

MonsterFocus

Zombies



A Minotaur Games Supplement
By Jason Bulmahn



Monster Focus: Zombies

A Minotaur Games Supplement

Few could ever forget their first encounter with a zombie. These shambling corpses are relentless in their drive to murder and consume the living. They are a plague, an ever present threat that must be immediately put down whenever they appear lest they become an unstoppable horde. While most adventurers regard them as a nuisance, the common folk know better. Zombies are a rot, sent to gnaw away at the foundation of civilization itself.

This supplement presents a number of rules and options for making zombies a pivotal part of the game, from a simple outbreak to a tide of the walking dead. Included are tools for player characters, including skills, feats, alchemical items and spells, as well as new rules for Game Masters, such as magic items, new types of zombies, and adventure hooks.

SKILLS

Characters attempting to learn about the zombie menace must make a Knowledge (religion) skill check. The following DCs and provided information assume that the zombie is CR 1 or less. If it is above this, add the CR to the listed DCs.

DC Information

- 6 This creature is a shambling corpse known as a zombie.
- 11 A spear or mace is of little use against a zombie, but a sword or axe should be effective.
- 16 While most zombies are slow, others are incredibly fast and deadly. Some can spread a plague that causes the dead to rise and join their ranks. The GM should note what type of zombie you face.
- 21 Some zombies are practically impossible to kill unless you destroy their brain.

FEATS

Most of the following feats are designed to help characters defeat zombies, but one allows them to control the horde.

Brain Piercer (Combat)

You know how to put down a zombie.

Prerequisite: Base attack bonus +1.

Benefit: Whenever you deal damage with a piercing melee weapon, you can ignore any damage reduction that could normally only be bypassed by weapons dealing slashing damage. If the damage reduction also requires magic, silver, or any other type to bypass it, your weapon must meet that type to bypass the damage reduction.

Stagger Undead

You can draw upon the power of your deity to cause undead to be cowed into inaction.

Prerequisites: Channel positive energy class feature, Turn Undead.

Benefit: You can, as a standard action, expend one use of your channel positive energy to cause all undead within 30 feet to become staggered. Undead receive a Will saving

Design, Art, and Layout: Jason Bulmahn

Editorial Assistant: Eleanor Johnson

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content: proper names, dialogue, plots, storylines, locations, characters, artwork, and trade dress.

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Minotaur Games product are Open Game Content, as defined in the Open Gaming License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Monster Focus: Zombies is published by Minotaur Games under the Open Game License version 1.0a. Copyright 2000 Wizards of the Coast Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Copyright 2013 Jason Bulmahn

throw to negate the effect. The DC for this Will save is equal to $10 + 1/2$ your cleric level + your Charisma modifier. Undead that fail their save are staggered for 1 round for every two cleric levels you possess (minimum 1). Intelligent undead receive a new saving throw at the end of each round to end the effect. Undead that are already staggered instead take no action on their turn, as if stunned, but dealing any damage to such an undead ends the effect. This effect does not stack with itself. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Too Slow (Combat)

You can easily move past staggered foes.

Prerequisite: Dodge.

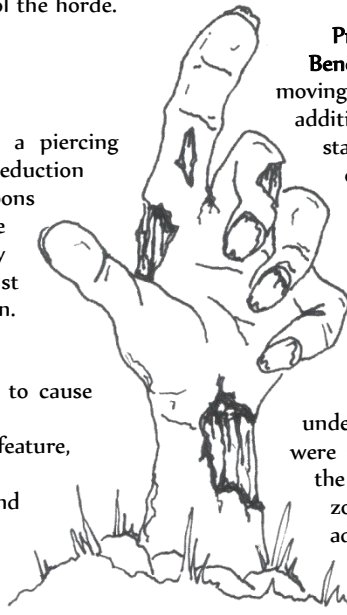
Benefits: You do not provoke attacks of opportunity from moving through the threatened area of staggered foes. In addition, you can move through the space occupied by a staggered creature, but this provokes an attack of opportunity. This does not allow you to end your move in a staggered creature's space. You can attempt an Acrobatics check to avoid this attack of opportunity (DC equal to the creature's CMD).

Zombie Master

You are skilled at creating and controlling zombies.

Prerequisite: Spell Focus (necromancy).

Benefit: When determining the total amount of undead you can control, zombies count as if their Hit Dice were reduced to 50% of their actual total, rounded up to the nearest Hit Die. Add up all the Hit Dice of any zombies you control before reducing their total. In addition, you can create fast zombies and plague zombies anytime you cast a spell that creates zombies (counting their Hit Dice as normal).



ALCHEMICAL ITEMS

Those facing the walking dead have a number of valuable tools they can use to aid them in their struggles.

This section also presents a new type of item made through alchemy that can enhance spells if used as a spell component. These alchemical components are always consumed when casting the spell that they enhance and no more than one such component can be used in the casting of a single spell. The DC to craft an alchemical component is equal to 15 + the level of the spell that the component modifies (this DC is included in the table). While alchemical components are crafted using parts from various creatures, their cost comes from other rare ingredients and reagents.

Blessing Wafer: This alchemical component is made from sacred grains, mixed with a few drops of holy water. When used to cast *bless* or *prayer*, in addition to the spell's ordinary effects, any dead creature in the area of effect cannot animate as an undead creature. This does not prevent an already undead creature, such as a vampire or lich from returning to life if reduced to 0 or fewer hit points, it merely prevents a dead creature from animating, such as from a spell, disease, or create spawn ability. This protection is permanent, but it does not apply if the corpse is in the area of a *deseccate* or *unhallow*.

Corpse Fire: This vial of bright yellow liquid functions as alchemist fire, except that the fire continues to burn undead flesh. Any undead creature that suffers a direct hit from corpse fire continues to burn each round until the fire is extinguished (as per the normal rules for alchemist fire).

Disease Unguent: This foul smelling yellow ointment comes in a jar with three applications. This unguent can be applied to a fresh wound to reduce the chance of infection. If applied within 1 hour of failing a Fortitude saving throw against a disease that was transmitted by a wound (such as from a bite, slam, or claw), you can attempt a new saving throw with a +2 competence bonus to end the affliction. This unguent has no effect if the onset period has passed. You cannot use this unguent more than once per disease.

Pox Stone: This alchemical component is a small green stone that is made from the liver of a plague victim. When forced down the throat of a dead creature before *animate dead* is cast to turn the corpse into a zombie, a pox stone causes the corpse to rise as a plague zombie. In addition, it receives a +2 racial bonus to the DC of its disease as well as its death burst. Any zombie created by this disease does not get this bonus.

Shatter Vial: This crystal vial is filled with shards of metal and an explosive liquid. You can throw a shatter vial as a splash weapon with a range of 10 feet. Upon impact the vial breaks and the liquid inside explodes, throwing shards of metal in a 5-foot radius burst. A direct hit deals 1d6 points of slashing damage to the target. Any creature within 5 feet of the explosion takes 1 point of slashing damage.

SPELLS

Many of the following spells are invaluable for heroes going up against zombies. Such rare spells are kept by temples just in case there is a zombie outbreak in the area. Others represent the blackest of magic, used to spread disease and raise the walking dead.

Blessed Blade

School conjuration; **Level** cleric 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Effect magic weapon of force

Duration 1 minute/level (D)

This spell creates a masterwork longsword, etched with the symbol of your god. The blade appears in your hands upon completion of the spell. You are automatically proficient with this weapon and it can be used in place of your holy symbol for any spell that you cast that requires a divine focus. If this weapon leaves your possession, the spell immediately ends.

Whenever the blessed blade strikes an undead creature it emits a flash of light that deals an additional 1d6 points of damage to the undead creature. The undead can make a Will save to halve this additional damage. This damage is not multiplied on a critical hit.

Alchemical Item	Cost	Weight	Craft DC
Blessing Wafer	10 gp	—	16
Corpse Fire	30 gp	1 lb.	25
Disease Unguent	90 gp	1 lb.	25
Pox Stone	50 gp	1/2 lb.	18
Shatter Vial	20 gp	1 lb.	20

Flesh Rot

School necromancy [evil]; **Level** antipaladin 3, cleric 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

This spell causes a creature's flesh to rot from its bones and if slain, to rise as a zombie under your control. When you cast this spell, your hand takes on a sickly green aura. Using this spell requires a melee touch attack. If the attack hits, the target takes 1d6 points of damage per caster level you possess, to a maximum of 12d6 points of damage. If the target is slain by this attack, it rises as a zombie under your control on the following round (as if using *animate dead*, maximum 12 Hit Dice). The target is allowed a Will save to reduce the damage to 1 point per caster level. If the save is successful, the target does not rise as an undead, even if the attack kills it. Any bonuses on saving throws against disease apply to this effect. This spell has no effect on targets that are immune to disease.

Light of Purity

School conjuration (healing); **Level** cleric 4, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, S, DF

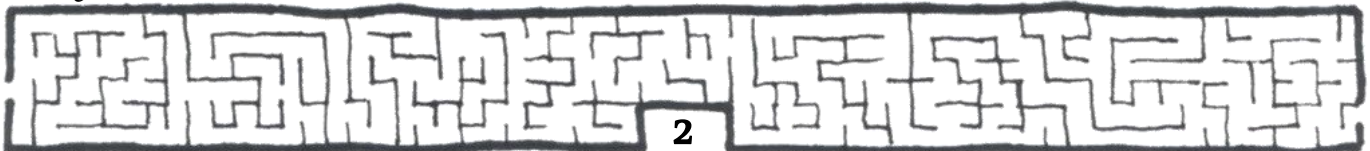
Range 30 feet

Area 20-foot radius burst centered on you

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You emit a flash of holy light that causes lesser undead in the area to crumble to dust while more powerful undead flee from your presence. Undead with a number of Hit Dice equal to or less than your caster level must make a Will save or flee from you as if panicked for 1d4+1 rounds. Those undead that fail this save are destroyed instead if their total number Hit Dice is equal to 1/2 your caster level or less. Undead with more Hit Dice than your caster level are unaffected. Unintelligent undead take a -4 penalty on their saving throw.



Plague Ward

School conjuration (healing); **Level** cleric 2, druid 2, inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature

Duration 1 day

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell makes one creature immune to disease for the duration. This does not cure any diseases the subject has already contracted, nor does it heal any damage, but the target does not have to make any saving throws against disease while this spell is in effect. This does not count as a success or failure for the purposes of curing such diseases. This has no effect against diseases that are also curses, such as mummy rot.

Zombie Plague

School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell infects the target with zombie rot. The disease is contracted immediately upon a failed Fortitude save (no onset time). If the target dies while under the effects of this disease, this spell does not confer control of the zombie to the spellcaster.

Zombie Rot—spell; *save* Fort DC as per the spell; *onset* none; *frequency* 1 day; *effect* 1d2 Con damage; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

MAGIC ITEMS

There are a number of useful magic items that the PCs might seek out when preparing to face off against zombies. Unfortunately, there are a few items that might aid those seeking to raise a horde of the dead.

Ash Pendant

Aura faint necromancy; **CL** 5th

Slot neck; **Price** 750 gp; **Weight** 1 lbs.

This pale white pendant is carved from the heartwood of an ash tree grown in a cemetery. One end of the pendant contains a silver reservoir filled with ashes. These ashes can be spread upon the forehead of a corpse that died within the past day, causing it to animate as a zombie with up to 5 Hit Dice on the following round. This zombie is under the control of the pendant's wearer and does not count against the total number of Hit Dice of undead that the wearer can control. The pendant can only be used once and it crumbles to dust if the zombie is destroyed.

Construction Craft Wondrous Item, *animate dead*; **Cost** 375 gp

Panacea Cloak

Aura moderate conjuration; **CL** 7th

Slot shoulders; **Price** 19,200 gp; **Weight** 2 lbs.

This white cloak with a golden hem never seems to collect any dirt or stain. The wearer of the cloak receives a +4 bonus on

Fortitude saves against disease. In addition, once per day as a standard action, the wearer of the cloak can heal the afflicted with touch. This acts as *neutralize poison*, *remove curse*, or *remove disease*, as chosen by the wearer.

Construction Craft Wondrous Item, *neutralize poison*, *remove curse*, *remove disease*, *resistance*; **Cost** 9,600 gp

Sword of Final Rest

Aura moderate necromancy; **CL** 10th

Slot —; **Price** 29,015 gp; **Weight** 4 lbs.

This gleaming +1 *undead bane longsword* radiates a pale light whenever it is drawn (treat as a torch). Once per day, as a standard action, the blade can be commanded to emit a beam of pure white light in a 30 foot line. This beam destroys up to 20 Hit Dice of undead creatures in the line, starting with undead with the lowest number of Hit Dice (if there is a tie, it affects undead closest to the wielder first). The beam cannot destroy undead with more than 9 Hit Dice. Undead receive a Will saving throw (DC 19) to negate the effect. Undead creatures that make their save still count against the total number of Hit Dice that can be affected.

Construction Craft Magic Arms and Armor, *summon monster I*, *undead to death*; **Cost** 14,665 gp

Staff of Decay

Aura faint necromancy; **CL** 8th

Slot none; **Price** 46,800 gp; **Weight** 8 lbs.

This staff is made from bones wrapped in strips of rotting flesh, topped with a zombie head whose teeth chatter whenever the staff is used. It allows the use of the following spells.

- *Animate Dead* (up to 8 Hit Dice, 1 charge)
- *Inflict Moderate Wounds* (1 charge)
- *Flesh Rot* (2 charges)

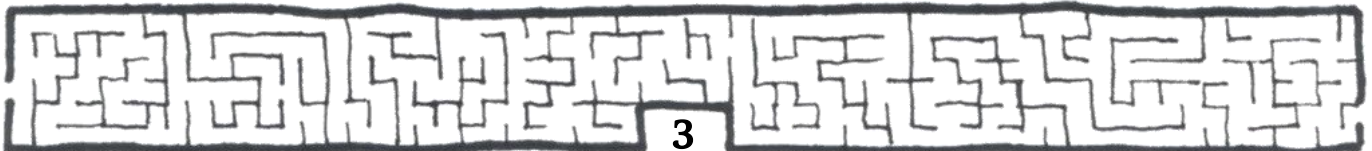
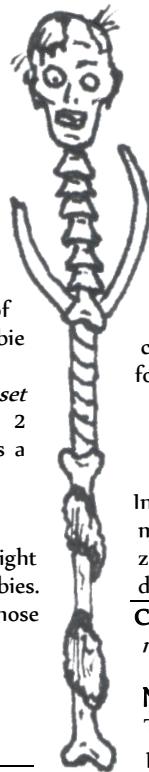
In addition, the staff wielder can spend a charge and make a melee touch attack against an enemy. If the attack hits, the zombie head bites the target, dealing 1d6 points of piercing damage and causing the target to be sickened for 1d4 rounds.

Construction Craft Staff, *animate dead*, *flesh rot*, *inflict moderate wounds*; **Cost** 28,400 gp

NEW HAZARD

The following hazard can be used to add a new challenge to players during a combat or while exploring a cemetery or battlefield.

Corpse Field (CR 3): Even once destroyed, the severed limbs and heads of zombies are not completely dead. Such undead refuse is often left littering the field of battle, although it is sometimes known to erupt from the ground in a cemetery suffused with evil. A corpse field takes up an area no greater than a 20-foot radius (larger fields are made up of multiple hazards). A corpse field counts as difficult terrain. Whenever a living creature starts its turn inside a corpse field, it is attacked by a severed arm or decapitated head. This attack is made at a +5 bonus and it deals 1d6 points of bludgeoning (slam) or piercing (bite) damage. Destroying an individual limb or head has little effect on the field, but any spell that affects an area that deals at least 10 points of damage destroys the corpse field in that area. If channel positive energy is used, the corpse field does not receive a saving throw against the effect.



NEW CREATURE

This section presents an entirely new zombie creature to use in your campaign.

Brood Zombie

This shambling beggar is almost entirely covered in filthy robes and scraps of torn cloth. Only his face and hands are visible, but his eyes are vacant and his flesh is deathly pale.

BROOD ZOMBIE

CR 7

XP 3,200

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 9, flat-footed 18 (+2 armor, -1 Dex, +7 natural)

hp 76 (9d8+36)

Fort +6, **Ref** +2, **Will** +8

Defensive Abilities swarm healing; **DR** 10/slashing; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee 2 slams +11 (1d8+4 plus grab), bite +10 (1d6+4 plus disease)

Special Attacks disease, infested, undead swarm

STATISTICS

Str 19, **Dex** 9, **Con** —, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 19

Feats Iron Will, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (slam)

Skills Bluff +12, Disguise +15, Perception +12, Stealth +14

Languages Common

Gear filthy rags (counts as leather armor)

SPECIAL ABILITIES

Disease (Su) *Zombie Rot*—Slam; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1 day; *effect* 1d2 Con damage; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours. The save DC is Charisma-based.

Infested (Ex) The body of a brood zombie is infested with biting and stinging insects. Anyone that grapples or is grappled by a brood zombie takes 1d6 points of damage at the start of the zombie's turn and must make a DC 17 Fortitude save or contract zombie rot.

Swarm Healing (Su) Whenever a brood zombie's undead swarm is within its body, the brood zombie gains fast healing 5. If the swarm is damaged when it returns to the zombie, this healing is applied to the swarm first, until it is at maximum hit points, at which point it applies to the brood zombie. The brood zombie loses this ability for 24 hours if its swarm is destroyed.

Undead Swarm (Ex) As a move action, a brood zombie can unleash a swarm of undead beetles, centipedes, and ants from its body. Treat this as a centipede swarm (see the *Bestiary*) under the brood zombie's control. The centipede swarm has a Constitution of 0, a Charisma of 8 (meaning its hit points and Fortitude save are unchanged), and it gains undead traits. Instead of poison, anyone that takes damage from the swarm must make a DC 17 Fortitude save or contract zombie rot. A brood zombie cannot create more than one swarm at a time and if the swarm is destroyed, it cannot create a new one for 24 hours.

Few undead are capable of giving a high priest nightmares, but the thought of a brood zombie loose among the flock has caused more than one restless night. These insidious undead creatures are skilled at disguising their presence and only attack when they can be sure that they will not be discovered. Most brood zombies hide among the indigent population of larger communities, often being mistaken for just another beggar or drunk. As the death toll begins to mount and the ranks of the walking dead grow, the brood zombie becomes bolder, attacking larger groups or even ambushing those facing its undead creations. A brood zombie stands about 5-feet-tall and weighs 150 pounds.

Creating a Brood Zombie: A brood zombie can be made by casting *create undead* and *summon swarm* or *insect plague* by a 15th level caster.

NEW ZOMBIES

The basic zombie template and its variations provide for a wide number of possibilities when planning out encounters with the walking dead. The following variants add entirely new ways for GMs to incorporate them into their campaign. These variant zombies follow the rules of the zombie template unless noted otherwise.

Relentless Zombie

Some zombies are incredibly resistant to harm. Those that do not know the secret to killing them often come to believe that they simply cannot be slain. In truth, these zombies can be killed by an overwhelming amount of damage, but it is much easier to return them to the grave by simply attacking their brains. A relentless can be created with *animate dead*, but it counts as twice the number of Hit Dice for that spell.

Challenge Rating: As a normal zombie +1.

Defensive Abilities: As a normal zombie, except a relentless zombie gains DR 5/— instead of DR 5/slashing.

Weakness: A relentless zombie gains the brain vulnerability weakness.

Brain

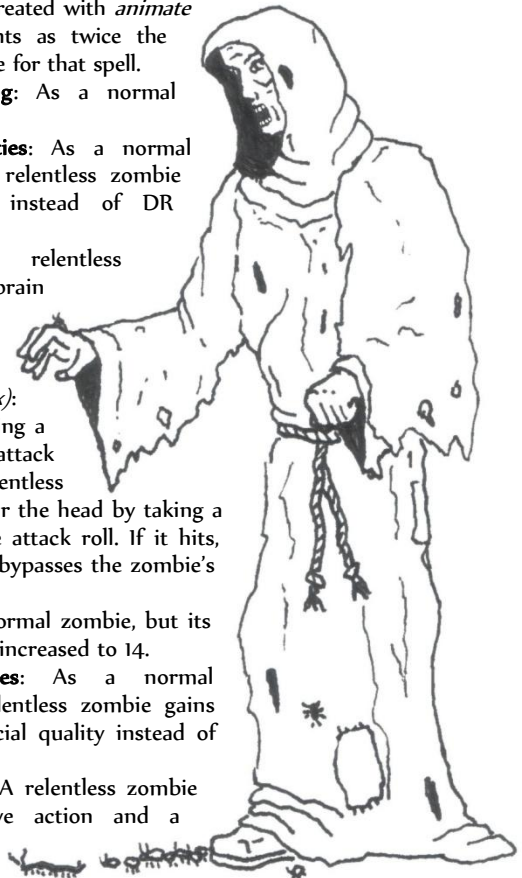
Vulnerability (Ex):

Any creature making a melee or ranged attack against a relentless zombie can aim for the head by taking a -4 penalty on the attack roll. If it hits, any damage dealt bypasses the zombie's damage reduction.

Abilities: As a normal zombie, but its Charisma score is increased to 14.

Special Qualities: As a normal zombie, but a relentless zombie gains the relentless special quality instead of staggered.

Relentless (Ex): A relentless zombie can take a move action and a standard action



each round, but it cannot take a full-round action (such as a full-attack action). It can take other types of actions as normal.

Virulent Zombie

Often mistaken for a plague zombie, these undead can infect others by exhaling a cloud of disease and those near them have a greater risk of infection. A virulent can be created with *animate dead*, but it counts as twice the number of Hit Dice for that spell.

Challenge Rating: As a normal zombie +1.

Aura A virulent zombie radiates an aura of infection. Any creature within 10 feet that has any amount of damage takes a –4 penalty on Fortitude saving throws made against disease.

Special Attacks: A virulent zombie gains the following special attack.

Plague Cloud (Su): As a standard action, a virulent zombie can unleash a cloud of disease. Treat this as a *fog cloud* (using the zombie's HD as its caster level), but any creature in the area at the start of its turn must make a Fortitude saving throw or risk contracting zombie rot. This cloud travels in a straight line away from the zombie at a speed of 10 feet per round and it dissipates after 1d6 rounds. Once a virulent zombie has used this ability, it must wait 1d4 rounds before using it again. **Zombie Rot**—cloud; *save* Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier +2 racial bonus; *onset* 1d4 days; *frequency* 1 day; *effect* 1d2 Con damage; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Abilities: As a normal zombie, but its Charisma score is increased to 14.

ADVENTURE IDEAS

The following adventure ideas use rules from this supplement and are suitable for any challenge level.

Grave Prophecy: An ancient prophecy speaks of an oncoming plague and the leader of a local temple asks the heroes to venture to a forsaken graveyard to retrieve the *panacea cloak* that was buried with a priest there long ago. The graveyard is filled with undead and more than one corpse field blocks the way to the ancient crypt. It might be that disturbing the grave is what releases the plague in the first place.

One Among Us: Over the past few days, the town guard has been finding commonfolk slain in the street, only to rise moments later as a zombie. They have been putting down the horrors, but the numbers of the dead continue to rise and they are worried that they might not be able to stop them if they continue. Worse still, they cannot find the source of these murders. Unknown to them, a cult dedicated to the god of the undead has created a brood zombie and this is just the beginning of their nefarious plans. They have a small pack of virulent zombies they plan to release to hasten the plague.

Tide of the Dead: A rider comes galloping into town, but it quickly becomes apparent that he is deathly ill, infected with zombie rot. He explains that a nearby community was recently overrun by zombies and he barely managed to escape. Now the undead tide is heading this way. The PCs have only a few days to prepare for the oncoming horde.

Want to learn more about Minotaur Games? Got a question about this supplement? Follow me on Facebook:

www.facebook.com/JasonBulmahn

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 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. **System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. **Pathfinder RPG Core Rulebook.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. **Pathfinder RPG Advanced Player's Guide.** Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. **Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Monster Focus: Zombies. Copyright 2013, Jason Bulmahn; Author: Jason Bulmahn.

