

Zombie, Chillborn

CR 4

NE Medium Undead (cold)

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 22, **Flat-Footed:** 22, **Touch:** 10

(+12 natural)

HP: 52 (8d12)

DR: 10/slashing

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

SR: None

Resistances: None

Immunities: Cold plus undead immunities

Defensive Abilities: None

Offense

Speed: 20 ft.

Melee: Slam +9 (1d6+4 plus Ice Reaper)

Special Abilities: Chillborn Aura, Death Burst, Ice Reaper

Statistics

STR 19 (+4)

DEX 10 (+0)

CON --- (+---)

INT 4 (-3)

WIS 10 (+0)

CHA 6 (-2)

Base Attack +4; **Grapple** +8; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Weapon Focus (Slam), Ability Focus (Ice Reaper)

Skills: Spot +11 (+11 ranks)

Languages: None

SQ: Fire Vulnerability, Icy Invigoration, Undead Traits

Combat Gear: None

Other Gear: None

Flavor

Environment: Any cold locale

Organization: Solitary, pair, or pack (2d4)

Treasure: None

Shambling towards you is the ice covered corpse of a humanoid who looks to have frozen to death. As it approaches, the very air around you seems to grow cold and you can see a gleam of both loneliness and hatred in its dead eyes. A lonely wail escapes its lips and its body sprouts armor of ice.

Chillborn zombies are the animated corpses of humanoids who died alone, cold, and abandoned. Typically freezing to death does not result in a chillborn zombie being created, only creatures that died of freezing and were home to the bitterness felt by being abandoned by those closest to you become chillborn zombies (a guard, or guards, abandoned by their patrol in a freezing wasteland would be good candidates for becoming chillborn zombies). Unlike normal zombies, chillborn zombies have some rudimentary form of intelligence and are capable of working together to bring down tougher foes.

In battle, chillborn zombies tend to swarm a single target in an attempt to freeze him with their chillborn auras and paralyze him with their slam attacks. This also grants them the benefit that if one of their numbers is slain it will heal all other nearby chillborn zombies. Chillborn zombies can be difficult to kill because their bodies are sheathed at almost all times in a thick layer of unholy ice that grants them protection greater than that of heavily enchanted plate armor.

Ability Information

Chillborn Aura (Ex): The chillborn zombie exudes an aura of supernatural cold at all times. Any creature beginning its turn within 10 feet of a chillborn zombie takes 1d6 points of cold damage. Multiple chillborn auras deal cumulative damage.

Death Burst (Ex): When a chillborn zombie is slain, it explodes in a great blast of icy energy. All creatures within 10 feet of a slain chillborn zombie must succeed on DC 16 reflex saves or take 4d6 points of cold damage. The damage dealt increases by 1d6 points for every 2 hit dice the chillborn zombie possesses.

Fire Vulnerability: A chillborn zombie takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Icy Invigoration (Ex): Cold damage of any kind heals chillborn zombies. The amount healed is equal to the damage that would be dealt.

Ice Reaper (Ex): Any creature struck by a chillborn zombie is assaulted by the icy claws of death itself. Any creature a chillborn zombie hits with its slam attack must succeed on a DC 18 fortitude save or take 1d6 points of cold damage and be stunned for 1 round. The save DC of this ability is increased by 2 due to the chillborn zombie possessing the Ability Focus (Ice Reaper) feat.

Lore

A successful knowledge (religion) check will reveal the following information about a chillborn zombie:

DC 18 This is a chillborn zombie, a magically animated corpse of someone whose death was caused by the cold. This reveals all undead traits.

DC 23 Chillborn zombies are capable of paralyzing creatures by touch alone.

DC 28 When killed, chillborn zombies explode in a burst of freezing energy.