

Infectious Zombie



Climate/Terrain: Any
Frequency: Very Rare
Organization: Nil
Activity Cycle: Any
Diet: Nil
Intelligence: Negligible (2-3)
Treasure: Nil
Alignment: Chaotic Evil
Number Appearing: 3-18
Armour Class: 8
Movement: 6
Hit Dice: 2-1
Thac0: 20
Number of Attacks: 1
Damage/Attack: 1-8
Special Attacks: See Below
Special Defenses: Spell Immunity
Magic Resistance: See Below
Size: M
Morale: Champion (19)
Experience Value: 175

These Zombies are horrid wretches. They are as most undead, immune to sleep, hold, charm, and death magic, and cold-based spells. One vial of holy water inflicts 2-8 damage upon an Infectious Zombie. These zombies like regular zombies move very slow and always strike last in combat. These Zombies, every three turns regenerate all lost hit points. These Zombies hate magic-users and if they detect one they will speed up to normal human rates to attack it. If any creature has blood drawn when struck by one of these creatures they must make a saving throw versus poison or be infected. Infected wounds are hard to heal and the damage that was caused cannot heal naturally, and magical means will not take effect unless a *cure disease* is cast beforehand. An infected person will become an Infectious Zombie in 6-36 turns. These new zombies will immediately attack all living creatures within 5 feet after this they will flee the scene, but hang around to release their intense hatred on living creatures.

