eyes. In appearance, they are very similar to Runners except Boss Zombies tend to be larger and more muscular.



Armor Class: 4 [15]

Hit Dice: 4

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm,

Move: 12

HDE/XP: 8/250

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

LEGEND ZOMBIES

No one is sure where this breed of Zombies came from but they're definitely unique. First off, in appearance they don't look like most Zombies. There is an animal like predator sense about them. They have lightning fast reflexes and are incredibly strong. Their skin is like steel.



Often, they are only found in dark places. They like to hide out in abandoned castles, keeps and houses. They can't talk but seem to communicate through a series of verbal grunts or screams.

While no one has an answer to account for them, one thing is crystal clear: They are dangerous. Very dangerous.

Armor Class: 1 [18]

Hit Dice: 3

Base Hit Bonus: +3

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, Legend Zombies are strangely affected by the sun and they try to avoid it at all costs. All bonuses are at half when fighting in the sun.

Move: 12 (Effective DEX 18)

HDE/XP: 5/250

Bonuses: +2 to Damage,

MELTING ZOMBIES



Melting Zombies are a unique type of Zombie in which their bodies are in a very advanced state of decay. Their skin and insides are very literally melting away and dropping off the bone.

Pack Size: 2

Armor Class: 4 [15]

Hit Dice: 4

Base Hit Bonus: +4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, The “Goo” that is melting off these zombies is highly acidic. Characters that come in contact with it can an additional 1d6 HP acid damage each round until “goo” is properly cleaned, rinsed with water, from the skin.

Move: 6

HDE/XP: 8/550

Bonuses: +1 to Damage Attacks Per Round: 2

ZOMBIE CHILDREN

“Some people have a hard time killing ‘em. Me? I say, a dagger to the brain will kill ‘em just like any other zombie. Heck the only real difference is, they’re shorter; like the dwarf when he gets angry, if you really think about it.”

It’s a dark duty one that most characters would rather not have to face. Truth is though, they are a lot of zombified children running around out there looking for a victim just like any other Zombie. It’s up to your Referee to decide if and when you run across.



Armor Class: 8 [11]

Hit Dice: 4

Base Hit Bonus: +1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm,

Move: 9

HDE/XP: 3/55

OPTIONAL: It is the Referee's discretion to include or not to include Demihuman and Monster Zombies in their campaign.

RULES FOR DEMIHUMANS & MONSTER ZOMBIES

Demihuman (NPC) & Monster Zombies are immune to RAGE Zombie Infection.

Demihuman (NPC) & Monster Zombies can be infected by any zombie type (except RAGE Zombies) but will only rise as the zombie type with stats represented on their Zombie page.

Demihuman (NPC) & Monster Zombies take on the characteristics of each type of zombie they become. Example: A Monster Zombie that becomes a Walker Zombie cannot run but one that becomes a Runner can.

Demihuman Player Characters are not beholden to the same restrictions of Demihuman (NPC). They can be turned to RAGE Zombies and any other Zombie, just as Human PCs.

BUGBEAR ZOMBIES

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1–3 on a d6 (50% of the time).

Standard Non-Zombie Bugbear

Armor Class: 8 [11]

Base Hit Bonus: +3

Hit Dice: 3+1

Attacks: Weapon or bite (1d6)

Special: Surprise opponents

Move: 9

HDE/XP: 3/120

Living Dead Bugbear Zombies

Armor Class: 8 [11]

Base Hit Bonus: +3

Hit Dice: 4+1

Attacks: Bite (1d6+1), Claw, Strike or Weapon

Special: Surprise opponents, INFECTION, Immune to Sleep/Charm

Move: 9

HDE/XP: 4/175

Runner Bugbear Zombies

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Bite (1d6+1), Claw, Strike or Weapon

Special: Surprise opponents, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 5/250

Attacks per round: 2

CENTAUR ZOMBIES

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any “version” of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

Standard Non-Zombie Centaur

Armor Class: 8 [11] or 4 [15] w/ small shield

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Weapon or kick (1d6)

Special: None

Move: 18

HDE/XP: 5/240

Fleshless Talking Centaur Zombies

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Weapon or kick (1d6), Bite, Claw & Strike

Special: Speaking Zombies can lead other Zombies. All Zombies get +1 to initiative when a FTZ is present.

INFECTION, Immune to Sleep/Charm

Move: 18

HDE/XP: 6/300

Boss Centaur Zombies

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 5

Attacks: Weapon or kick (1d6), Bite, Claw & Strike

Special: INFECTION, Immune to Sleep/Charm

Move: 18

HDE/XP: 6/500

Attacks per round: 2

DWARF ZOMBIES

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves might have more hit. These stronger dwarves will often have heavier armor and shields, affecting their Armor Class.

Standard Non-Zombie Dwarf

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: War Hammer

Special: Stonework insight

Move: 6

HDE/XP: 1/15

Groaner Dwarf Zombie

Armor Class: 6 [13]

Base Hit Bonus: +1

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm

Move: 6

HDE/XP: 3/100

Walker Dwarf Zombie

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm

Move: 9

HDE/XP: 2/75

ELVEN ZOMBIES

The example below is for a typical Elf.

Standard Non-Zombie Elves

Armor Class: 8 [11]

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Longbow or Long Sword (1d6)

Special: None

Move: 12

HDE/XP: 1/15

Runner Elvish Zombies

Armor Class: 4 [15]

Base Hit Bonus: +3

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 4/400

Attacks per round: 2

Screamer Elvish Zombies

Armor Class: 4 [15]

Base Hit Bonus: +3

Hit Dice: 4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm, Instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 12

HDE/XP: 5/425

GIANT ZOMBIES

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

Giant Zombies are an extremely difficult foe to do battle with. A pack of Zombie Giants has been known to attack and devour adult dragons! Giant Zombies are also a threat to other man-sized Zombies, and will eat them just the same as normal men.



CLOUD GIANT ZOMBIES

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

Standard Non-Zombie Cloud Giant

Armor Class: 9 [10]

Base Hit Bonus: +12

Hit Dice: 12+2

Attacks: Weapon (3d6)

Special: Hurls boulders

Move: 15

HDE/XP: 13/2,300

White Box Cloud Giant Zombies

Armor Class: 8 [11]

Base Hit Bonus: +12

Hit Dice: 12+2

Attacks: Weapon (3d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 15

HDE/XP: 14/2,500

Groaner Cloud Giant Zombies

Armor Class: 8 [11]

Base Hit Bonus: +13

Hit Dice: 12+2

Attacks: Weapon (3d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 15

HDE/XP: 14/2,500

FIRBOLG GIANT ZOMBIES

Appearing as giant men (ten feet tall) with flaming red beards, firbolg dwell in rocky and volcanic regions where they live in clans of miners and underground fungus farmers. Unlike other giants, they are not warlike by nature and instead prefer to make prodigious use of their ability to throw boulders and fight from a distance, which inflict 2d6 points of damage. They are as intelligent as humans and have the natural ability to cast Detect Magic at will, however, they lose this ability when turned into a Zombie.

Standard Non-Zombie Firbolg Giant

Armor Class: 9 [10]

Base Hit Bonus: +9

Hit Dice: 9+2

Attacks: Weapon (2d6)

Special: Hurl boulders,

Detect Magic

Move: 12

HDE/XP: 10/1,400

Groaner Firbolg Giant Zombies

Armor Class: 9 [10]

Base Hit Bonus: +10

Hit Dice: 10

Attacks: Weapon (2d6) Bite, Claw, or Strike

Special: Hurl boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 10/1,400

Walker Firbolg Giant Zombies

Armor Class: 8 [11]

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Weapon (2d6) Bite, Claw, or Strike

Special: Hurl boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 9/1,200

FIRE GIANT ZOMBIES

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 4d6 points of damage and are immune to fire.

Standard Non-Zombie Fire Giants

Armor Class: 9 [10]

Base Hit Bonus: +11

Hit Dice: 11+3

Attacks: Weapon (2d6)

Special: Hurls boulders, fire immunity

Move: 12

HDE/XP: 12/2,000

Boss Fire Giant Zombies

Armor Class: 7 [12]

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, fire immunity, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 14/2,000

Living Dead Giant Zombies

Armor Class: 8 [11]

Base Hit Bonus: +10

Hit Dice: 10+3

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, fire immunity, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 12/1,500

FROST GIANT ZOMBIES

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

Standard Non-Zombie Frost Giants

Armor Class: 9 [10]

Base Hit Bonus: +10

Hit Dice: 10+1

Attacks: Weapon (2d6)

Special: Hurls boulders, cold immunity

Move: 12

HDE/XP: 12/2,000

Screamer Frost Giant Zombies

Armor Class: 9 [10]

Base Hit Bonus: +10

Hit Dice: 10+1

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, cold immunity, INFECTION, Immune to Sleep/Charm, NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 12

HDE/XP: 13/2,150

Melting Frost Giant Zombies

Armor Class: 7 [12]

Base Hit Bonus: +10

Hit Dice: 11

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, cold immunity, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 14/2,350

HILL GIANT ZOMBIES

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage.

Standard Non-Zombie Hill Giants

Armor Class: 9 [10]

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Weapon (2d6)

Special: Hurls boulders

Move: 12

HDE/XP: 9/1,100

Classic White Box Hill Giant Zombies

Armor Class: 9 [10]

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 10/1,300

Living Dead Hill Giant Zombies

Armor Class: 8 [11]

Base Hit Bonus: +9

Hit Dice: 8

Attacks: Weapon (2d6), Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 11/1,400

STONE GIANT ZOMBIES

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

Standard Non-Zombie Stone Giants

Armor Class: 9 [10]

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Club (2d6),

Special: Hurls boulders

Move: 12

HDE/XP: 10/1,400

Fleshless Talking Stone Giant Zombies

Armor Class: 7 [12]

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Club (2d6) Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 12/1,850

Walker Stone Giant Zombies

Armor Class: 9 [10]

Base Hit Bonus: +9

Hit Dice: 12

Attacks: Club (2d6) Bite, Claw, or Strike

Special: Hurls boulders, INFECTION, Immune to Sleep/Charm

Move: 12

HDE/XP: 11/1,500

STORM GIANT ZOMBIES

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to cast Control Weather once per day. However, they lose all magical abilities when they become zombies.

Standard Non-Zombie Storm Giants

Armor Class: 9 [10]

Base Hit Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6)

Special: See above

Move: 15

HDE/XP: 16/3,200

Classic White Box Storm Giant Zombies

Armor Class: 9 [10]

Base Hit Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6), Strike or weapon

Special: Immune to sleep, charm

Move: 9

HDE/XP: 17/3,500

Runner Storm Giant Zombies

Armor Class: 7 [12]

Base Hit Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6), Strike or weapon

Special: Immune to sleep, charm

Move: 15

HDE/XP: 18/4,000

GNOLL ZOMBIES

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

Standard Non-Zombie Gnolls

Armor Class: 9 [10]

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6)

Special: None

Move: 9

HDE/XP: 2/30

Screamer Gnoll Zombies

Armor Class: 9 [10]

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6), Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to Sleep/Charm, NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 9

HDE/XP: 4/100

Melting Gnoll Zombies

Armor Class: 9 [10]

Base Hit Bonus: +4, Attacks Per Round: 2

Hit Dice: 5

Attacks: Bite (1d6), Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, The “Goo” that is melting off these zombies is highly acidic. Characters that come in contact with it can an additional 1d6 HP acid damage each round until “goo” is properly cleaned, rinsed with water, from the skin.

Move: 6

HDE/XP: 8/600

GNOME ZOMBIES

Gnomes are industrious, peaceful beings. They dwell mostly deep underground. They rarely stand taller than 3' and have long beards and pointy noses. They are peaceful by nature, seeking only to mine for gems and other valuables, and engage in the occasional prank. Gnomes are natural foes of goblins and kobolds, as well as skilled illusionists. All gnomes can cast Phantasmal Force once per day but lose this ability when transforming into zombies.

Standard Non-Zombie Gnomes

Armor Class: 7 [12]

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Short Bow or Short Sword (1d6-1)

Special: Phantasmal Force

Move: 9

HDE/XP: 1/15

Fleshless Talking Gnome Zombies

Armor Class: 4 [15]

Base Hit Bonus: +3

Hit Dice: 4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm, SPEAK

Move: 12

HDE/XP: 5/100

Boss Gnome Zombies

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep/charm,

Move: 12

HDE/XP: 8/250

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

GOBLIN ZOMBIES

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 “to-hit” in the full sunlight

Standard Non-Zombie Goblins

Armor Class: 8 [11]

Base Hit Bonus: +0

Hit Dice: 1-1

Attacks: Weapon (1d6-1)

Special: -1 “to-hit” in sunlight

Move: 9

HDE/XP: < 1/10

Legend Goblin Zombies

Armor Class: 1 [18]

Base Hit Bonus: +3

Hit Dice: 3-1

Attacks: Weapon (1d6-1) Bite, Claw or Strike

Special: -1 “to-hit” in sunlight, INFECTION, Immune to sleep, charm, Legend Zombies are strangely affected by the sun and they try to avoid it at all costs. All bonuses are at half when fighting in the sun.

Move: 12 (Effective DEX 18)

HDE/XP: 5/275

Bonuses: +2 to Damage

Runner Goblin Zombies

Armor Class: 4 [15]

Base Hit Bonus: +2

Hit Dice: 2-1

Attacks: Bite, Claw, Strike or Weapon (1d6-1)

Special: -1 “to-hit” in sunlight, INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 5/100

Attacks per round: 2

HOBGOBLIN ZOMBIES

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Standard Non-Zombie Hobgoblins

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Weapon (1d6)

Special: None

Move: 9

HDE/XP: 1/15

Groaner Hobgoblin Zombies

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/40

Walker Hobgoblin Zombies

Armor Class: 6 {13}

Base Hit Bonus: +1

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/45

KOBOLD ZOMBIES

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 “to-hit” penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Standard Non-Zombie Kobolds

Armor Class: 6 [13]

Base Hit Bonus: +0

Hit Dice: 1/2

Attacks: Weapon (1d6-1)

Special: None

Move: 6

HDE/XP: < 1/10

Screamer Kobold Zombies

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 3

Attacks: Bite, Claw, Strike or Weapon (1d6-1)

Special: INFECTION, Immune to Sleep/Charm, NOTE: They instill fear from their intact vocals with a high pitch scream causing a WIS save or lose their initiative.

Move: 9

HDE/XP: < 6/100

Living Dead Kobold Zombies

Armor Class: 8 [11]

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Bite, Claw, Strike or Weapon (1d6-1)

Special: INFECTION, Immune to sleep, charm

Move: 9

HDE/XP: 1/40

LIZARDMAN

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

Standard Non-Zombie Lizardman

Armor Class: 7 [12]

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Claw (1d6-1) or sword (1d6)

Special: See above

Move: 6/12 (when swimming)

HDE/XP: 2/30

Walker Lizardmen Zombies

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 6/12 (when swimming)

HDE/XP: 2/45

Runner Lizardmen Zombies

Armor Class: 4 [15]

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Bite, Claw, Strike or Weapon

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 5/60

Attacks per round: 2

OGRE ZOMBIES

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

Standard Non-Zombie Ogres

Armor Class: 9 [10]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Weapon (1d6+1)

Special: None

Move: 9

HDE/XP: 4/120

Boss Ogre Zombies

Armor Class: 4 [15]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Bite, Claw, Strike or Weapon (1d6+1)

Special: INFECTION, Immune to sleep, charm,

Move: 9

HDE/XP: 10/550

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

Classic White Box Ogre Zombies

Armor Class: 8 [11]

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Strike or Weapon (1d6+1)

Special: Immune to sleep, charm

Move: 9

HDE/XP: 5/150

ORC

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty “to-hit” in sunlight. They typically carry small shields and wear ring mail armor. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

Standard Non-Zombie Orcs

Armor Class: 9 [10] or 5 [14] w/ small shield

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: None

Move: 12

HDE/XP: 1/15

Walker Orc Zombies

Armor Class: 6 [13]

Base Hit Bonus: +2

Hit Dice: 1

Attacks: Bite, Claw, Strike or Weapon (1d6)

Special: INFECTION, Immune to sleep, charm

Move: 12

HDE/XP: 2/50

Groaner Zombie Orcs

Armor Class: 6 [13]

Base Hit Bonus: +1

Hit Dice: 2

Attacks: Bite, Claw, Strike or Weapon (1d6)

Special: INFECTION, Immune to sleep, charm

Move: 6

HDE/XP: 2/45

TROLL

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs. Trolls do NOT lose regenerate when transformed into a zombie.

Standard Non-Zombie Trolls

Armor Class: 9 [10]

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Claw (2d6)

Special: Regeneration

Move: 12

HDE/XP: 8/800

Boss Troll Zombies

Armor Class: 4 [15]

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Bite or Claw (2d6)

Special: Regeneration, INFECTION, Immune to sleep/charm

Move: 12

HDE/XP: 10/1,200

Bonuses: +1 to Damage, +2 to Attack

Attacks Per Round: 2

Living Dead Troll Zombies

Armor Class: 8 [11]

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Bite or Claw (2d6)

Special: Regeneration, INFECTION, Immune to sleep/charm

Move: 12

HDE/XP: 9/900

SURVIVE THIS!!

Zombies!



A ZOMBIE-APOCALYPSE ROLEPLAYING GAME
BY
BLOAT GAMES

NOW AVAILABLE!!!

THE ZOMBIE HACK



HACKING
THE ZOMBIE APOCALYPSE
THE ROLEPLAYING GAME
BY
ERIC BLOAT

NOW AVAILABLE!!!

SURVIVE THIS!!
VIGILANTE CITY



COMING SOON!



DESIGNATION OF PRODUCT IDENTITY The name White Box Zombies and all artwork, logos and layout are product identity.

DESIGNATION OF OPEN GAME CONTENT All text and tables are open game content.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

36

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed

in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. •The original roleplaying game "The Black Hack" text, tables, all artwork, logos and layout are Copyright 2016, David Black. This artwork is copyright (C)2016 Bradley K McDevitt. You can use this image in commercial or fan projects, however you may not publish it as clip art. Any company that uses images from 'Clip Art Critters' is required to place the artist's name amongst the credits. This artwork is copyright (C)2006-2014 Bradley K McDevitt. You can use this image in commercial or fan projects, however you may not publish it as clip art. Any company that uses images from 'Clip Art Critters' is required to place the artist's name amongst the credits. For more artwork or to contact this artist please visit...www.bradleykmcdevitt.net Solby PostmortemStudios...www.postmort.demon.co.uk Roleplaying games to DIE for. The purchaser of this Stock Art Collection is licensed to use any of these images in their own commercial projects as long as the tag byline appears in the credits: "Artwork © 2008 Jeff Freels, used with permission" Resale or redistribution of these images is forbidden. To see more projects go to www.JeffWerx.com, or contact Jeff Freels directly at: jeff@jeffwerx.com. Locked And Loaded- Stock Art (Ariel S. Viola)All stock art is licensed for use in commercial, professional publications and other ventures with the exception that it cannot be resold as clip art or bundled into art packs. Stock art may also be used for personal use. You are also required to post acknowledgement of the artist's work in your credits, with the acknowledgement as such: Provided image(s) by Ariel S. Viola are Copyright 2015, Ariel S. Viola. By purchase of the art and adhering to the requirements of the license you are allowed to use of the stock art as needed, whether it be commercial or personal usage (except for resell as clip art or art pack components). This purchase and agreement to requirements of the license does not, however, provide you with ownership of the stock art. Stock art ownership remains with the artist, Ariel S. Viola. SURVIVE THIS!! and SURVIVE THIS!! – Zombies, Copyright 2016 Bloat Games and Eric Bloat. The Zombie Hack and White Box Zombies Copyright 2017, Property of Bloat Games and Eric Bloat End of License.

