

Zombie, Desert

CLIMATE/TERRAIN:	City of Istroy or any desert
FREQUENCY:	Common in the City of Istroy, very rare elsewhere
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1-12
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8/ 1d8 + special
CRIT. HIT/FUMBLE:	30%(+50%)/70%
SPECIAL ATTACKS:	dehydration
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	20% + special
SIZE:	M
MORALE:	Fearless (20)
XP VALUE:	975

Desert zombies are the undead citizens of the City of Istroy created by the activation of the powerful artifact known as the *mechanism*. They retain just enough of their former intelligence to remember the grandeur of the city before its destruction by the activation of this cursed magical creation. They long for the life they once lived and a desert zombie will attempt to destroy any living creature encountered because living creatures serve as a hateful reminder to this pitiful undead creature of its past life.

Desert zombies appear as emaciated humans dressed in the ragged tatters of once fine clothing. Their desiccated skin clings tightly to their bones like shrunk leather. Their faces are gaunt and drawn, two gaping holes serve as eyes.

Combat: Desert zombies attack with their bare



hands in melee. In addition to the normal damage (1d8) caused by a blow, a hit will cause the area touched to dehydrate. Dehydration causes the victim to suffer 1 hp of damage per round until a *cure disease*, *remove curse*, *heal*, *limited wish* or *wish* spell is cast to negate the effect. As the dehydration progresses the area around the wound begins to take on the appearance of a desert zombie's skin. For every 10 hp of damage suffered from dehydration a character loses one point of Charisma permanently.

A creature killed by a desert zombie rises from the grave the following night as a desert zombie unless a *bless* spell is cast on the victim's body prior to the reanimation.

Desert zombies are immune to *sleep*, *charm*, *hold* and other mind-affecting spells. Cold- and water-based spells have no effect on desert zombies. Desert zombies are also immune to *magic missile*.

Despite their low intelligence, desert zombies are cunning and will often wait in ambush for living creatures to pass their way. A favored tactic is to lie beneath the sand and spring to the attack, increasing

the chance to surprise a victim to a roll of 1 to 7 on a d10. When encountered in groups, they will fight in a coordinated effort, attacking priests and wizards first.

A *raise dead* or *resurrection* spell will destroy a desert zombie instantly.

Desert Zombies can be turned as ghosts.

Habitat/ Society: Desert zombies tend to frequent the areas that they visited frequently while alive. The only variation in this pattern would be to follow living prey. Thus, desert zombies will often be found at their former place of work or in their home in the lost city of Istroy, hopelessly contemplating a life they cannot regain.

Ecology: Desert zombies play no role in the ecosystem of Fälgorna™. They require no sustenance, but kill, out of hatred, all living things they encounter.

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Acknowledgements: The picture of the desert zombie is an adaptation of a Brom painting that appeared on the cover of Dragon™ Magazine.